So Many Apps So Little Time: Choosing and Using Quality Apps

Shelly Mogul - Curriculum Coordinator
Carol Miller – K-6 Technology Coach
Kelly McCarthy – Kindergarten Teacher, Fairview School
Laurie Gerard – Kindergarten Teacher, Sherwood Heights School

Leveraging Learning: the iPad in Primary Grades
November 16-18, 2011
Auburn, ME
Auburn’s App Selection Process

- **Logistics**
  - Exploration teachers chose apps in May 2011
  - Teachers received iPads in June
  - Independent app review and selection during summer
  - August PD focused on sharing, reviewing, and selecting apps
  - Rubric used to evaluate and select apps
## Application Selection Rubric

<table>
<thead>
<tr>
<th></th>
<th>WELL MEETS NEED</th>
<th>ADEQUATELY MEETS NEED</th>
<th>DOES NOT MEET NEED</th>
<th>COMMENTS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Aligned to CPAA Targets, MLR, or Top Ten Targets</strong></td>
<td>App is tightly aligned to Kindergarten learning targets</td>
<td>App is loosely aligned to Kindergarten learning targets</td>
<td>App is not aligned to Kindergarten learning targets</td>
<td></td>
</tr>
<tr>
<td><strong>Content is presented in random order</strong></td>
<td>Content is randomized; every game is new</td>
<td>App has several levels; game will be familiar after play</td>
<td>App can be played once; same content repeated</td>
<td></td>
</tr>
<tr>
<td><strong>Engaging</strong></td>
<td>Students will definitely enjoy this app</td>
<td>Students will probably enjoy this app</td>
<td>Students will not enjoy this app</td>
<td></td>
</tr>
<tr>
<td><strong>Levels of difficulty</strong></td>
<td>App will meet needs of all classroom groups</td>
<td>App has more than one level of difficulty</td>
<td>App has one level of difficulty</td>
<td></td>
</tr>
<tr>
<td><strong>Research-based</strong></td>
<td>Research-base is included with the app</td>
<td>Seems like there may be research to support this; not readily apparent</td>
<td>No research base for this app</td>
<td></td>
</tr>
<tr>
<td><strong>Academic presentation</strong></td>
<td>App is very academic; supports serious learning</td>
<td>App isn't academic but has some learning value</td>
<td>App is cute, fun game but little academic value</td>
<td></td>
</tr>
<tr>
<td><strong>Self-correcting</strong></td>
<td>Feedback is provided; student either repeats work or is given instruction for learning</td>
<td>Feedback indicates right/wrong answer, then game proceeds</td>
<td>No feedback is provided</td>
<td></td>
</tr>
</tbody>
</table>

Adapted from www.eskillslearning.net
Characteristics for Consideration

- Aligned to learning targets (Ex: Little Sky Writers)
- Customizable (Ex: Word Wizard)
- Immediate feedback (Ex: Moofy Patterns)
- Engaging (Ex: Alphabet Car)
Auburn’s Working App List

- Can be found on the Leveraging Learning website – http://institute2011.auburnschl.edu
- Contains core literacy apps
- Aligned to Children’s Progress assessment targets