


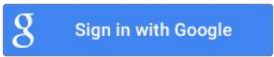



Here are some ways to evaluate apps.

			
Engagement/ Motivation	The app is something that will keep students highly engaged and motivated to use.	The app is decently engaging.	The app is unappealing and boring to use.
Meaningful Learning	High level/complex learning. Differentiation automatically integrated.	Medium level learning. Differentiation available.	Little learning occurs. No differentiation available.
Ease of Use	Very intuitive to navigate. Instantly able to use.	Get the hang of it within 15 minutes	Not sure how to use it even after 15 minutes of exploration
Integration with Google	Has sign in with Google button and Google Classroom integration  	Has Sign in with Google, but not Google Classroom integration	You or the students would have to make new sign-ins to use with this site

Critical Evaluation of Apps

Critical categories:

1. Appeal, looks, and sounds
2. Engagement/Motivation
3. User Friendly Directions and Instructions
4. Performance/Ease of Use
5. Differentiation in Learning

Student App Review Rubric

Reviewer: _____

App Reviewed: _____



	4	3	2	1	0	Score
Appeal: Looks & Sounds	Excellent graphics and sound. Very appealing. Enhanced my experience.	Good graphics and sounds. Enhanced my learning.	Average sound and graphics. Limited appeal, but a little distracting.	Low quality graphics and sounds. Distracted from app's purpose.	Boring and unappealing.	
Engagement/ Motivation	This app kept me highly motivated and engaged throughout my time with it.	This kept me motivated and engaged most of the time.	Somewhat engaging, but lost motivation after a short time.	Barely motivated.	Boring	
User Friendly Directions & Instructions	Very easy to learn and directions are clear and simple to follow	Easy to learn and direction can be followed.	Kind of difficult to learn. Directions are limited.	Very complex to learn. No directions available	What am I supposed to do with this app?	
Performance/ Ease of Use	Performs and loads quickly. No issues and very reliable	Performs and Loads quickly. Some minor technical issues.	Loads and performs slowly. Sometimes Crashes.	Crashes fairly often and takes multiple times to open.	Won't open. Won't run. Filled with bugs.	
Differentiation in Learning	I can customize the app for myself. Four or more levels difficulty	Some customization. Three levels of difficulty	Little customization and two levels of difficulty.	No customization and one level of difficulty.	Ugghhhh.	



Scoring: **Great** 20-17 **Good** 16-13 **Average** 12-10 **Needs Work** 9-6 **BAD** 5-0

/20
Total

Highlight: _____

Lowlight: _____

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Apple App Evaluation Guide

Critical Categories:

1. Developmental Appropriateness
2. Instructional Design
3. Engagement and Motivation
4. Balance of Interactive Features
5. Accessibility

Educational Apps: 4 Pillars for Evaluating Classroom Technology

Critical Categories:

1. Active Learning
2. Student Engagement
3. Meaningful Learning
4. Social Interaction and Classroom Technology