**Title: Endless Word Play**

**Evaluators: Sarah Palmer and Madi Goins**

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| **Questions** | **Yes** | **No** | **Comments/ Notes** |
| Have you played enough to know every aspect?   * 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?   * Color, items on screen, sounds …… | x |  | App was easy to read and had fun colors to engage users. |
| 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 |  | App interacted with the user to have the user spell the words by dragging the letters to the correct spot. |
| Were there bells and whistles?   * If so, do they enhance instead of detract? * If not, should there be? | x |  | The bells and whistles noticed helped to enhance to lesson and have students feel more “into” the game. |
| Did you like using the App? | x |  |  |
| What was the cost?   * Was there a “lite” version   + If so, was it enough |  | x |  |
| Were there in-app purchases?   * If so, what were the additional costs? | x |  | Users could buy a “starter pack” for $6.99 or the “full adventure” for $14.99 |
| How does it compare to other apps that do the same? |  |  | It is more engaging for students and provides a fun opportunity to learn new words. |
| Additional Comments |  |  |  |

**Developmentally Appropriate**

|  |  |  |  |
| --- | --- | --- | --- |
| **Questions** | **Yes** | **No** | **Comments/ Notes** |
| Child Development and Learning   * Subject Matter appropriate? * Educational Focus? * Provides for Learning New Content? * Follows Appropriate Teaching Sequence? | x |  | This app provides a fun way of teaching students how to learn new words. |
| Individual   * Does it match individual’s abilities? * Does it meet individual’s needs? | x |  | This app is user friendly and easy to use. It provides a fun way of teaching students how to spell different words. |
| Social/Cultural   * Bias? * Commercialism Comments |  |  | none |

**Evaluation Write Up:**

**Title: Endless Word Play**

**Version:** 2.9

**Target Audience:** The target audience is 4+.

**Type:** Problem solving because it showed the words and then had users solve how to spell each individual word.

**Curriculum:** This would work well in a literacy curriculum.

**Possible Environment:** This would work really well in kindergarten or first grade.

**Cost:** Free with in-app purchases.

**Description of Software:**  This app would present new words to the user and the user would have to spell them correctly by dragging the letters to the right spot to get it correct and move on to the next word and eventually level.

**Impressions of the Software:** This app was fun and engaging. This would be an exciting way for students to learn new words.

**Pass or Fail:** Pass