Title: Kids Planet Discovery

Version: 3.9.1 (one of a series)

Publisher: Planet Factory Interactive S.L.

Target Audience: The target audience of this app is for users above the age of 4. This app would be educational for young users in grades 1st-3rd grade who are learning about the different cultures around the world.

Curriculum: This app fits into the curriculum of a regular education classroom because it focuses mainly on the variety of cultures around the world by the use of different review methods such as memory, puzzle, find the intruder, or dress up.

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 since it is set up kind of like a game. Users could use this app to review the facts about different cultures found in each continent.

Cost: This app is completely free! After downloading this specific app, users only have access to one part of the app which is about continents. Users are able to buy in-app purchases upon preference. Users are able to buy parts of the app that include animals, dress, music, and culture or world videos that have a variety of different prices or they can purchase all for $4.99.

Description of Software: This software is set up like a review game that attracts children with its sound effects and colorful screen choices. The user has full access to the continent portion of the app where they are able to learn and review different cultures by fun games and activities. The user can decide which continent and culture they want to focus on as well as the type of learning method they prefer. This app can be enjoyable and teach users important information in regards to the many different cultures that can be found around the world.

Impression of Software: My impression of the software is an excellent one. This app is easy to use for children and engages them easily. As a future educator, I feel as if I could implement this app within my classroom by using it as a reward for students. During "centers", students who might have access to the class iPad and/or tablet, could use this to review different cultures that they have previously learned about during class time. There are many good aspects of the program such as the app being easy to navigate along with the use of great sound effects. The one bad aspect is that users only have access to one portion of the app and not as a whole. Students only have access to continents before making other in-app purchases.

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.