

Evaluating Apps

Title: PADLET

Evaluators: MADI GOINS AND SARAH PALMER

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		
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? <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		
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 			The app is free but has in-app purchases.

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Were there in-app purchases? • If so, what were the additional costs?	X		
How does it compare to other apps that do the same?	X		
Additional Comments			We thought this app would be a great app to be used in the classroom. It allows the teacher and the students a platform to create and collaborate on projects.

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?	X		
Individual • Does it match individual's abilities?	X		

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• Does it meet individual's needs?			
Social/Cultural <ul style="list-style-type: none">• Bias?• Commercialism Comments		X	

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Evaluation write up:

Title: Padlet

Version: 96.0

Publisher: Wallwisher, Inc.

Target audience: This app can be used for audiences of all ages, but they specifically said ages 4+.

Type: We thought this app was definitely considered a tool. This app would be a great technology tool in the classroom. It allows students and teacher to be able to work on projects.

Curriculum: Teachers could use this app to design lesson plans, create diagrams, presentations, and more. Teachers could easily use this to create things for subject areas.

Possible Environment: This app would probably be better for upper elementary levels.

Cost: Initially the app is free, but you can purchase a premium version for 34.99\$ yearly.

Description of the software: Padlet allows students to have a digital canvas to create, share, and collaborate as they please. It has lots of different capabilities and would be great for the classroom.

Impression of the software: We believe this app would be a great tool for students and teachers to use in the classroom. It allows flexibility and creativity.

Pass or fail: Pass