Name of App: _____ Cost: _____

Developer: _____ Website: _____

Subject: _____ Grade: _____

HOTS:

Remembering	Understanding	Applying	Analyzing	Evaluating	Creating

Quick Overview:

_____

_____

Concerns/Limitations:

_____

_____

Advertising: _____

Items	Exceeding (4 points)	Accomplished (3 points)	Developing (2 points)	Beginning (1 point)
Relevance to curriculum				
Relevance to teacher/ student	Provides authentic experiences for user where learning can occur			
Customization/ differentiation				
Feedback				
Critical thinking skills				
Ease of navigation	Use of 'tutor' to help first time users if they choose. Student can easily find their way with basic understanding of using apps/devices			
Student safety	First name keeps up to date tracking			Username/ password/ account required (kept on servers where?)

Quality	Strong graphics, entertainment factor – user gets lost in the app (flow). Fully immersive.			Glitches occur often and user gets kicked out of app.
Engagement				
Shareability				