

Evaluating Apps

Title: Noggin on Apple iPad

Evaluator: Molly Allen

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? <ul style="list-style-type: none"> • Did you try things that were wrong and/or unexpected 	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		It brought back a lot of memories for me as a child.
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)	X		
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 		X	
Did you like using the App?	X		I LOVED this app.
What was the cost?	X		

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<ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 			It cost \$5.99 a month.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 		X	
How does it compare to other apps that do the same?		X	This has story books, games, and activities. Therefore this app has a lot more variety of things to do than most apps.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 		X	This app does not meet individual needs because there are not profiles

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			for children to make. There is not a way to set a certain grade level either. You would just have to see what they are interested in and then find a video that is suitable.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		X	

Version: 66.0.0

Publisher: Viacom International Inc.

Target Audience: 4+, Made for ages 0-5

Type: In a way, this app is drill and practice. I say that because the students already know the information that is displayed on the videos.

Curriculum: This tool could be used for children to take a break and calm down. The children can use this activity as a group activity during center time.

Cost: \$5.99 a month

When you first open up this app, there are multiple options to choose from. There are games, Play-Alongs, and eBooks. This learning is led by Nick Jr. characters. When you subscribe, you get access to a library of eBooks, learning game, activities, interactive episodes, and exclusive story developed by curriculum specialists. There are tons of fun activities, but also activities that are associated with subjects. These include ready grow, math, science, words, creativity, music, architecture, museum, ocean, healthy habits, space, nature, etc. Some of them are games, imagination, and story books.

I enjoyed this app because of the variety of things you are able to do on it. The books they put on here made me feel nostalgic because they are from when I was a little kid. I love reading, so this got me very excited. There was one video

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under healthy habits, where the narrator was having the pig in the video take deep breaths and count to 10 when they were getting frustrated. I think that is a great idea for children of all ages. I think that can even be good for adults. I would definitely recommend this app to parents and other teachers.