

**Title:** River Crossing (problem solving)

**Version:** 1.1.1

**Publisher:** Abd alhameed Alhinbazly

**Target Audience:** The target audience for this app is 4+. This app is appropriate for younger students, but would be harder for them to read the instructions and solve complex problems like the ones on this app. Instead, we think this app would be better for upper elementary students of even middle school students, just because it requires a lot of memorization of the characters in each level and it requires complex problem-solving skills. If this app is used in a classroom, the teacher should inform the students of the pop-up ads in the app. If a student accidentally clicks on one of the pop-up ads, they should inform the teacher immediately so she can help them get back to the game.

**Type of Software:** River Crossing is a problem-solving software because it gives a problem without giving the solution. It tells you the ways you need to get the characters across the river without telling you the solution.

**Curriculum:** This app would be great to integrate into a lesson on problem solving. It would be beneficial to first teach students about problem solving strategies so they have a better chance of using the app River Crossing. This app would also be great for the students to play at home since the app is free. The students will think they are just playing a game but they are really stimulating their mind and solving complex problems.

**Cost:** The app is free and there are no in-app purchases.

**Software Description:** This app is set up like a game, and has characters on one side of the river and a list of clues and instructions on how to get them to the other side of the river in a certain order. If the student places the characters on the raft in the wrong order, a message will pop up on the screen telling them what is wrong. There is no limit on how many times you can try, which helps to not discourage students if they don't get it right the first time. It also gives the children the opportunity to evaluate their choice and see why it was wrong so they can make a better choice.

**Software Impression:** Our impression of the software is that it would be hard for younger elementary students to use. Other than that, we thought this app would be a great way to teach or have students practice problem solving skills. It was very straight forward with

explaining how to play the games when we first downloaded the app. The app itself is not difficult to learn how to use, but the problems may be more difficult to some students than others.

**Does the app pass?** Yes.