

Evaluating Apps

Title: Reading Rockets

Evaluators: Grace Quinn and Sarah Green

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 	x		
Did the software crash?		x	
Was the content appropriate? Did it meet the user's needs?	x		
Were the screens appealing? <ul style="list-style-type: none"> • Color, items on screen, sounds 	x		
Is it easy to navigate?	x		
Is it easy to learn?	x		
Does the user need Supervision to use		x	
If the App required a response, was it appropriate? (right or wrong)	x		
Were there bells and whistles? <ul style="list-style-type: none"> • If so, do they enhance instead of detract? • If not, should there be? 	x		
Did you like using the App?	x		
What was the cost? <ul style="list-style-type: none"> • Was there a "lite" version <ul style="list-style-type: none"> ○ If so, was it enough 	x		<ul style="list-style-type: none"> • The free version will only last 1 hour.
Were there in-app purchases? <ul style="list-style-type: none"> • If so, what were the additional costs? 	x		<ul style="list-style-type: none"> • The full version unlocks the

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			games and you have unlimited access for \$0.99.
How does it compare to other apps that do the same?			
Additional Comments			

Developmentally Appropriate

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