

**Title:** Move the Turtle

**Version:** 1.5.1 (one of a series)

**Publisher:** Next is Great

**Target Audience:** The target audience of this app would be appropriate for students in the ranges of Elementary to Middle School. This app is suggested for ages 9-11. This software was created for users to get familiar with programming/coding and learn how to solve task. This app, also, allows users to expand their knowledge in regards to skills such as angles, measurement, and geometry.

**Curriculum:** This app fits into the curriculum of a general education classroom because it focuses on the concept of programming by instructing users to learn how to code.

**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 this app since it is set up kind of like a game to practice coding. This app could, also, be used within a lesson activity depending on if the school has a set of class iPads and/or tablets.

**Cost:** This app is not free. This app costs \$3.99! There are no in-app purchases that need to be made since the app costs a specific amount.

**Description of Software:** This software is set up like a game that allows users to learn how to program/code. This app uses sound effects, non-cultural biased characters such as the turtle, and has a reward system. This app provides step by step instructions for each level and the user has to learn what the functions of each button does as well as complete the assigned task depending on the level. Depending on the instructions, the turtle will then move forward, backward, and turning left or right. The app moves through levels set up by difficulty, so users can learn and become experts on how to code.

**Impression of Software:** My impression of the software is satisfactory. This is because I, personally, feel as if this app is challenging and confusing. This app would have to be available for young users to practice and learn how the app works. I feel as if I could use this in a future classroom one day, however, I might have other coding apps available for my students to decide which one to use based on their personal preference. Since every individual is different and unique in their own ways, I feel as if some young users might enjoy this app and find it fun compared to others who might not. This app does not include an excessive amount of tools needed by the user. This app does not have sound effects which makes it more challenging to know if the user did something right or wrong. The one bad aspect is that it does take a little bit of time for the user to learn how to use the app but after they are familiar with it, the user should be able to use this software easily. As a future educator, I feel as if this software could be used in a classroom setting as an extra-curricular activity that the students could complete in their free time it.

**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.