

**Title:** codeSpark Academy: Kids Coding

**Version:** 2.36.00

**Publisher:** codeSpark

**Target audience:** ages 4-10

**Type of software with justification:** problem solving; the coding aspect is masked with gameplay, but the user must still figure out how to do the tasks.

**Curriculum:** This could fit into a computer science class.

**Cost:** Free to download. There is a free teachers account, but requires school information to access. Students can log on to a class for free as well as do some activities under the “Hour of Code” section (however most of those are locked behind the need for an account).

**Description of software:**

Only works with good internet connection. Initial screen has a section for home or school. School section asks for teacher or student. The teacher selection leads to a login page that requires a school in order to sign up. The student section allows you to either join a class with a code or through the login of another service. There is also a section for “Hour of Code.” Going into Hour of Code allows us to see numerous lessons, but only one of which was available. The lesson we explored reminded us of Super Mario Maker, in which the user can play a level and add things that need to be added in order to complete the level.

**Impression of software (how it will be used in a classroom):**

This could be used in a computer science setting, but without making a teacher account, we cannot pass a real judgment on it for the classroom setting. The Hour of Code section could be used in students’ free time if it were permitted.

**Does the software pass APPS?:** yes