

Evaluating Apps

Title: ScratchJr. 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	The screen was the same white screen for you to do your projects on.
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	The app did not have any response.
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	Personally, it was not fun to me. It

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			was pretty boring and lame.
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 		X	It was free.
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		
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	There is not a subject matter with this app. It is just for students to create a scratchpad that they like.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		The children may create whatever scratch pad that they want, so it will match the abilities that are right for them.

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Social/Cultural <ul style="list-style-type: none">• Bias?• Commercialism Comments		X	

Version: 1.2.10

Publisher: Scratch Foundation, Inc.

Target Audience: 4+, Made for ages 6-8

Type: I would see this app being used as a tool. I chose a tool because it is a drag and drop programming that is an effective intro for budding coders. The students are able to create a scratch pad that is unique to them.

Curriculum: In the classroom, this app can be used as a break, such as free time. This will let the students do something they enjoy to give their brain a break to get ready for the next lesson.

Cost: This app is free with no in out purchases.

When you first open this app, there is nothing special that pops up. It has a picture of a house that you click for home or school. Then it says, "My Projects." The student will be able to make as many projects as they want. These projects have stickers, painting, characters, and more to add. This can be relaxing for students. You can take pictures and screenshot your artwork.

I think this app would be fun for students while they are on a break. Other than that, this app does not have any curriculum aspects. I do like how when you go to the painting part of the app, there is a camera for you to take a picture. At first, I thought that camera was to screenshot. It actually will take a picture of yourself and put it in the image you are coloring. I thought that was pretty neat.