App: Homer

Version: 9.0.1

Publisher or Producer: HomerLearning Inc.

Target Audience: Ages 2-8

Software: This app is a tutorial because the students are learning new information when using

this app. Requires iOS 10.0 or later. Compatible with iPhone, iPad, and iPod touch.

Curriculum: Stories, reading, creativity, math, practice, games, and songs.

Cost: The app is free to download but requires a subscription to continue using it. There is a

monthly rate of $9.99 and an annual fee of $59.99.

Homer starts by having a parent/guardian answer a short quiz about the student that will

be using the app. It then rates how advanced the learner is and gives them a variety of activities.

There are stories, reading, creativity, math, practice, games, and songs. There are bright colored

graphics and fun background music playing. Everything on Homer is kid friendly and

appropriate.

This would be a great app to use in the classroom. It has a variety of options so students

would never get bored when using it. It could be incorporated into a multitude of different

lessons throughout the school day. Teachers should encourage parents to download this app as

well. The bright colors, graphics, and songs are also very engaging. The main downside to this

app is the steep cost it has. There is no guest or lite version, so once the free trial expires it will

cost a lot of money. This makes the app less inclusive to those who need to be on a strict budget.

We believe that you get what you pay for when it comes to Homer. There are hundreds of

different practice options available. For example, in the practice session, there is the choice to

write every letter uppercase or lowercase, hear the sounds of every letter, practice double letter

sounds, and blending different sounds. We think students would love everything about this app and parents/guardians could trust that their child is on a safe app. Teachers could use this app to review with students in small groups, or play games with them by projecting it for the whole class. We would recommend this app to teachers and parents/guardians.

App: iXL- Math

Version: 6.1.0

Publisher or Producer: IXL LEARNING

Target Audience: K-12

Types of software: This app is drill and practice because the information is previously learned prior to using this app to review. Requires iOS 11.0 or later. Compatible with iPhone, iPad, and iPod Touch.

Curriculum: Math and Language Arts

Cost: This app is free to download but unlimited access can be bought for $19.99.

iXL allows for guest work but limits the user to the amount they can do per day. The user must select the grade level they are in, and there are multiple options for practices to do. For language arts, the grades range from Pre-K to 8th grade. The math grade range is from Pre-K to 8th grade and then split into Algebra 1, Algebra 2, Geometry, Precalculus, and Calculus. There are hundreds of practice options available to each grade level and they are clearly separated into different categories. Awards for completing objectives can be won with the subscription.

This software is extremely effective and easy to use. The guest mode is very limited, but we think paying the money would be worth it. There are so many practices your students could do with this. For example, the Kindergarten math section has numbers counting up to 3, 5, 10,

20, skip counting, comparing, patterns, addition, subtraction, fractions, and many more. There is so much diversity on this app that any teacher can incorporate this into a lesson.

The language arts section of this app allows for students to get a multidimensional education in one place. There are nouns, verbs, vocabulary, reading strategies, syllables, word recognition and so much more in the Kindergarten section. This would be a great tool for students to review with or to quiz with after a lesson. The app is also user friendly because it has the option to speak everything on the screen to students. This will also help with pronunciation and give them a better understanding of what they are learning. Each section is a quiz that students take to work towards an award. We would highly recommend this app to educators and parents.

App: PlanBoard

Version: 2.26.1

Publisher or Producer: Chalk.com Education Inc.

Target Audience: Teachers

Types of software: iOS 11.0 or later. Compatible with iPhone, iPad, and iPod touch.

Ed software: tools because users are able to create any file that they desire.

Curriculum: This app can be used for any subject or curriculum.

Cost: This app is free to download and use.

Planboard is a planning **tool** that teachers can use to organize lessons and chapters. Within each subject, sections and curriculum sets can be added. It does not look like the user can add actual material under the subjects, but just organize what they plan on teaching.

Planboard can be very beneficial for teachers that want to keep their lessons and sections organized and visibly seperated. The downfall of this app is that material and assignments cannot

be added, only titles and subtitles. For this reason, we would personally not download the app because the use is limited.

App: Khan Academy

Version: 7.1.0

Publisher or Producer: Khan Academy

Target Audience: Ages 4+

Types of software: This app is a tutorial software because you are able to search the specific practice or help you need. When in the app, there are multiple categories you can browse, but also there's a specific place to just search what you need. It is also a drill and practice software because there are places to practice what you have already learned. You can choose a unit where you can go through a lesson to either help remember it, or learn it for the first time. Then you can practice what was learned. Then it is followed by a quiz to see how well you understand the information.

It's compatible with iOS 12.0 or later with the iPhone, iPad, or iPod touch.

Curriculum: This can fit into any curriculum and even in like skills.

Cost: This app is free to download and use.

Khan Academy is a completely free app to download and use. It has many different resources for every single subject, including real life skills. One can go and search a specific lesson they are learning, or they can browse through the categories to see what interests them. Once they find what they want to look at, there is the possibility of a video to watch, practice questions, and a quiz for them to help understand that particular lesson.

Khan Academy is a great app to incorporate in a classroom. It not only allows students to practice what they learn, but also allows them to explore beyond that and learn new things. It's a

very easy app to navigate and understand. It has a nice professional look to it while also still looking appealing. There is a way to change the language as well, to accommodate many different people. If there is something specific a student needs to work on, they are able to bookmark it and come back to it later. This app would be beneficial in a classroom setting by helping students practice, preparing for a test, or even learning new skills.

App: Cosmic Kids

Version: 5.902.1

Publisher or Producer: Cosmic Kids

Target Audience: Kids ages 3 to 9

Types of software: iOS 10.0 or later. Compatible with iPhone, iPad, and iPod touch. Ed Software: Simulation because the videos revolve around real life health and mental health. Users are learning about being mindful and present with the storyline and characters involved in each adventure.

Curriculum: Health and Mindfulness

Cost: This app is free to download and use, but videos are limited with free trial. 50 plus videos are available with $9.99 monthly subscription or $64.99 for yearly subscription.

Cosmic Kids is an app that fully consists of videos about yoga and mindfulness. The leader, Jamie, goes on "yoga adventures" in each video, and explains mindfulness in ways that the children can understand. The adventures include stories, songs, and characters that kids are familiar with. The scenes in each video are very colorful and fun for kids, and Jamie incorporates a storyline in each video.

Cosmic Kids seems to be a great resource to teach kids the importance of mental health in a fun way that is on their level. When children's mental health is stable and clear, then they are more

likely to retain academic knowledge and remain attentive in class. We believe this app is a great alternative to Youtube because children do not have to be monitored while using Cosmic Kids, and it can be incorporated into a classroom as a brain break. The videos allow students to get their minds off of what might be going on in the real world, and get into a clear head space. There are 10 videos that are included with the free trial, but to gain full access, a subscription must be purchased. There are numerous storylines and scenes to choose from with a subscription. There is a video to match every child's interest.

App: ABC Mouse

Version: 8.3.0

Publisher or Producer: Age of Learning, Inc.

Target Audience: Ages 2-8

Types of software: This software is a simulation, problem solving, and a drill and practice software. Students are able to solve the problems in the games as practice. These questions will pop up in a storyline of the game. They have to answer the questions to advance and gain points or tickets. They are also able to play these games or read certain books over and over again to get in the practice.

This app is compatible with iOS 9.0 or later with iPhone, iPad, or iPod touch.

Curriculum: Reading and Math

Cost: Free to download. Once downloaded, you can sign up for a free trial for a month. Then you have to pay a monthly subscription of $9.99 or $79.99 for the whole year.

This software is a helpful app to help students with reading and math. When you first log in, you have to create an account. Then the student or students has to take an assessment that creates the baseline for the problems and games they need to work on specifically. After that, the

home screen will have different features to click on. To get to the learning part, they click on the learning path. This will take them to something they need help with. There is also a math games option with a wide variety of games to choose from. The option of a library is also available for students who need help with reading. They are able to choose the library button and pick out a book. When they click on the book, the book reads itself, and they are able to follow along. There is also an art and music section for the students that are interested in that.

This app can be helpful in a classroom setting. We can see where kids would enjoy the math games a lot. The library part is also helpful for the students just learning to read. Being able to follow along as it's being read outloud to them helps students to learn words, sounds, and letters. This app is definitely catered towards younger kids with all the bright colors and the specific activities in them. For the younger kids, we would say they would need a parent's help to be guided through the app the first few times while using it. It's not a very self-explanatory app, especially for younger kids. It is accommodating to the children that aren't able to read yet by saying out loud every word when clicked on. It is also a safe app where nothing will pop up that is unwanted. This app would be worth getting the free trial for, but we would not personally continue paying $9.99 a month for the app since it is the same game selection over and over again. The students would eventually get the game down.

App: Swift Playground

Version: 3.3.1

Publisher or Producer: Apple Inc.

Target Audience: K-12

Types of software: This type of software is tools because it requires the user to make their desired outcome. Requires iOS 13.1 or later. Compatible with an iPad.

Curriculum: Coding

Cost: This app is free to download.

Swift Playground is a coding app that gives users the ability to code specific situations. The app is very plain and white with purple and blue accents. There are multiple different sections of this app including starting points, learning how to code, and challenges. There are different levels to help students slowly advance in the world of coding. The students must enter in their own codes and then can run their code to see what it looks like.

This software would be more appropriate in older elementary students. It can be confusing to use at first, especially if it is the first time the user is practicing coding. There isn't much variety within the app and there also isn't a lot of ways this could be incorporated into the classroom. Swift Playgrounds is only available on iPads, so it could exclude lower income families and schools from using this software. Students in STEM clubs may be interested in using this app during free time, but it doesn't have a large purpose in the general education classroom. For that reason, we would not recommend teachers using this app in the classroom.

App: Go Noodle

Version: 1.2.1

Publisher or Producer: GoNoodle, Inc.

Target Audience: Kids ages 4 to 10

Types of software: iOS 11.0 or later. Compatible with iPhone, iPad, and iPod touch. Ed Software: discovery learning because the user is in control. Although the app is only for entertainment purposes, the user can control how they interact and respond with the games.

Curriculum: This app mainly serves as entertainment. The games are meant to get children up and moving, but it does not have any specific academic focuses.

Cost: This app is free to download and use.

GoNoodle is an app that features games to get kids active. There are 5 games to choose from, and each game contains a fun monster type character that tells that user how to play the game. Each game requires the user to place their device where the camera is facing forward. The user is able to see themselves while interacting with the game. The user stands at a distance and interacts with the game in real life. Touching or holding the device is not required.

GoNoodle seems to be a great app for kids to play games and move around while doing so. They are not confined to the screen or a chair because in order to play properly, the child has to get up and move around. This could be a great app for kids to play at home on a rainy day or when they have extra energy to get rid of. We do not think this app could be used in the classroom because there is not really any learning involved.

Title Homer

Evaluators

Sheila, Ashley, and Rachel

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	✕		Answered some questions wrong to see how it alerts students.
Did the software crash?		✕	
Was the content appropriate? Did it meet the user's needs?	✕		The content was specified for the user's needs.
Were the screens appealing? • Color, items on screen, sounds ……	✕		Very calming colors and fun music.
Is it easy to navigate?	✕		It is very clearly labeled.
Is it easy to learn?	✕		We had no problems learning the content or how to use it.
Does the user need Supervision to use	✕		The parent must answer a short quiz before the student can use, but other

			than that no supervision is needed.
If the App required a response, was it appropriate? (right or wrong)	✗		Had multiple choice answers.
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?		✗	We felt like it was a basic app but had everything it needed to.
Did you like using the App?	✗		It was very engaging.
What was the cost? • Was there a "lite" version o If so, was it enough	✗		There is a monthly rate of $9.99 and an annual fee of $59.99.
Were there in-app purchases? • If so, what were the additional costs?	✗		In app purchases are included in the subscription.
How does it compare to other apps that do the same?		✗	We felt like you could get similar apps for free.
Additional Comments	✗		

			Would highly recommend if it fits in the budget!

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?	×		It is specified for the child and allows for them to have some control over their learning. It exposes them to challenging questions to prepare for further grade levels.
Individual • Does it match individual's abilities? • Does it meet individual's needs?	×		It is specified for the user based on the entrance quiz.
Social/Cultural • Bias? • Commercialism Comments	×		Biased towards higher income households/school districts.

<u>**Title iXL Math**</u>

<u>**Evaluators**</u>

<u>**Sheila, Ashley, and Rachel**</u>

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	x		Got questions wrong to see how it would prompt students.
Did the software crash?		x	
Was the content appropriate? Did it meet the user's needs?	x		Content was divided into specific standards per grade level.
Were the screens appealing? • Color, items on screen, sounds	x		The screen wasn't overwhelming, it just focused on the content.
Is it easy to navigate?	x		Everything was very clearly labeled.
Is it easy to learn?	x		The quizzes give multiple examples to ensure learning.
Does the user need Supervision to use		x	
If the App required a response, was it appropriate? (right or wrong)	x		Had multiple choice answers.

Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?		x	It focused on the content and learning and that was all it needs to do.
Did you like using the App?	x		It gave me multiple practices for a specific standard which made me feel like I was actually learning.
What was the cost? • Was there a "lite" version o If so, was it enough	x		This app is free to download but unlimited access can be bought for $19.99.
Were there in-app purchases? • If so, what were the additional costs?	x		In app purchase would be unlimited access.
How does it compare to other apps that do the same?		x	We feel you could find a free app to do the same thing.
Additional Comments			

		We think you could find a similar app that costs much less and does the same thing.

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?	×		It provides standards for specific grade levels and presents them in an appropriate way. It quizzes children multiple times to test for understanding.
Individual • Does it match individual's abilities? • Does it meet individual's needs?		×	There is no way to specialize the app for an individual.
Social/Cultural • Bias? • Commercialism Comments		×	Leans towards higher income households/school districts who can afford this.

Title

Planboard

Evaluators

Sheila, Ashley, and Rachel

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		The user can adjust the layout and color as they please.
Is it easy to navigate?	x		
Is it easy to learn?	x		A step by step tutorial is provided upon first opening the app.
Does the user need Supervision to use		x	
If the App required a response, was it appropriate? (right or wrong)	x		Teachers use this to plan based on standard provided.

Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?		x	The app is very simple and lacks details.
Did you like using the App?		x	There didn't seem to be much use to it.
What was the cost? • Was there a "lite" version o If so, was it enough		x	This app is free.
Were there in-app purchases? • If so, what were the additional costs?		x	
How does it compare to other apps that do the same?		x	Planboard only allows for users to create subjects and sections. Material or files cannot be added. Other lesson planning apps allow users access to attach almost anything.
Additional Comments			Would not recommend this app.

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?			Since the usage is so limited, teachers could only use Planboard to organize, not actually plan a lesson. In this case, students are not necessarily benefitted, only the teacher.
Individual • Does it match individual's abilities? • Does it meet individual's needs?			Since the usage is so limited, teachers could only use Planboard to organize, not actually plan a lesson. In this case, students are not necessarily benefitted, only the teacher.
Social/Cultural • Bias? • Commercialism Comments		✗	

Title
Khan Academy
Evaluators
Rachel Holt, Ashley Osburn, and Sheila Sutfin

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect?	X		We tried searching multiple different subjects to see if it would give us an error.

• Did you try things that were wrong and/or unexpected			
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		Multiple different topics and a wide variety to choose from.
Were the screens appealing? • Color, items on screen, sounds ……	X		It's very professional looking, but also has color and appeal in it still.
Is it easy to navigate?	X		Self-explanatory
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? • 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? • Was there a "lite" version • If so, was it enough		X	This app is completely free
Were there in-app purchases? • If so, what were the additional costs?		X	
How does it compare to other apps that do the same?	X		This is one of the top apps since there is so much information on it

			that can help students, as well as being easy to navigate.
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 is all around really good. It has many subjects to choose from, and they are helpful with learning new skills.
Individual • Does it match individual's abilities? • Does it meet individual's needs?	X		There is something for everyone on this app. If a student needs help with a particular subject, they are able to search it on the app and practice it.
Social/Cultural • Bias? • Commercialism Comments	X		There is an option for different languages and an option to have everything read aloud.

Title

Cosmic Kids

Evaluators

Sheila,Ashley, and Rachel

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	×		
Did the software crash?		×	
Was the content appropriate? Did it meet the user's needs?	×		Users can choose between several different videos to find one that meets their interests.
Were the screens appealing? • Color, items on screen, sounds ……	×		Each video is very colorful and has a fun, elaborate scene. Since the app consists of all videos, each has a different sound and/or song.
Is it easy to navigate?	×		
Is it easy to learn?	×		In each video, the leader Jamie tells the users what movements to do that follow alongside the storyline.

Does the user need Supervision to use		x	This app is very kid-friendly.
If the App required a response, was it appropriate? (right or wrong)	x		
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?		x	In a paid subscription, users have access to 50+ videos that are all unique and entertaining.
Did you like using the App?		x	I believe the app is a great brain break and mental health resource for kids. It is easy for them to understand and I'm sure all kids would enjoy following along with the videos.
What was the cost? • Was there a "lite" version ○ If so, was it enough		x	Free to download, but the number of videos is limited with a free subscription. The rates are $9.99 per month or $64.99 per year
Were there in-app purchases? • If so, what were the additional costs?		x	The only purchase is a subscription, and it is accessible in the app.

	Yes	No	Comments
How does it compare to other apps that do the same?		x	Compared to Youtube, Cosmic Kids is very kid friendly and made just for kids. Each video involves an adventure that has characters and a storyline that kids would enjoy.
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?			The videos focus on health and mindfulness, teaching kids yoga through a story and kid-friendly movements. It allows kids to get their focus off of school or life for a while and maintain a clear headspace. When children have a clear mind and healthy mental health, they are likely to succeed in every other area of life.
Individual • Does it match individual's abilities? • Does it meet individual's needs?			The videos focus on health and mindfulness, teaching kids yoga through a story and kid-friendly

		movements. It allows kids to get their focus off of school or life for a while and maintain a clear headspace. When children have a clear mind and healthy mental health, they are likely to succeed in every other area of life.
Social/Cultural • Bias? • Commercialism Comments	x	

Title
ABC Mouse
Evaluators
Rachel Holt, Ashley Osburn, and Sheila Sutfin

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected		X	We did not play every single game or read every single book that is on the app.
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		This app is appropriate for the ages by teaching this math and reading skills.
Were the screens appealing? • Color, items on screen, sounds ……	X		This would be very appealing to younger children because of the bright colors, the sounds in the games, and the stories that go along with them.

Is it easy to navigate?		X	Some places were hard to find or understand what to do there.
Is it easy to learn?	X		
Does the user need Supervision to use	X		This just depends on the age of the child. They might need help navigating the app.
If the App required a response, was it appropriate? (right or wrong)	X		
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?	X		The app is very LOUD as in a lot to do and lots of bright colors. I don't think everything on the app is necessary.
Did you like using the App?		X	It's just too much for me and not catered to my age.
What was the cost? • Was there a "lite" version • If so, was it enough		X	It was free to download, and then also a free trail.
Were there in-app purchases? • If so, what were the additional costs?	X		To continue using the app after the free trial, you had to buy the monthly subscription for $9.99 per month or the yearly subscription for $79.99 per year.
How does it compare to other apps that do the same?		X	It has some great resources in it, but it's not worth the extra money.
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		The games and books available on the app are really educational and could help advance children's comprehension of one of those subjects.
Individual • Does it match individual's abilities? • Does it meet individual's needs?	X		Students can choose the specific games that cater towards the lessons they need help on. The game also suggests areas that they might need help.
Social/Cultural • Bias? • Commercialism Comments		X	There is no bias or pop up ads in this app.

Title

Go Noodle

Evaluators

Sheila, Ashley, and Rachel

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	✕		
Did the software crash?		✕	
Was the content appropriate? Did it meet the user's needs?		✕	The app serves mainly for entertainment purposes, so the user's needs are not met.
Were the screens appealing? • Color, items on screen, sounds ……	✕		The games contain fun colorful monsters and backgrounds. There are voices and music involved in each game.
Is it easy to navigate?	✕		
Is it easy to learn?	✕		A step-by-step tutorial is provided when first used. Before playing each game, the a

			pictorial demonstration appears on the screen to tell the user to place the device at a distance where they can view themselves in the camera.
Does the user need Supervision to use		✗	This app is very kid-friendly.
If the App required a response, was it appropriate? (right or wrong)	✗		
Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?		✗	The app is very simple and contains only 5 games.
Did you like using the App?		✗	The games within the app are interactive and cause the user to get up and moving.
What was the cost? • Was there a "lite" version o If so, was it enough		✗	Free to download and use.
Were there in-app purchases? • If so, what were the additional costs?		✗	
How does it compare to other apps that do the same?		✗	The games in GoNoodle all require the user to physically move to play along and touching or holding the device is not required. Most other games

			available to download for kids require touching of the screen and cause the child to sit down the whole time.
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	GoNoodle does not have an academic focus, but is simply a gaming app for kids.
Individual • Does it match individual's abilities? • Does it meet individual's needs?			Yes, if the child has extra energy or needs to move around.
Social/Cultural • Bias? • Commercialism Comments		x	

<u>Title Swift Playground</u>

<u>Evaluators</u>

<u>Sheila, Ashley, and Rachel</u>

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	We couldn't see a use for this in the general classroom.
Were the screens appealing? • Color, items on screen, sounds ……	x		The app had fun characters and background music.
Is it easy to navigate?		x	We had a very hard time trying to work the app.
Is it easy to learn?		x	We found it difficult to use this app.
Does the user need Supervision to use	x		A parent should help a child if they don't have coding experience.
If the App required a response, was it appropriate? (right or wrong)			No responses required.

Were there bells and whistles? • If so, do they enhance instead of detract? • If not, should there be?		x	The app needs more bells and whistles.
Did you like using the App?		x	It was difficult to use.
What was the cost? • Was there a "lite" version o If so, was it enough		x	Free to download and use.
Were there in-app purchases? • If so, what were the additional costs?		x	
How does it compare to other apps that do the same?		x	I think there would be better apps to use that are more simple.
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	Couldn't find a use for this in a class, but would challenge students and expose them to new knowledge.
Individual • Does it match individual's abilities? • Does it meet individual's needs?		x	There is no needs met for the students.
Social/Cultural		x	

• Bias? • Commercialism Comments			