Evaluating Apps

Title Kids Coding

Evaluators Mary Gardner

Questions	Yes	No	Comments/ Notes
 Have you played enough to know every aspect? Did you try things that were wrong and/or unexpected 	x		Took me a minute to figure out the game but was simple.
Did the software crash?		×	
Was the content appropriate? Did it meet the user's needs?	X		This is a very basic coding game and could be too simple for coding game experienced 2 nd grade kids.
Were the screens appealing? • Color, items on screen, sounds	X		Cute graphics and colors
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? If so, do they enhance instead of detract? If not, should there be? 	×		App has sounds, voices, graphics that move.

Evaluating Apps

Did you like using the App?	X		Yes, it was a fun App but I don't see myself using it frequently or at all in the classroom.
What was the cost? • Was there a "lite" version ○ If so, was it enough		×	3 Days free then \$4.99 a month
Were there in-app purchases? • If so, what were the additional costs?	×		Subscription must be obtained through in app purchase
How does it compare to other apps that do the same?	X		It has the same concept as most coding games but aimed towards more on the younger school children
Additional Comments			I like this app, but it just isn't one of the apps that I reviewed that just stick out to me.

Evaluating Apps					

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
 Child Development and Learning Subject Matter appropriate? Educational Focus? Provides for Learning New Content? Follows Appropriate Teaching Sequence? 	×		Yes, subject matter is appropriate. Educational focus is on coding basics, sequencing and loops.
IndividualDoes it match individual's abilities?Does it meet individual's needs?	x		Yes, it does for 2 nd grade level
Social/Cultural Bias? Commercialism Comments		X	No social/cultural bias or commercialism.