Criteria for App Selection

Academic Support Needs	Functionality Needs
• Aligned to curriculum standards • Supports objectives • Learning modalities (the more the better) - visual, auditory, kinesthetic • Language skills – listening, speaking, reading, writing • Available in more than one language	• Track and monitor student progress • Provide feedback • Diagnostic • Customize content • Differentiation for individual student needs • Select levels of difficulty • Exit app without losing progress • Multiple users
Pedagogical Needs	**Practical/Technical Needs**
• Cognition • Curation • Collaboration • Creation • Communication • Independent study • Motivation and engagement • Project-based learning • Problem-based learning • Task-based learning • Critical thinking skills (HOTS or LOTS) • Independent or Group learning • Promotes purposeful learning • Self-directed learning	• Use online or offline (with or without Internet) • Web app component • Works with all mobile devices (iOS and Android) • User friendly (short learning curve) – intuitive or training required • Free or fee; free and fee • Platform supported by school infrastructure and existing technologies • Helpful user instructions and tutorials; web support • Sustainable • Loads quickly and doesn't crash • No advertising • Visually appealing • Updated frequently / bug fixes • Security – restricted access; student content protected • Controlled access – block inappropriate content
Interactive Needs	**Content Needs**
• Text analysis/note taking • Information retrieval • Information investigation • Application of information • Learner-Content • Learner-Learner • Learner-Teacher • Group	• Age appropriate • At student level (I + 1) • Topic specific • Relevant for lesson objectives • Authentic • Error-free, factual, and reliable • Can be exported, copied, printed

Other	Type of Activity
• Strong connection to purpose of app • Meets learners needs	• Brainstorm • Storyboard • Project creation • Consume content • Practice / study • Social media • Smashable – works with other apps

References

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Tony Vincent, Ways to Evaluate Educational Apps, http://learninginhand.com/blog/ways-to-evaluate-educational-apps.html