

Evaluating Apps

Title

CodeSpark Academy: Kids Coding

Evaluators

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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 		*	
Did the software crash?		*	
Was the content appropriate? Did it meet the user's needs?	*		
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	*		
Is it easy to navigate?	*		
Is it easy to learn?		*	Too much hidden behind membership
Does the user need Supervision to use		*	
If the App required a response, was it appropriate? (right or wrong)	*		
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	*		Learning masked in games.
Did you like using the App?		*	
What was the cost?			

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<ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 			<p>Free teacher account, but needs school info. Students sign in with classroom code or can do hour of code by themselves (many features hidden behind paywall). Parents need an account, there is a subscription fee</p>
<p>Were there in-app purchases?</p> <ul style="list-style-type: none"> • If so, what were the additional costs? 	*		<p>subscriptions</p>
<p>How does it compare to other apps that do the same?</p>			<p>Seems like Mario Maker. No real explanation of what we were doing or why.</p>
<p>Additional Comments</p>			<p>Good tool, for those who have an account.</p>

Developmentally Appropriate

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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? 	*		
Individual <ul style="list-style-type: none"> • Does it match individual's abilities? • Does it meet individual's needs? 	*		
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		*	