

## Padlet

Version: 72.0

Publisher: WallWisher Inc.

Target Audience: Publisher does not state the target audience. However, I would say it is best for mid level or higher.

Curriculum: Almost any curriculum could be incorporated using this app. For example, students could post writing prompts on the “wall” or create a timeline and post it on the wall. These two features could incorporate English and History.

Possible Environment: I would use this in any classroom setting because the student could write anything on their wall. Moreover, this would be great for Poems in English class or Timelines for History.

Cost: Free unless you get the full version which is \$12.99 a month or \$99.99 a year

About the software:

Once Padlet is downloaded, registration is required. Once registered, you will press make a padlet to start creating your wall. A wall is what you put your project on. There are many backgrounds to choose from. You can upload images, draw, do videos, save in different ways such as PDF and excel. Padlet can be used in any subject, but I would use this in my classroom for poem projects.

Impression of the software:

I was not impressed with this software because it was extremely slow. It was very time consuming to try and figure this app out. It wasn't only time consuming, but very confusing. After drawing on my wall, the app crashed and did not save my drawing. I do not feel that this app would be a dependable app for students. I do not feel the software passes because I, as the teacher, would be frustrated when my students have issues with this app. However, I do like that this app is like a virtual bulletin board.

## Explain Everything

Version: 5.2.2

Publisher: Explain Everything sp.zo.o.

Target Audience: Business

Curriculum: Learning Organizations, Universities, and K-12 Institutions

Possible Environment: Possibly any subject, but I feel this is more for teachers because I am not sure what a student could do. However, if a student does use this, they would need to be monitored because it is a free range app.

Cost: Free, but offers in app purchases. There is an individual license offered for \$12.99 or \$107.99. The monthly cost is \$12.99 or annually for \$107.99.

About the software:

Explain Everything is an app that once is opened, there is a tutorial to explain what a person can do. There is a plus sign that can be clicked on which will start a new project or whiteboard. When a new whiteboard is opened, you can then begin creating with photos, voice recordings, shapes, text, and drawing. You can also save what you do on the app when projects is clicked on it will prompt to save and close.

Impression of the software:

Explain Everything was amazing to me because you can add a voice recording. I feel if I were to use this in the classroom, I would show my students how to do something and explain with the voice recording. This app was little like Padlet, but is faster and does not crash. I believe this software would be beneficial to educators and businesses, but not students unless there is a project like a poster project, but the students do it digital.

#### Quick QR Code Reader and Creator

Version: N/A

Publisher: Fellow Software

Target Audience: I think this app would be useful for students of all ages.

Curriculum: App is not targeted toward any curriculum in particular you could use it for any subject matter though.

Possible Environment: Classroom

Cost: Free lite version \$9.99 for full version

About the software: This app can be very useful. It is easy to create a QR code and of course easy to scan one. When you scan the code it automatically takes you to the information presented. The software did not lag or crash and it worked well.

Impression of the software: I think this app is a really good one. When I was in high school we used a QR Reader as a hall pass. We had to scan a QR code on the wall before we could leave the classroom. I think this app would work really well compared to others I have used because with previous apps I have had trouble getting the code to scan. With this one it wasn't an issue.

#### Total Recall

Version 5.0

Publisher: Michel Neuhaus

Target Audience: Productivity, but I feel that Mid-Level or higher grades could use this app. I feel this way because this could help students with brainstorming before writing a paper.

Curriculum: Multiple subjects, any subject that you would create a web or diagram for

Possible Environment: English or History Class

Cost: Free (in app purchase: mind map unlock \$1.99)

About the Software:

When the app is downloaded and opened, a web is on the screen that walks through what a person can do with this app. To read the instructions, you can use your fingers to zoom in. In the bottom left hand corner, there is a + sign that will begin your web. Once the screen comes up, pressing the plus sign and tapping the screen will add a bubble, pressing the minus sign and clicking a bubble will delete that bubble. Pressing the paint splatter will put different colors, paint set, text box, and a shape to choose the shape of your bubble around a bubble for you to edit. By briefly pressing a bubble, you will be able to move the bubble where it needs to be moved.

Impression of the Software:

My impression of this software is good. I feel that many students could benefit from this program by doing web diagrams and brainstorming ideas before writing a paper. The app was easy to use and had many options to better the look. You can also upload other projects into this app.

## Brainpop

Version 3.1.9

Publisher: Brainpop

Target Audience: Ages 9-11

Curriculum: All subjects

Possible Environment: Any classroom setting

Cost: Lite Version, Full Version \$6.99 Explorer Subscription \$2.99 (in app purchases)

### About the Software:

Once the app is downloaded, it opens and gives free access. There is a today's featured movie, has quizzes, scores, and related movies at the top. At the bottom, curriculum subjects are listed. By pressing a subject, it will take you to the page of the subject that was pressed. These pages are broken down into categories. There is even a search button that you can search for what you need. To exit out and get back to the home page, you will press the back button until you are back at the home page.

### Impression of the Software:

I really enjoyed this app and looked at some things for myself. This app is very educational for students. Even though this app states it is for 9-11, I feel that some things can be used for younger ages. However, there is a Brain Pop Jr. for the lower ages.

## Coding

Learn to Code with Python

Version 3.1.5

Publisher: Sololearn inc.

Target Audience: Educational

Curriculum: Coding

Possible Environment: This app would be used to help students learn how to code.

Cost: Free

### About the software:

Once the software is downloaded, you will need to create an account or sign in with Facebook or google. Once signed in, the tutorial will come on the screen. You can skip in the tutorial if you know the information, if not the tutorial is a must. It is very hard to figure out the tutorial.

### Impression of the Software:

I wasn't a fan of this software because it was a lot to get through the first stage of the tutorial. I feel that it would take the students awhile before they could actually learn to code. I don't feel that this software would pass in the typical classroom because of the length of the tutorial.

## Move the turtle

Version: 1.5.1

Publisher: Next is Great Sp z o.o

Target Audience: Ages 4+, made for ages 9-11

Curriculum: Coding

Possible Environment: Coding

Cost: \$3.99

#### About the Software:

Once the app is purchased, you will press play and press the turtle that says chapter 1. You will press one and try to code, once that is done it will move you through the stages of chapter1.

#### Impression of the Software:

I really enjoyed playing this software even though I wasn't that great at coding. However, I feel that it is beneficial for students to learn how to code and have fun while playing it.

#### Swift Playground (by Apple)

Version 2.1

Publisher: Apple inc.

Target Audience: The app store says 4+

Curriculum: Technology

Possible Environment: Classroom

Cost: Free

About the software: Swift playground is an app that offers mini puzzles and teaches coding. You get additional challenges as you complete current ones. The app is very colorful and appealing.

Impression of the Software: My first impression of the software was very impressed. The screen colors are appealing and I couldn't believe what the app offered considering that it was free.

However, as I was exploring the app I started having difficulty with it. It did not crash but it started lagging extremely. After reading the reviews of this app I think it is safe to say that the app was not the issue. Maybe my internet connection was the only problem. This is a great app that I would love to use.

#### Movie video creator (find one)

Adobe Spark Video

Version 3.4.2

Publisher: Adobe Systems Inc.

Target Audience: High School

Curriculum: No target curriculum with the app

Possible Environment: Theatre Class, Drama

Cost: Free

About the Software: This app offers a lot of options. You can insert your own photos and videos or find some on the internet. You can add text. You can also do voiceover. There are color schemes you can choose from.

Impression of the Software: I really liked this app. At first it was overwhelming because it gives you so many options. Once you really sit down and play with the app though, and figure out what you're doing it is really impressive that it offers you so many features. The app did not crash or lag when I tried to use it. I really liked the app.

#### Tutorial

Science Lab For Kids

Version: N/A

Publisher: Alexey Liger

Target Audience: Elementary Students

Curriculum: Science

Possible Environment: Third grade science classroom

Cost: Free

About the Software: The software has the potential to be really great, however it lags, crashed, and gives error messages too often when trying to use it. The app is supposed to be an informative science app for kids that gives information and project ideas for students.

Impression of the Software: I did not enjoy using this app. I was really excited about it at first because of all of the interesting things it offered like, making slime and the scientific aspects behind it, making your own bouncy ball, and glow water. These are all things that kids would enjoy and they are also getting a science lesson out of it.

Drill and Practice

Prodigy Math

Version 2.3.1

Publisher: SMARTeacher, Inc.

Target Audience: Education ages 9+

Curriculum: Math

Possible Environment: This app can be used in a Math class setting.

Cost: There is no cost.

About the software:

When the app is downloaded, you will need a sign in (I used my son's). When I logged in on his account, it asked if I was playing at home or school. I pressed home. I had a trail to follow and there is an arrow to help guide. The game will then have you choose the world you want to play in, but I chose to play offline. I had to defeat an enemy. However, due to an older iPad version, I could not get passed that stage, which Prodigy gave me the warning when I logged on.

Impression of the Software:

My impression of Prodigy is great! Even though I didn't get to play a lot, I have seen my son play, and the stages he has gone through. I believe that this is a great app for students in the math classroom. This app makes it fun for students and they are able to play with their peers when they pass a stage.

Discovery Learning

IXL

Version: 4.4.1

Publisher: IXL Learning

Target Audience: Prek to 12th grade

Curriculum: Math and Language Arts

Possible Environment: Math and English classes because this is what is offered on the app.

Cost: There isn't a cost for guest, but it is limited. To get full access the cost is \$19.99

About the Software:

When the app is downloaded, you can create an account or go as guest. In the middle, it will have math with an arrow, if you press the arrow it will give you an option for Language Arts. On

the right hand of the screen it has Pre-K with an arrow. If you press the arrow, it will give a drop down list of grades that you can choose from. When the appropriate grade is chosen, it will bring up categories that the student can complete.

Impression of the Software:

I really liked IXL because it gives the student the opportunity to work on their math and language arts skills. It also breaks down the answer after so many tries so the student can understand what they did wrong. This app will allow the student to do multiple categories without finishing one, but the work that wasn't completed is lost. This gives the student more chances to finish the problems and more practice.

Simulation

The Sandbox

Version: 2.3

Publisher: Pixowl, Inc.

Target Audience: Elementary Students

Curriculum: Science

Possible Environment: I believe that this app could be great in the Science classroom

Cost: The "lite" version is free, but there are many in app purchases to choose from: Full Access \$14.99, Small Mana Pack \$1.99, Medium Mana Pack \$2.99, Humans Campaign \$.99, Robot Attack Campaign \$.99, Big Mana Pack \$5.99, Zombie Campaign \$.99, All Campaigns \$9.99, and Brainiac Campaign \$.99.

About the Software:

After the download, The Sandbox will pop up and try to get you to purchase the full game, just press the red x in the top right hand corner. The Sandbox gives you the option to create, play, or gallery. Create lets your imagination run wild. It walks you through the steps in how to create. Play mode will pop up and you can only play in tutorial unless you purchase the other so press tutorial. The tutorial will pop up and you can only play Genesis. It explains how to create a universe, but wants you to create mud which is soil and water then create sand.

Impression of the Software:

This software I am not a fan of because as the app says it wants you to play God. Even though this could be a great science app for students, I would not personally use it. The app was very hard to figure out in the tutorial play mode. It does tell you to hold and drag your finger, but creating sand was hard. The app does walk you through the buttons to press, but some of the things to be able to create what it wants you to is unavailable without purchase.

Problem Solving

Sumdoit

Version 1.4

Publisher: Lajo Cymbalski

Target Audience: Mid Elementary to Early Middle School

Curriculum: Mathematics

Possible Environment: Math classroom

Cost: Free

#### About the Software:

Sumdoit is a very effective app for math practice. It used addition, subtraction, multiplication, and division depending on what level you choose. There are 4 boxes 4 numbers to choose from and 4 numbers that you have to equal up to. On the "easy" level you only do addition. On the upper levels you use multiple forms (subtraction, addition, multiplication, and division) on the same problem.

#### Impression of the software:

We really liked this software. It really tests your math skills but is also fun to use. It can be very challenging depending on the level to use. The best part is how fun and educational it is at the same time.

#### Tools

Graphic Organizer

Version 1.50

Publisher: Paul Keen

Target Audience: Education

Curriculum: Elementary Education

Possible Environment: This app could be used for science, english, and social studies.

Cost: The "lite" version is free, but a subscription for 12 months is \$3.99 or a pack of 10 x 12 months is \$18.99.

#### About the Software:

Without purchase, once the app is downloaded, the app will pull up diagrams. There are only two available without purchase. When you click on an available diagram, it will ask if you want to create a new one. Press yes and then you can create your diagram.

#### Impression of the Software:

I really enjoyed figuring out this software because I feel it is beneficial for students. With purchase, students can use many diagrams for different subject areas such as history, science, and language arts.