

Evaluating Apps

Title ATM

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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		Perfect for kids!
Were the screens appealing? Color, items on screen, sounds	X		The screens and graphics looked similar to what kids could expect in real life situations.
Is it easy to navigate?	X		
Is it easy to learn?	X		It tells you what to do and when to do it.
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			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?			This app is ultimately for kids to learn every

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			aspect as well as simultaneously using math skills.
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		Learning this skills are important to know for when they student get older and has to go grocery shopping, work an ATM, or go deposit money in the bank.
Individual • Does it match individual's abilities? • Does it meet individual's needs?	X		
Social/Cultural • Bias? • Commercialism Comments		X	This app is not culturally biased. The only thing I could think of is that there needs to be a wider variety of products to purchase in the store.