

Drill and Practice: Math Drills Lite

Version 6.2

Publisher: Instant Interactive

Target Audience: 4+ You can adjust the difficulty, so I agree.

Type of Software: Drill and Practice because students have the option to practice or review within the app. It is just reiterating information that the student has already learned but needs to get better at.

Curriculum: Fits into elementary math curriculum when teaching multiplication and division facts, as well as subtraction and addition practice. The questions can be randomized or just one category.

Cost: Math Drills- \$1.99 Lite- Free Does not contain any in-app purchases.

Describing the software: Math Drills allows students to review or practice multiplication, division, addition, or subtraction facts. The questions can be randomized or categorized. The level of difficulty and number of questions can be adjusted. The range of sums and multipliers can also be adjusted. There is the option to rearrange the problems, such as vertically, horizontally, or both. When a student answers a problem incorrectly or slowly, the app places an emphasis on that problem. Students' progress can be tracked and displayed on a graph.

Impression: I think that Math Drills is a very useful and simple instrument that can be used in my classroom. The app does not have too many options or settings, so it makes it easier for children to use, especially altogether as a class. I like that the problems can be offered from all four categories, or the student can focus solely on one group. As a teacher, if my students have access to iPads, I can use this app to allow the students to review for a math test or to simply gain more practice. I can set the number of questions or the range of difficulty for them if I see that they need to be challenged. This app would also be good to use as a tool to allow the students to be alone and practice individually. The students are able to focus on each problem without having a time limit and solve the problems by themselves in their own zones.

Evaluation:

Have you played enough to know every aspect? Yes

Did the software crash? No

Was the content appropriate? Did it meet the user's needs? Yes, very useful for basic math.

Were the screens appealing? Screen was kind of boring because it was the free version. Paid version has different themes to choose from.

Is it easy to navigate? Yes

Is it easy to learn? Yes, it is practicing skills already learned.

Does the user need supervision to use? No

If the App required a response, was it appropriate? Yes

Were there bells and whistles? Not in the free version

Do you like using the App? Yes, I would personally use it.

What was the cost? Lite version is free, paid version is \$1.99

Were there in-app purchases? No

How does it compare to other apps that do the same? The range of sums and multipliers can be altered.

Child Development and Learning

- Subject matter appropriate? Yes
- Educational Focus? Math facts
- Provides for learning New content? No, it is just practice.
- Follows appropriate teaching sequence? Yes, can be altered.

Individual

- Does it match individual's abilities? Yes, because settings can be adjusted.
- Does it match individuals needs? Yes, because settings can be adjusted.

Social/Cultural

- Bias? No
- Commercialism comments? None

Tutorial: Explain Everything Whiteboard

Version: 6.2.4

Publisher or Producer: Explain Everything sp. Z o. o.

Target Audience: Teachers or Creators

Software: This app can use the tutorial software because users are able to sketch, record, and share presentations. Users can add annotations and voices to presentations, and can share them with anyone, allowing them to view their whiteboard canvas. This being said, the presentations can serve as a tutorial to viewers.

Curriculum: Could be used with any type of lesson in any environment. Teachers can make notes and presentations on the app for any lesson.

Cost: There is a free subscription, but yearly subscriptions with complete access are also available. Prices and subscription choices are in the app. App is free to download.

Description of software: Explain Everything Whiteboard is like a digital whiteboard. Users can take notes and create presentations. There are several different options for writing utensils, font color, and thickness of pen. You can create your own canvas, or you can use a template or file. There are also

options for inserting stickers or pictures. If Bluetooth is enabled, users can record voices or annotations that go along with their presentations. Once completed, users can share what they have created with others by sending a link, inviting users to view the presentation, or saving the work as a file or picture onto the device.

Impression: In the free subscription of Explain Everything Whiteboard, there are several options and tools available for creating presentations. There are several more choices than I expected there to be in the free version. I believe this would be a great tool for teachers creating lesson plans or presentations to share with their students. Teachers can record themselves talking with the presentation and make it be like a tutorial for students. This would be great for a day that the teacher is absent, and a substitute teacher is present. The teacher can record a voiceover to the presentation so the students can watch it while the teacher is gone.

Evaluation:

Have you played enough to know every aspect? Yes, with a free subscription.

Did the software crash? No

Was the content appropriate? Did it meet the user's needs? Yes, if using for creativity and teaching/instruction.

Were the screens appealing? Yes, lots of buttons and navigation tabs.

Is it easy to navigate? There are several choices and options, so it can be a little overwhelming.

Is it easy to learn? Yes, if you take time to play around with it and use all the different features.

Does the user need supervision to use? No

If the App required a response, was it appropriate? No response needed

Were there bells and whistles? Yes, a paid subscription comes with extra storage and more templates to choose from, as well as unlimited recording duration and sharing possibilities.

Did you like using the App? I would like it if I were more creative and enjoyed taking notes digitally.

What was the cost? The App is free to download and automatically comes with a free subscription. You can upgrade to a paid subscription for \$6.99 a month or \$69.99 a year. The subscription upgrade options and notifications are in the app, so this would be considered an in-app purchase.

How does it compare to other apps that do the same? Explain Everything has the option to subscribe, which comes with extra features and more storage to save every creative project created.

Child Development and Learning

- Subject Matter appropriate? Yes
- Educational Focus? Creating presentations and canvases for students
- Provides for learning new content? Yes, teachers can use as a tutorial or to teach a lesson
- Follows appropriate teaching sequence? Yes, if the user does

Individual

- Does it match individual's abilities? Can be used to teach new concepts, so no
- Does it match individual's needs? Can be used to teach new concepts, so no

Social/Cultural

- Bias? No
- Commercialism Comments? Non

Discovery Learning: Droplets: Drops for Kids

Version: 2.39

Publisher or Producer: PLANB LABS OU

Target Audience: Ages 7-16

Type of Software: Discovery Learning because users have the freedom to choose which language they would like to learn, as well as what words/categories to learn within that language.

Curriculum: This app could be incorporated into a foreign language class, or just for fun learning outside of class. Since the targeted age group is 7-16, extra-curricular classes could use this app. Elementary level classes would not get much use out of this app since it is aimed for older children.

Cost: The app is free to download and use, but there are options within the app to pay for a subscription. The options are \$9.99 per month, or \$69.99 per year.

Description of Software: The app allows users to choose what language they would like to learn from a list. The language lessons are divided up into categories to make the learning more understandable and easier. Each category has different ways for the user to interact and learn the vocabulary. After each word is introduced, a voice reads it off and a short demonstration appears on how to complete that particular interaction. If a word is missed frequently, it will allow the user to keep practicing it until they no longer miss it. Once the user masters the first category, the next category becomes available, and so forth. This makes sure that the user knows each category before moving on, so their knowledge can steadily increase.

Impression: I have actually downloaded this app before for my own use. When I was in Spanish in high school, there were a couple categories that I struggled with. Even though this app was not technically for my age at the time, it still helped me better learn the vocabulary I was having a hard time learning on my own. This app is great for students that may be in the same shoes as I was. I cannot picture an elementary student using this app because it is too developed for that age level, obviously. This app offers great interactions and fun images to help users learn the words. One category is focused on at a time, so the user is less likely to fall behind or get overwhelmed. Once a user masters one language, the settings can be changed, and they can begin to learn a second language.

Evaluation:

Have you played enough to know every aspect? Yes, I have downloaded this app previously for my personal use.

Did the software crash? No

Was the content appropriate? Did it meet the user's needs? Yes

Were the screens appealing? Yes, they are colorful and contain pictorial interactives, sounds, and a narrator.

Is it easy to navigate? Yes

Is it easy to learn? Yes, instructions are provided.

Does the user need Supervision to use? No

If the App required a response, was it appropriate? Yes

Were there bells and whistles? Not really, everything is straightforward.

Did you like using the App? Yes, it is very useful.

What was the cost? App is free to download, comes with free subscription. \$9.99 Monthly, \$69.99 Yearly. Paid subscription comes with more vocabulary categories and more time allowed to practice.

How does it compare to other apps that do the same? Droplets divides the learning into categories and users gain access the more that they learn.

Child Development and Learning:

- Subject Matter Appropriate? Yes
- Educational Focus? Learning languages
- Provides for Learning New Content? Yes
- Follows Appropriate teaching sequence? Yes

Individual

- Does it match the individual's abilities? Yes, as they improve, they have access to more words.
- Does it match the individual's needs? Yes, as they continue to learn from using the app.

Social/Cultural

- Bias? No
- Commercialism Comments? None

Tools: Microsoft Office

Version: 2.41.1

Publisher or Producer: Microsoft Corporation

Target Audience: Anyone

Type of Software: Tools because users are able to create word documents, excel sheets, and PowerPoint presentations. Users can create any type of file they choose.

Curriculum: This app could be used within any class or curriculum because it is versatile. Users can use the app to take notes or complete assignments.

Cost: The app is free to use and download. It is free to create an account.

Description of Software: Microsoft Office is a very useful and versatile tool that can be used for almost any grade level or curriculum. Once in the app and the user has created an account, complete access to Microsoft Word, Excel, and PowerPoint are available. Every document or sheet created within one of these three software is saved in the app and readily accessible at any time.

Impression: I have downloaded and used Microsoft Office for myself. It is a great tool to have handy on both an iPhone and an iPad. Users have complete access and freedom to create any document or sheet that they would like, and they can choose all of the features and layouts. Microsoft Office can be used in any classroom for students to complete assignments or work together by typing or creating a spreadsheet.

Evaluation:

Have you played enough to know every aspect? Yes

Did the software crash? No

Was the content appropriate? Did it meet the user's needs? Yes, because the user is able to use the app as they please.

Were the screens appealing? Yes, because the user has the ability to create them.

Is it easy to navigate? Yes

Is it easy to learn? Yes, once the user gets the hang of the features and options.

Does the user need supervision to use? No

If the App required a response, was it appropriate? No response is necessary for the app to work properly.

Were there bells and whistles? No, none needed.

Did you like using the App? Yes

What was the cost? The app is free to download and use.

How does it compare to other apps that do the same? Microsoft Office gives access to word, excel, and PowerPoint all within the same app. Other apps only give access to one of those softwares.

Child Development and Learning

- Subject Matter Appropriate? Yes
- Educational Focus? Users are able to create files and documents.
- Provides for Learning New content? No, learning content is not involved.
- Follows appropriate teaching sequence? Yes, if used to complete assignments or lessons.

Individual

- Does it match individual's abilities? No, user is creating files themselves.
- Does it meet individual's needs? No, user is creating files themselves.

Social/Cultural

- Bias? No
- Commercialism Comments? None

Problem Solving: The Cat in the Hat Builds That

Version: 2.4

Publisher or Producer: PBS Kids

Target Audience: Pre-K

Type of Software: The Cat in the Hat Builds That lines up with the problem-solving software because pre-k children are introduced to STEM concepts through different games. There are five different games that are included within the app. Users learn about measurements, physics and momentum, organization and identification, sounds and pitch, and they can build their own color invention. In each game, the user is brought presented with a problem, but it does not appear to be a problem because there is not an answer apparent. There could be more than one answer, or multiple answers are correct.

Curriculum: Since each game teaches different skills and concepts, they could be used in both math or science. Pre-K or Kindergarten students could play this game as a brain break and a part of chill time on the iPad.

Cost: The app is free to use and download. No in-app purchases available

Description of software: There are five different games that are included within the app. Users learn about measurements, physics and momentum, organization, identification, sounds and pitch, and they can build their own color invention. In each game, the user is brought presented with a problem, but it does not appear to be a problem because there is not an answer apparent.

Impression: I believe that this is a great app and educational outlet for young children. The app is very colorful and fun, and the characters from The Cat in the Hat are involved. The app is interactive and speaks clearly so that young children can understand. It would be a great tool to incorporate into a classroom activity reward, or as a brain break when a student needs chill out time.

Evaluation:

Have you played enough to know every aspect? Yes

Did the software crash? No

Was the content appropriate? Did it meet the user's needs? Yes, very appropriate

Were the screens appealing? Yes, lots of colors and fun images were used. Sound affects and narration voices were also used.

Is it easy to navigate? Yes

Is it easy to learn? Yes, the narrator tells users step by step what to do

Does the user need Supervision to use? No

If the App required a response, was it appropriate? Yes

Were there bells and whistles? No, it is fine like it is. If there were anything else then the young users would probably be confused and overwhelmed.

Did you like using the app? Yes, the games are fun!

What was the cost? The app is free and offers no in-app purchases

How does it compare to other apps that do the same? This app offers 5 STEM games all within the same outlet. Each game enhances different skills and concepts.

Child Development and Learning

- Subject matter appropriate? Yes
- Educational Focus? STEM and problem-solving
- Provides for Learning new content? Yes
- Follows appropriate teaching sequence? Yes

Individual

- Does it match individual's abilities? The more they play, the more they learn.
- Does it meet individual's needs? This app serves as an introduction of STEM and problem-solving to Pre-K students, so yes.

Social/Cultural

- Bias? No
- Commercialism Comments? None

Simulation: My Town: Play Doll Home Game

Version: 2.2.6

Publisher or Producer: My Town Games LTD

Target Audience: ages 4-12

Type of Software: This app involves simulation because it is a role play game where users can create and play with a digital dollhouse. Users can interact and role play with almost every digital item, and they can create their own life story.

Curriculum: I do not see how this app could be integrated into the school curriculum, besides a fun role play game for the children to play during free or breaks. This app is probably used more at home or outside of school.

Cost: The app is free to download and use. No in-app purchases are available

Description of software: This fun simulation game allows users to create their own 6 room digital dollhouse however they please. Characters and lifestyles are endless, for the only limit is the user's imagination. Users can interact and role play with the app and build their own story.

Impression: I believe this app would be very fun for young children, and a great outlet for them to broaden their imaginations. There are numerous options and features that the user can interact with. This game could entertain a young child for hours, which may not be very healthy. I do not really believe that My Town could be used in a classroom or as apart of a lesson. The only way to bring this into a classroom would be as a reward or game students can play during free time, which does not occur very often.

Evaluation:

Have you played enough to know every aspect? Yes

Did the software crash? No

Was the content appropriate? Did it meet the user's needs? Yes, it is appropriate, but I do not believe it would meet any user's needs.

Were the screens appealing? Yes, and users can switch things up any way they desire.

Is it easy to navigate? Yes

Is it easy to learn? Yes, users figure things out along the way.

Does the user need supervision to use? No, it is made to be child friendly.

If the App required a response, was it appropriate? Yes

Were there bells and whistles? No, the whole point of the game is creativity.

Did you like using the App? No, I do not like role play games.

What was the cost? The app is free to use and download. There are no in-app purchases.

How does it compare to other apps that do the same thing? I did not find many other apps that allow users to create their own dollhouses. This being said, users are able to create their own dollhouse and story however they please.

Child Development and Learning

- Subject Matter appropriate? Yes
- Educational Focus? Role Play
- Provides for Learning New content? No, not really because the game is related to real life.
- Follows appropriate teaching sequence? This is not an app that can be taught or used in a lesson. It is a real-world role play game.

Individual

- Does it match individual's abilities? The user is using their own imagination.

- Does it match the individual's needs? This game does not teach anything, it just allows the user to use their imagination as apart of a real-world scenario.

Social/Cultural

- Bias? No
- Commercialism comments? None