

Title: BrainPOP

Version: 3.1.9 (one of a series)

Publisher: BrainPOP

Target Audience: The target audience of this app is for users above the age of 4. This app can be used within a classroom setting for students who are specifically between the ages of 9 and 11. The type of software is tutorial because it is teaching the students to learn how to code which is something that most of them have never done before.

Curriculum: This app fits into the curriculum of a regular education classroom because it focuses on a variety of subjects such as science, social studies, English, and math. This app can be used in multiple ways such as a reward, in a lesson plan, or as a specific task.

Environment: The possible environment for this app would be in the regular classroom and teachers could use this app as a type of reward for students. After students have completed all of their work they could use then use this app to watch a movie over a topic of content that the students are learning in the classroom at the time.

Cost: This app is completely free because BrainPOP wants to make this app easily accessible for young users. Users are only allowed access to watch free movies. If the user would like to subscribe to BrainPOP, they will then have access to more videos. There are not costs for different licenses available because all versions of this app are free. There are other BrainPOP apps that a user can download, that are free too.

Description of Software: This software is set up very well. This app uses nonsocial/cultural biased characters including a robot named Moby. Within this app, users are able to choose a specific subject they would like to focus on such as math. The user will then be directed to movies that involve a variety of math topics including algebra, measurement, geometry, as well as numbers and operations. If the user is not subscribed to BrainPOP, they are able to click “free movies”. The user will then be directed to a select amount of math topics such as division, graphing and solving inequalities, and Pi. This app has great enhancements that involve colorful screens and sound effects that make the app appealing to the human eye.

Impression of Software: My impression of the software is an excellent one because it is easy to use. As a future educator, I feel as if I could definitely implement the use of BrainPOP within my classroom. For example, when introducing my class to a new topic in regards to science, I could play them a video that relates such as DNA. After having my students watch the movie, we could take the quiz over the movie as a class. I could use this as a pre-assessment for myself to see what my students might already know previous to teaching them about DNA. This app was well-built and allows users to learn and review multiple subjects. The one bad aspect is that not all movies are free for users who are not subscribed to BrainPOP.

Pass: This software passes the evaluation due to the well-made aspects of the app as well as the fact that it is user-friendly. This app is simple and would be beneficial for young users.