Appendix A – Productivity/ Creativity Apps Worksheet

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Productivity/Creativity Apps

Instructions/Support: Yes   No
Type of app: productivity, creativity, other_____
Opportunities for collaboration: Yes   No
Intended use: formal, informal, both

Name of App:_____
Reported Grade Level_____
Export Media_____
Developer:_____
Cost:_____
Operating System:_____

	Meets Needs	Slightly Meets Needs	Does Not Meet Needs	Criteria not relevant	Comments
Relevance	The purpose of the app is relevant to the student and the instructional situation.	Limited connection between the purpose of the app and relevance to student learning.	The purpose of the app does not connect to instruction and is not relevant to students.		
Engagement	Students will be intellectually invested when using this app.	Some students might be engaged with this app.	Students will quickly lose interest.		
Utility	The app includes all the utilities and features necessary to create the desired end product.	Limited utilities and features. Students can create a basic end product.	Utilities and features are lacking. The end product that students can make is not desired.		
Usability	Students can easily manipulate the application without too many special gestures.	Special gestures are required.	It is not clear how to use the app.		
Export End Product	Student product is saved on app and can be exported to the teacher is a manner that is acceptable to the institution.	Student product is saved on app but can NOT be exported.	Student product is NOT saved on app and can NOT be exported to the teacher is a manner that is acceptable to the school.		
Unlimited student products	No limits on the number of end products students are able to make.	Reasonable limit on the number of end products.	Major limits.		

Summary of app/recommended alternatives:

Appendix B – Electronic Books Worksheet

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Electronic Books

Name of Book:_____

Reported Grade Level_____   Media_____   Megabytes on device:_____

Instructions/Support: Yes   No   Developer:_____

Type of book: general reading, reference, textbook, other_____   Cost:_____

Intended use: formal, informal, both   Operating System:_____

	Meets Needs	Slightly Meets Needs	Does Not Meet Needs	Criteria not relevant	Comments
Relevance/ Standards	The purpose of the book is relevant to the student and the instructional situation.	Limited connection between the purpose of the book and relevance to student learning.	The purpose of the book does not connect to instruction and is not relevant to students.		
Engagement	Students will be intellectually invested when using this app.	Some students might be engaged with this app.	Students will quickly lose interest.		
Usability	Students can easily manipulate the controls for the book.	Special gestures are required.	It is not clear how to manipulate the book.		
Annotations	Students can input many different types of annotations, highlight, notes, on page comments, etc.	Limited annotations.	No annotations.		
Tags	Students are able to tag specific pages.	Limited ability to tag pages.	No tagging.		
Index/TOC	Index and table of contents available.	Limited index or table of contents.	No index or table of contents.		
Search	Search feature available.		No search.		
Unlimited purchase	No limits on how long students have access to the book.	Reasonable limit on access to book.	Major limits.		
Multimedia	Multimedia extends content and contributes to learning.	Multimedia tangentially contributes to content.	No multimedia.		
Dictionary	Extensive dictionary.	Limited dictionary.	Minimal dictionary.		

Summary of book/recommended alternatives:

Appendix C – Subject Specific Apps Worksheet

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Subject Specific Apps

Instructions/Support: Yes   No
Type of app: general content, skill builder, simulation, other_____
Username required: Yes No
Opportunities for collaboration: Yes   No
Intended use: formal   informal   both

Name of App:_____
Reported Grade Level: _____
Megabytes on device:_____
Developer:_____
Cost:_____
Operating System:_____

	Meets Needs	Slightly Meets Needs	Does Not Meet Needs	Criteria Not Relevant	Comments
Alignment to standards	App aligns to standards.	App is loosely tied to standards.	Not aligned to standards.		
Engaging	Students will be intellectually invested when using this app.	Some students might be engaged with this app.	Students will quickly lose interest.		
Usability	Students can easily manipulate the controls for the app.	Special gestures are required.	It is not clear how to manipulate the app.		
Students needs	This app meets an educational need of my students.	The app might meet the needs of some of my students.	Doesn't meet my students educational needs.		
Performance summary	Student specific performance summary or student product is saved on app and can be exported to the teacher in a manner that is acceptable to the school.	Student specific performance summary or student product is saved on app however data is not exportable.	Specific performance summary or student product is NOT saved on app and can NOT be exported to the teacher.		
Feedback	Specific feedback is provided to the student.	Student is provided basic feedback.	Limited feedback.		
Differentiation	App will meet the needs of all classroom groups, with multiple difficulty levels and multiple presentation styles.	App has more than one level of difficulty and/or information is presented in only one manner.	App has one level of difficulty and is presented in only one manner.		
Group or Individual	Teams of students or an individual can use this app.	Mainly intended for individual but may be ok with a group.	Only an individual can use this app.		

Summary of app/recommended alternatives:

Appendix D – Educational Game Apps Worksheet

Educational Games Apps

Name of App:_____

Instructions/Support: Yes   No
Type of game: skill builder, problem solving or strategy, simulation, other_____
Username required: Yes No
Opportunities for collaboration: Yes   No
Intended use: formal   informal   both

Reported Grade Level_____
Megabytes on device:_____
Developer:_____
Cost:_____
Operating System:_____

	Meets Needs	Slightly Meets Needs	Does Not Meet Needs	Criteria not relevant	Comments
Relevance	The purpose of the game is relevant to the student and the instructional situation.	Limited connection between the purpose of the game and relevance to student learning.	The purpose of the game does not connect to instruction and is not relevant to students.		
Feedback	Specific feedback is provided to the student.	Student is provided some feedback.	Limited feedback.		
Engagement	Students will be intellectually invested when using this game.	Some students might be engaged with this game.	Students will quickly lose interest.		
Usability	Students can easily manipulate the controls for the game.	Special gestures are required.	It is not clear how to manipulate the game.		
Replay varies	Game varies with replay.	Game is predictable when replayed.	Same game when replayed.		
Reporting	Summary data is electronically available to teacher.	Student briefly has access to summary data.	Summary data not available.		
Levels of difficulty	Wide range of difficulty that will engage ALL students in the class for a long period of time.	Some range. The game will be useful for some for some time.	Minimal range of difficulty app will not be used long.		
Thinking skills	Game encourages the use of higher order thinking skills.	Mostly lower order thinking skills.	Limited to the lower order thinking skills	Yes No	
Storyline	Game has a complex storyline with characters users care about.	Has a basic storyline.	No storyline.	Yes No	
Replicates real-world	Game replicates the real-world.	Some what realistic.	Game not realistic.	Yes No	

Summary of app/recommended alternatives:

Appendix E–M-Learning Quick Reference Questionnaire

**M-Learning Quick Reference
Instructional Design Questionnaire**

Mobile Devices

- What mobile devices are available on your campus?
- What professional development opportunities or technology support is available on your campus?
- What mobile devices do your students own?
- What apps might you use in the activity you are designing?
- Why do you want to create an m-learning space?
- How does it facilitate students meeting the course learning objectives?
- What challenges have you identified regarding including mobile devices in your course planning? What can you do to address those challenges?

Educational Theories

- What do you want students to learn?
- What evidence will students submit to demonstrate their learning?
- How is experiential learning accomplished with the mobile devices and apps selected?
- How do the activity, device and app(s) engage various learning styles?

Assessing Tools and Ways to Assess

- Have you consulted what the experts report about specific devices and apps?
- Have you researched the devices and apps you are considering?
- Do you wish to use a productivity/creativity, e-book, subject specific or game app to accomplish the activity? Why this app?
- How much does the app cost?
- What device(s) does it support?
- Are there help features or tutorials?
- What kind of instruction and learning does it support? Formal or informal?

Infrastructure: Learning Spaces

- How does the classroom's physical space need to be configured for the activity?
- Does the activity require students to work independently, in groups, as pairs or as a class?
- Is Internet access available? Is wifi?

Mobile Technologies and Assessment of Student Learning

- Are formative or summative assessments being conducted with mobile devices?
- Will the assessments be performance-based, portfolio or objective instruments?
- How will you collect student evidence of learning or feedback about the instructional experience?
- Where will student assignments be stored?
- How will you provide feedback to students about the assignment or learning experience?