

Evaluating Apps

Title Swift Playgrounds

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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		The app had sounds and very appealing colors.
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		There is a hint button so that users can get help if needed. Also, if you get the answer wrong, it will let you try again.
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		The music made it fun and entertaining. There was also an option to turn the music off if needed.
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	Free
Were there in-app purchases? <ul style="list-style-type: none"> If so, what were the additional costs? 		X	
How does it compare to other apps that do the same?			Other coding apps can be hard to follow and understand where

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			as this one was pretty easy to use.
Additional Comments		X	

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