

# Balefire Labs App Evaluation Worksheet

## Student Feedback -

Immediate feedback is given following correct answers and errors (or series of answers as in “spelling words,” for example). Feedback for correct answers must be noticeably different from feedback given for errors. “Nothing” happening following an error is not sufficient to count as feedback. The feedback may be audio, visual, or a combination of the two.

## Adapting Difficulty -

The difficulty of the material increases and/or decreases automatically, depending on the learner’s performance. This happens on-the-fly, without the learner or an adult needing to change settings on the app.

## Mastery-Based -

The learner is required to achieve mastery of the current skill set before being allowed to progress to the next level. The switch to the next level is explicit with, for example, a visual unlocking onscreen of a new module or other similar cue.

## High Rates of Relevant Student Responding -

The app provides plenty of opportunities for the learner to practice the skills related to the learning objective. To meet this criterion, there must be a minimum of one meaningful learner interaction required on every page presented by the app.

## Performance Reports with Actionable Data -

Reports are included that have learner performance data with enough detail for a parent or teacher to target problem areas off of the computer. For example, if the app targets single digit addition problems, the report should include details of accuracy with each numeral, not a simple percent correct for the whole skill category.

- Student Feedback?
- Adapting Difficulty?
- Mastery-Based?
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# Educational App Evaluation Checklist

App Name:
Purpose for App:

✓

Use of app is relevant to the purpose and student needs
Help or tutorial is available in the app
Content is appropriate for the student
Information is error-free, factual, and reliable
Content can be exported, copied, or printed
App's settings and/or content can be customized
Customized content can be transferred to other devices
History is kept of student use of the app
Design of app is functional and visually stimulating
Student can exit app at any time without losing progress
Works with accessibility options like VoiceOver and Speak Selection
App is free of charge
No in-app purchases are necessary for intended use of app
App loads quickly and does not crash
App contains no advertising
App has been updated in the last 6 months
App promotes creativity and imagination
App provides opportunities to use higher order thinking skills
App promotes collaboration and idea sharing
App provides useful feedback
<b>Total ✓s</b> <i>The more checks, the better the app is for education</i>

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Name: \_\_\_\_\_ Date: \_\_\_\_\_

## CRITICAL EVALUATION OF AN CONTENT-BASED IPAD/IPOD APP



©2011-12. Kathleen Schrock ([kathy@kathyschrock.net](mailto:kathy@kathyschrock.net))

iPads in the Classroom site: <http://linkyy.com/ipad>

What is the title of the app? \_\_\_\_\_ Cost: \_\_\_\_\_

Creator of the app \_\_\_\_\_ iTunes URL: \_\_\_\_\_

Content area(s): \_\_\_\_\_ Grade level(s): \_\_\_\_\_

Content and components of the app	YES	NO
<b>Curriculum connection:</b> Are the skills reinforced connected to targeted skill/concept?		
<b>Authenticity:</b> Are skills practiced in an authentic format/problem-based environment?		
<b>Feedback:</b> Is feedback specific and result in improved student performance?		
<b>Differentiation:</b> Does the app offers flexibility to alter settings to meet student needs?		
<b>User friendliness:</b> Can students launch and navigate within the app independently?		
<b>Student motivation:</b> Are students motivated to use the app and select it to use often?		
<b>Reporting:</b> Is assessment/summary data available electronically to the student/teacher?		
<b>Sound:</b> Does the music/sound in the app add to the educational aspects of the content?		
<b>Instructions:</b> Are the instructions included within the app helpful to the student?		
<b>Support page:</b> Does the app's supporting Web page provide additional useful information?		

**Level(s) of Bloom's Taxonomy addressed with this app (check all that apply)**

Remembering  
  Understanding  
  Applying  
  Analyzing  
  Evaluating  
  Creating

<b>Summary of the app</b>							
Using the data you have collected above, explain why you would or would not recommend this application for use in the classroom. Include any specific ideas you have for its use.							
iTunes Application Ratings (click on ratings while in the App Store to learn more)	4+		9+		12+		17+

# Educational App Evaluation Rubric

App Name: \_\_\_\_\_

Purpose for App: \_\_\_\_\_

	4	3	2	1
<b>Relevance</b>	The app's focus has a strong connection to the purpose for the app and appropriate for the student	The app's focus is related to the purpose for the app and mostly appropriate for the student	Limited connection to the purpose for the app and may not be appropriate for the student	Does not connect to the purpose for the app and not appropriate for the student
<b>Customization</b>	App offers complete flexibility to alter content and settings to meet student needs	App offers some flexibility to alter content and settings to meet student needs	App offers limited flexibility to adjust content and settings to meet student needs	App offers no flexibility to meet student needs
<b>Feedback</b>	Student is provided specific feedback	Student is provided feedback	Student is provided limited feedback	Student is not provided feedback
<b>Thinking Skills</b>	App encourages the use of higher order thinking skills including creating, evaluating, and analyzing	App facilitates the use of higher order thinking skills including evaluating, analyzing, and applying	App facilitates the use of mostly lower order thinking skills like understanding and remembering	App is limited to the use of lower order thinking skills like understanding and remembering
<b>Usability</b>	Student can launch and operate the app independently	Student needs to have a teacher show or model how to operate the app	Student needs to be cued each time the app is used	App is difficult to operate or crashes often
<b>Engagement</b>	Student is highly motivated to use the app	Student uses the app as directed by the teacher	Student perceives app as "more schoolwork" and may be off-task when directed to use the app	Student avoids the use of the app and might complain when its use is required
<b>Sharing</b>	Specific performance summary or student product is saved in app and can be exported to the teacher or for an audience	Performance data or student product is available in app but exporting is limited and may require a screenshot	Limited performance data or student product is not accessible	No performance summary or student product is saved

## EVALUATION RUBRIC FOR IPOD/IPAD APPS

DOMAIN	4	3	2	1
<b>Curriculum Connection</b>	Skill(s) reinforced are strongly connected to the targeted skill or concept	Skill(s) reinforced are related to the targeted skill or concept	Skill(s) reinforced are prerequisite or foundation skills for the targeted skill or concept	Skill(s) reinforced in the app are not clearly connected to the targeted skill or concept
<b>Authenticity</b>	Targeted skills are practiced in an authentic format/ problem-based learning environment	Some aspects of the app are presented in an authentic learning environment	Skills are practiced in a contrived game/simulation format	Skills are practiced in a rote or isolated fashion (e.g. flashcards)
<b>Feedback</b>	Feedback is specific and results in improved student performance	Feedback is specific and results in improved student performance (may include tutorial aids)	Feedback is limited to the correctness of student responses and may allow students to try again	Feedback is limited to the correctness of student responses
<b>Differentiation</b>	App offers complete flexibility to alter settings to meet student needs	App offers more than one degree of flexibility to adjust settings to meet student needs	App offers limited flexibility to adjust settings to meet student needs (e.g., few levels such as easy, medium, hard)	App offers no flexibility to adjust settings to meet student needs (settings cannot be altered)
<b>User Friendliness</b>	Students can launch and navigate within the app independently	Students need to have the teacher review how to use the app	Students need to have the teacher review how to use the app on more than one occasion	Students need constant teacher supervision in order to use the app
<b>Student Motivation</b>	Students are highly motivated to use the app and select it as their first choice from a selection of related choices of apps	Students use the app as directed by the teacher	Students view the app as “more schoolwork” and may be off-task when directed by the teacher to use the app	Students avoid the use of the app or complain when use of the app is assigned
<b>Reporting</b>	Data is available electronically to the student and teacher as a part of the app	Data is available electronically to student on a summary page and may be screenshot to share with teacher	Data is available electronically to the student, but is not presented on a single summary page	The app does not contain a summary page

**ievaluate app Rubric**

**Goal: What goal from students IEP/504 does this app need to support?**

<b>Name of App:</b>			<b>developer</b>	
<b>Content / Topic</b>			<b>developer Website:</b>	
<b>Date reviewed</b>		<b>Version:</b>	<b>Last up date:</b>	
<b>Review by:</b>			<b>Date:</b>	<b>Cost:</b>
<b>Domain</b>	<b>1 Weak Quality</b>	<b>2 Quality</b>	<b>3 Good Quality</b>	<b>4 High Quality</b>
<b>Curriculum Connection</b>	Does not meet expectation	Limited or narrow scope of the topic. Under developed.	Skills or concept are practiced and reinforced. Limited level of consideration.	Very strong connection to the skill or concept being practiced. Levels of consideration offered.
<b>Type of Skills practices</b>	No skill practice only "flashcard" drill	Skills are practiced in gaming format.	Simulated learning environment (virtual tasks). Scaffolds activities (Beginner - Advance)	Problem based learning with simulated environment. Program monitors and advances difficulty.
<b>Age and Grade Level</b>	Level is not appropriate for audience. Not suitable for age or grade level. Directions are incomplete or inadequate	Level is often too easy or difficult for target audience. Features unsuitable material. Directions are unclear.	Level is appropriate but some portions maybe to easy or difficult. Most directions are clear but some are confusing.	Level is appropriate for target audience (age and grade). Directions are clear and complete.
<b>Languages</b>	More than one language	2-3 languages	4-5 languages	6 or more languages
<b>Adjustable levels</b>	Only 1 level	2 -3 levels	4-5 levels	More than 5 levels
<b>Prompts</b>	No feedback offered moves forward with correct or incorrect responses	Prompt is limited to indicating wrong answer. Student needs to get it right to move forward	Prompt is specific - pre-set number of tries (can't edit) before student moves forward	Prompt is specific - can set number of tries - there is a tutorial to help student
<b>Ease of Use</b>	Very difficult to use. Limited or no instructions. Student needs support on every use	Student needs to be cued through the process.	Student needs support (model) from adult or another peer	Intuitive student can figure out independently
<b>Engagement</b>	Does not meet expectation	Held the individual attention for more than 2-3 minutes	Held the individual attention for more than 5 minutes	Held the individual attention for more than 10 minutes
<b>Sub total</b>				
<b>Domain</b>	<b>1 Weak Quality</b>	<b>2 Quality</b>	<b>3 Good Quality</b>	<b>4 High Quality</b>
<b>Customization</b>	None	Can turn prompts off and music	Add your own items and prompts	All features are customizable including fonts.
<b>Alternative Access</b>	Has no access to alternative sources	Specific interface access and works consistently	App works with at least 2 access tools works consistently	App works with 3 or more access tools. Is consistent.
<b>Data Collected</b>	No data offered.	Data is collected in percentage only. Data cannot be printed or stored.	Data is collected. Number of correct against total attempts. Can be printed.	Data is collected. Number of correct and incorrect responses against total attempts. Can be stored and printed.
<b>National Curriculum</b>	No			Yes
<b>Gender Neutral</b>	No			Yes
<b>When was the app updated</b>	a year or more	within the last 9 months	within the last 6 months	within the last 3 months
<b>Sub total from this page 1</b>		<b>Sub total from this page</b>		<b>TOTAL _____/14</b>
<b>Count the total of points divide by 14</b>				
<b>Rating:</b>	Suitable for specific use	Satisfactory	Highly recommend	Exceeds expectations
<b>Strengths of the APP:</b>				
<b>Weakness of the APP:</b>				
<b>Skills individual needs to have or learn before use:</b>				
<b>Alternative apps to consider</b>				
<small>Copyright © 2011 Jeannette Van Houten. Adapted from H. Walker for special education app selection. This document and translations of it may be copied and furnished to others, and derivative works that comment on or otherwise explain it or assist in its implementation may be prepared, copied, published and distributed, in whole or in part, modified without restriction of any kind, provided that the above copyright notice and this paragraph are included on all such copies and derivative works. jvanhoutenatp@gmail.com Modified on 2-4-12</small>				

## Mobile Application Selection Rubric

	<b>WELL MEETS NEED</b>	<b>ADEQUATELY MEETS NEED</b>	<b>DOES NOT MEET NEED</b>	<b>COMMENTS</b>
<b>Aligned to Common Core Standards (CCS)</b>	Documentation aligns app to CCS	App is loosely tied to CCS	App is not aligned to CCS	
<b>Content presents in random order</b>	Content is randomized; every game is new	App has several levels; Students will recognize game after play	App can be played once; same content repeated	
<b>Engaging</b>	Students will definitely like this	Students will probably like this	Students will not enjoy this	
<b>Levels of difficulty</b>	App will meet needs of all classroom groups	App has more than one level of difficulty	App has one level of difficulty	
<b>Meets my students' needs</b>	Students really need this content	App will be fun for students, but not generally needed	Students don't need this content	
<b>Platform matches school equipment</b>	App works with existing technology	App will work with some of school's technology	App isn't formatted to work with school's technology	
<b>Research-based</b>	Research-base is included with the app	Seems like there may be research to support this; I will need to find it	No research base for this app	
<b>Scholastic presentation</b>	App is very academic; supports serious learning	App isn't academic but has some learning value	App is a cute, fun game but little academic value	
<b>Self-correcting</b>	Feedback is provided; student either repeats work or is given instruction for learning	Feedback indicates right/wrong answer, then game proceeds	No feedback is provided	
<b>Various modes of play</b>	App allows for multiple players as well as play for different needs	App may be only used with a group	Single player only	



[www.eskillslearning.net](http://www.eskillslearning.net)

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# Student App Review Rubric

Reviewer: \_\_\_\_\_  
 App Reviewed: \_\_\_\_\_



	4	3	2	1	0	Score
<b>Appeal/ Looks &amp; Sounds</b>	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.	
<b>Engagement/ Motivation</b>	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	
<b>User Friendly Directions &amp; Instructions</b>	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?	
<b>Performance/ Ease of Use</b>	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.	
<b>Differentiation in Learning</b>	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.	



**/20**  
Total

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

**Highlight:** \_\_\_\_\_  
**Lowlight:** \_\_\_\_\_



Tool/App:	<b>0 = Not Present</b> <b>1 = Some (or NA)</b> <b>2 = Present/Useful</b> <b>3=“Behavioral”</b>	Use Examples/Notes:
Clear and relevant learning objectives		
High rates of active, meaningful responding		
Clear, contingent, immediate feedback		
Instruction that adapts		
Mastery or fluency criteria		
Measurement and reports with actionable data		
Consideration of principles of Universal Design		
<b>TOTAL SCORE (21)</b>		