

Title: Hopscotch

Version: 3.32.1 (one)

Publisher: Hopscotch Technologies

Target Audience: The target audience of this app is made for ages 9-11 which I think is appropriate for what this app has to offer. The type of software is tutorial because it is teaching students how to code.

Curriculum: This app could fit into the curriculum of a STEM based school because it focuses mainly on the technology and engineering side of that specific curriculum. It could be used as a whole new lesson for students or it could be integrated into the curriculum that is already in place as a type of brain break activity.

Environment: This app could be used in the regular classroom as a type of reward for students that complete their work. Since this app is set up like a game, then students would look forward to getting to use it. Students are learning as well as playing which makes the app worthwhile in using.

Cost: There is a free version of this app which limits what the user can do within the app. There is also a paid version for \$6.67 per month which is \$79.99 paid annually as well as a \$7.99 option paid monthly. There are in-app purchases if the user wants to upgrade within the app and pay those monthly or annually charged fees as stated above.

Description of Software: This software allows kids to learn how to code through games that they can play and also create. The app has a play option as well as a create option that the kids can choose from. The play option allows the kids to play other kids' games that they have created through learning how to code. The create option gives the kids a tutorial on how to code and then allows the kid to create their own game that they can then publish. There is also a drafts section where kids can continue working on something they have already started on.

Impression of Software: My impression of the software is a good one because the app does everything it needs to, but I feel that there are other apps on the market that do a better job. The games that are inside of the app that have been created by other kids lag and would not be fun for other students to play. I could see this software being used in my class as a type of reward system that students can play after they have completed all of their other work. The good aspects of the app that were well done is that the navigation was easy, and the screen design was good. The bad aspects of the app is that the games that are included within the app that other kids have made are not very good quality, so I do not feel that students would have very much interest in those. I disagree on all of the publicity that this app has received because it is not as good as everyone says it is.

Pass: This software passes the education software evaluation just for the fact that the app does what it says and is easy to navigate.