- **Title:** Kodable

- **Version:** Version 11.2.4

- **Publisher:** Surfscore, Inc

- **Target Audience:** The age rating on the app store say it's for ages 6-8, which we would agree.

- **Type:** We would say this app type is probably a Problem Solving type. We think this because you have to figure out exactly where to place the character in order to stop the bugs from invading. It involves critical thinking skills.

- **Curriculum:** While the app does say it aligns with common core standards, we felt it was more like a game rather than actually teaching the students about coding and how to code.

- **Cost:** This app was free to download, but it only came with a one week free trial and then you had to decide if you want to pay $6.99/month or $59.99/year.

- **Description of the software:**

  This app is supposed to aid students in learning the very basics of coding. When you first open the app, there is a screen for parents or for entering a school code. After clicking parents, it lets you register or log in. After logging in, the game opens on to a screen that's kind of like a board game where you are able to move the character along in order to move across the map. The game gives you instructions on what to do and how to code to be able to help your character stop these bugs from advancing on them.

- **Impressions:** This app had really awesome graphics with nice bells and whistles that enhanced it, but it did feel more like a game than a learning tool. The sound effects were nice and the navigation was easy, but the actual

coding experience was a bit confusing and we felt it may be a little confusing for students as well. While we enjoyed the graphics, we don't think we would use this app in the classroom.