APP EXPLORATION

Rules for devices:

**1.  Stick with the Class:** When using our devices, we have a specific purpose

**2. Sound**: the sound switch on the devices should always be switched to mute.

**3. Respect the Files of Others (My Devices):** do not wreck, use, or read the files of others without permission. If a file is open when they begin using a device, quit the app or save the file.

**5. Use of the Internet: use school computers to access the Internet!**

**6. Specific Sites and Apps Not Allowed at School**: NO social networking apps or personal email while at school.

**7. Use of the Camera and Photo Booth Apps: NO photos will be taken!**

**8. Immediately Stopping When It’s Time to Move On:** When I announce that iPads need to go away, ten seconds for the devices to be shut off and placed in the correct storage location. Failure to do so results in lost privileges.

**10. When the iPad Becomes a Distraction**: if I feel the device is becoming a distraction, I have the right to ask for it to be put away.

Objective: Educational App / Productivity App

Engagement:

* **Is the app inviting and does it give a good first impression?**
* **Is the app intuitive?**
* **Is the app one that students will return to often?**
* **Does the app open up new ways to learn? How does it let students do things they haven’t been able to before?**

**Developmental Appropriateness:**

* **Is the user interface age appropriate?**
* **Does the subject matter appeal to the intended grade level?**
* **Does the design appeal to the intended level?**

**Instructional Design:**

* **Does the app effectively communicate its subject matter?**
* **Does the app align to the learning goals for students?**
* **Does the app have a specific purpose and how does it achieve that?**
* **How does the app build on skills and guide students?**
* **Are there relevant opportunities for feedback, assessment, and reflection?**
* **Does the app offer personalized or adaptive features that are based on a student’s skill level?**

**Motivation:**

* **Is the learning content in the app the right level for students?**
* **Will students want to go back to often?**
* **How does the app build on skills?**
* **Are gaming principles used?**
* **Do the methods used to motivate align with learning goals?**
* **Does the app provide a bridge from the classroom to the real world for expanded learning (for example, GPS, Wi-Fi, or Bluetooth)**
* **Does the motivational potential exceed the potential for distraction?**

**Accessibility:**

* **Does the app include a range of levels for a variety of users with differing skill levels?**
* **Does the app support multiple learning modalities?**
* **Does the app let users personalize the user interface?**
* **Does the app take advantage of features such as VoiceOver or closed aptioning?**