

Graded Component	Insufficient 1-2	Satisfactory 2-3	Outstanding 4-5
Content	The software is not educational and focuses on game playing instead of learning. The software is not age-appropriate.	The software has educational features, but focuses too much on game playing instead of learning. The software is almost age-appropriate.	Many educational concepts are taught and the software focuses on learning rather than pure game playing. The software is age-appropriate.
Captivating	Little appealing elements to the game. Poor or outdated graphics.	A few appealing elements to the game. Graphics are not the best they could be.	The software has extremely appealing elements and graphics. Great use of color.
Interactive	The student barely interacts with the software. The student finds difficulty working through the game.	The student interacts with the software at times. The student encounters some difficulty working through the game.	The student actively interacts with the software and moves through the game with ease and confidence.
Interest	The student is not interested in the game at all. The student grows bored with the game very quickly. The game lacks exciting elements.	The student has some interest in the game, but grows bored over time. The game has some exciting elements.	The student has enormous interest in the game, and enjoys playing the game. The student longs to play the game. Full of exciting elements.
Feedback	The software does not give the student any feedback on how the student is doing. The student does not receive recognition for completing tasks and learning.	The software gives the student some feedback on how the student is doing. The student receives some recognition, but not enough.	The software gives the student feedback on how the student is doing. The student receives some sort of recognition for what he/she has done.

MATH MUNCHERS DELUXE

Content:

This game is very educational. It is presented in game format, but the student is actually learning. The software is very age appropriate. It ranges from 3rd grade to 6th grade. In the 3rd grade level you may pick from: whole numbers, fractions, decimals, geometry, and the challenge level

(which is all 4 levels). Once the teacher teaches a lesson on, decimals, for example, the students could then play this game to review what they have learned. The game also starts off easier, and then becomes harder and harder.

Grade: 5/5

Captivating:

This game is a few years old; therefore, some of the graphics are not the best that they could be. The game does have quite a few appealing elements, however. For example, if one would like to make the game harder, one could choose the “Troggles” setting, in which the student has to react faster. There are also fake “commercial” breaks in between a few of the rounds. After a while, these commercials can be annoying, but the commercials also allow one to rest.

Grade: 4/5

Interactive:

This game is completely interactive. The student must figure out the math problems. There is little difficulty in playing this game. There are commentators who repeat the instructions, and there is print at the top of the screen, indicating what the player must do. This software needs almost no instruction.

Grade: 5/5

Interest:

This game is very interesting, and fun to play. The student may grow bored over time, but the “Troggles” setting can prevent boredom. The game has several exciting elements.

Grade: 4/5

Feedback:

As the student plays the game, their little player (which is a frog) can “die” if the student gets the math problem wrong. Therefore, the game provides automatic feedback. The student has 4 lives. Also, there is a “Hall of Fame” at the end. The “Hall of Fame” shows the highest scores. The only problem with the game is that it does not explain why the student got the answer wrong. The teacher might be able to explain to the student why the student got the answer wrong, or what the student was doing wrong.

Grade: 4/5

Total Score: 22/25

Treasure Math Storm

Content:

In this game, the player must navigate through a snowy mountain by answering math problems. This game is for a broad age range (6-10). The game itself also covers a range of math problems. Most of them are simple enough for a 6-year-old, but it is hard to know what math concepts the game focuses on without playing it. Therefore, it would be difficult for a teacher to decide when to use the game. The game could possibly be played at the end of the year for review. The game covers addition, subtraction, time elements, money counting, and more. The game is educational.

Grade: 3/5

Captivating:

This game is also a few years old, so it does not have the best graphics, but they are still very captivating. The game has wonderful colored elements, and visually interesting graphics.

Grade: 4.5/5

Interactive:

This game is purely interactive. The player must answer math problems in order to navigate through the mountain. The game might be a little hard to comprehend, but there is a little guide to help the player along the way.

Grade: 5/5

Interest:

This game is very interesting, because although it has some educational elements, it is still very focused on game playing. Students will not get bored with this game very easily. The clues and problems are always different. The problems might be too simple for the older players, however.

Grade: 3/5

Feedback:

The player knows when he or she has answered the problem incorrectly. The player receives immediate feedback. The game does not really help explain why the player got the answer wrong. If the player has successfully navigated through the game, at the end the player receives a prize. The player keeps navigating through the mountain again and again, gaining more prizes.

Grade: 4/5

Total Score: 19.5/25

The Magic School Bus Explores the Age of Dinosaurs**Content:**

This program is extremely educational. It covers almost all aspects of dinosaurs in every era. This software exceeds expectations and goes beyond what a teacher would teach in class. This is an extremely good software program if the teacher wants his or her students to learn a lot more about dinosaurs. There are game elements in the program, but these game elements relate to dinosaurs. The game elements add to the learning experience. This software is for students aged 6 to 10. Some of the concepts seem difficult for 6 year olds, but with prior instruction about dinosaurs, the game might not be so difficult.

Grade: 5/5

Captivating:

The graphics for this game are not the best that they could be, but pretty good considering this is software is based off a cartoon television show. There are many amazing visual graphics. The dinosaurs themselves are exquisite. The only problem with this game is that sometimes it takes too long to move on to the next task.

Grade: 4.5/5

Interactive:

This game is interactive. The player must click on elements, and the students in the game explain them. The player must have the initiative to learn about dinosaurs, because the player learns from clicking on elements (such as dinosaurs, the students in the game, volcanoes, plants...etc.). The player also learns from playing games and going back in time. When the student completes tasks, they collect Paleocards, which contains information about a dinosaur on the back. The game can be hard to understand at times.

Grade: 4.5/5

Interest:

There are so many interesting things about dinosaurs to learn; it is hard to believe a student would find this program boring. The fact that the player gets to go back in time is exciting all in itself. Facts about dinosaurs are presented in interesting, inventive, and creative ways. Also, the program is engineered toward students – the game focuses around a classroom. The teacher in the game, Ms. Frizzle, takes her class back in time to learn about dinosaurs. The students in the game provide the information about the dinosaurs, so the player can relate to the students in the game and believe that he or she can learn as much as the students in the game.

Grade: 4.5/5

Feedback:

This game provides immediate feedback – the player is rewarded with Paleocards when he or she answers correctly. It is enjoyable to try to collect all of the Paleocards. The concept of the game is to collect three pictures of dinosaurs that Ms. Frizzle is missing out of her photo album. Once the player has all three pictures, then the player wins the game. The player is not told what dinosaurs are in the picture though; the player must find the dinosaur by clues alone. Therefore, if the player completes the game, they know they have done a good job. This game also does not explain why the player got the answer wrong.

Grade: 4/5

Total Score: 22.5/25