

Evaluating Apps

Title Ready, Jet, Go

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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		Very interactive, animated with details
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 character talks respond verbally and with physical cues.
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		Sound enhances the response

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Did you like using the App?	X		
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 			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?			It includes a parent page, and outer space theme. Keeps children occupied while learning
Additional Comments			Parent page was very informative

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 Astronomy X X		

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<p>Individual</p> <ul style="list-style-type: none"> Does it match individual's abilities? Does it meet individual's needs? 	X		Students can be very involved independently.
<p>Social/Cultural</p> <ul style="list-style-type: none"> Bias? Commercialism Comments 			The settings included a Spanish option.