

Evaluating Apps
Individual Software

Madison Hardin

Title First Word Sampler

Evaluators Madison Hardin

FW Sampler

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		This app is very good for drill and practice
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		Kindergarten and 1 st grade for good for
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		Every word they had come up they also had a picture and then the letter scattered and then

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			they were a light grey undertone of the letters so the students would be able to put the letters in the correct order.
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 		X	
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 		X	
How does it compare to other apps that do the same?			It is a very basic app there is only one task on their whereas other apps have many different tasks for the user to do.
Additional Comments			

Evaluating Apps

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		For spelling it would really help students
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 	X		

Title

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Kahn Kids

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		this game is very good for younger kids to play with to learn in many different ways
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		

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<p>Were the screens appealing?</p> <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	The game is the supervision, it helps the user out with everything
If the App required a response, was it appropriate? (right or wrong)		X	
<p>Were there bells and whistles?</p> <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	X		The app is constantly talking to the user
Did you like using the App?	X		
<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 		X	
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 		X	
How does it compare to other apps that do the same?			The app talks to the user the entire time, this would eliminate many questions for the teachers or parents and let the child feel in control

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Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		This app helps students listen to instruction while playing also
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		X	

Evaluating Apps

Title Preschool and Kindergarten Games

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Preschool and Kindergarten Games

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		There is so much in this app!!
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		There is so many different things that the user can do.
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		There is just so many different

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			games that have to deal with English and math and the student don't think they are learning anything they just think they are playing a game which makes this app even better.
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 		X	It was free
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 		X	
How does it compare to other apps that do the same?			This app is so good, there is just so much packed into it.
Additional Comments			

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Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		Students are learning with playing games and they do not even know they are learning
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		X	

Title Class Dojo

Evaluators Madison Hardin

Class Dojo

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		This is very useful for the teachers
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		

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<p>Were the screens appealing?</p> <ul style="list-style-type: none"> • Color, items on screen, sounds 	X		Every time a point is added or taken away there is a certain sound.
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		
<p>Were there bells and whistles?</p> <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?	XX		
<p>What was the cost?</p> <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 		X	
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 		X	
How does it compare to other apps that do the same?	X		This app is very useful for teachers and parents to be able to both communicate with each other about

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			the student's behavior without having to write anything or verbally talk with each other.
Additional Comments		X	

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		This app helps students be able to see how well or bad their behavior is, and they can compete with other classmates
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		Each student has their own profile.
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		X	

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Title Kahoot

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Kahoot

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		This is so good for practice for a previous learning task.
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		

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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 		X	
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 		X	
How does it compare to other apps that do the same?	X		Helps students want to know the information
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	X		
Social/Cultural		X	

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<ul style="list-style-type: none"> • Bias? • Commercialism Comments 			
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Title Sight Words and Phonics Reading

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Sight Words and Phonic Reading

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		

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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 		X	
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	X		
How does it compare to other apps that do the same?		X	There is a lot of different ways for students to learn their sight words.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		The students feel like they are playing games while they also are learning.
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? 	X		

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