Tappity

Amari Turner and Lauren Perkey

Publisher: Tappity Incorporated
Version: 14.3

Target Audience

This science app was made for grades K-5 and we feel that is a great age rating due to the content being learned in them. This is a simulation app due to its role-playing features and how the app teaches science skills and is centered around real-life issues.

Curriculum

The app teaches about science and directly follows the science standards which are also included on the app. We would definitely use Tappity in the classroom, on the SmartBoard and encourage all parents to download it for their children at home. The stories are so intriguing and cover what the students are learning in the classroom.

Cost

There is a free version. There are also lifetime, monthly, and yearly subscriptions:
Tappity Yearly Membership: $24.99
Lifetime Tappity Membership: $79.99
Yearly Member & Free Month: $24.99
Monthly Tappity Membership: $9.99
These subscriptions give full access to the app and remove ads and fees.

Software

We truly believe that this app is a simulation software because of how it teaches and implies real-life science subjects. It's role-playing aspects also help with this. Students are asked to "insert their ticket" by dragging it to the proper spot before going on their different adventures. There are a woman and man who consistently talk in the app whether the user is playing a game, doing an activity, or participating in a story. We love that the stories are not just entertaining, but are interactive. They ask questions to

the user and require them to press certain buttons to help solve problems to keep them interested. Stories cover subjects such as the Solar System and Pollination.

Impressions

We thought that the trivia game shows were very interesting and something that users could have to look forward to each week. We love how the app is so easy to navigate through instructions, speakers, and videos that leave no student behind. The subjects covered were very interesting and complex subjects such as pollination were broken down in a way where young children could easily understand them. To get students interacting, the app allowed them to choose a color for their space suit and re-enacted a tour to outer space when learning about the solar system. When learning about pollination, they were asked to drag their finger from left to right in a way to help bees rub their legs together to participate in the process of pollination. Our favorite thing was how children can earn virtual rewards for doing well with activities.

Does the software pass?

This science software passes because it implements real life and role-playing into the curriculum.