Evaluating Apps

Title: Swift Playground

Evaluators: Madi Goins and Sarah Palmer

Questions	Yes	No	Comments/ Notes
 Have you played enough to know every aspect? 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		All of the content was appropriate and kid friendly.
Were the screens appealing? • Color, items on screen, sounds	x		I loved all the bright colors.
Is it easy to navigate?	×		
Is it easy to learn?	×		
Does the user need Supervision to use		X	
If the App required a response, was it appropriate? (right or wrong)	×		
 Were there bells and whistles? If so, do they enhance instead of detract? If not, should there be? 		X	
Did you like using the App?	×		

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What was the cost? • Was there a "lite" version ○ If so, was it enough			FREE
Were there in-app purchases? • If so, what were the additional costs?		X	
How does it compare to other apps that do the same?	×		
Additional Comments			

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? 	×		
IndividualDoes it match individual's abilities?Does it meet individual's needs?			
Social/Cultural Bias? Commercialism Comments		X	

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Evaluation Write Up: Madi Goins and Sarah Palmer

Version: 2.2

Publisher: Apple Inc.

Target: Ages 4 and up

Curriculum: Coding

Cost: Free

Description of the Software: This app makes learning code fun and

enjoyable. You solve a variety of interactive puzzle that lead to

Learn to Code lessons

Personal Review: I think this app is awesome because it takes

something difficult to learn, like coding, and break it down so that

students are able to learn.

Does it pass: Yes