

GENERAL INFORMATION		
Technology Name: Fun Brain	Age/Grade Level: K-2nd Grade Level English learners	Technology Type: Application Software Device
Source: (Web address, company name, etc.) https://www.funbrain.com		
Associated Learning Standard(s) or Objectives: The resource may be generally applicable; if so, simply state that. Students will learn to identify different parts of speech and simple grammar rules.		

RESOURCE DESCRIPTION					
This resource uses fun activities and games for student to practice their understanding of the material that was learned in class. Specially, the game “The Grammar Gorillas” was chosen as it rewards the students with correct selections making it interactive and has two levels to make the game accessible to beginner students and students that are a little more advanced. This game has the student “helping” the gorillas identify the different parts of speech to get a banana.					
The Resource Allows Students To:			YES	NO	N/A
Content and Pedagogy	Create: Students can use creative thinking or will create an innovative product.			X	
	Connect: Students can communicate with others outside the classroom.		X		
	Research: Students can gather, evaluate, and use information.		X		
	Collaborate: Students can work together within the classroom or outside of the classroom. They can build upon each other’s knowledge and work.		X		
	Contextualize: Students can make connections between content areas, ideas, and/or solve problems in a real-world context.		X		
	Critique: Students must think critically, solve problems, evaluate information, and make informed decisions.		X		
	Build Technology Skills: Students must understand or be able to use technology concepts, systems, and operations.		X		

RECOMMENDATION
Given the information above, would you recommend this resource? Why or why not? Include any additional considerations or notes you have.
I would recommend this resource. The age of my student are between 5-8 years old and they usually have a short attention span. Having a variety to little activities to keep their interest is something I always look out for, and this is great as it is a simple game that require the most basic of technology knowledge that most kids already know. Another thing that I like about this game is that it is good as both as an individual activity, but can become quite interactive when put on a whiteboard to get full class participation. Also, as this is on a website, it can also be accessed outside of class for extra practice and fun.
IMPLEMENTATION IDEAS

How could you use this in the classroom?

I would use this as individual and group practice after the students have learned the different parts of speech. For individual practice, the students can individually play this game as an activity in the the computer lab or at home as it will prompt students if the answer is correct or incorrect. As mentioned before, as a group activity, i would put it on the whiteboard and have the class work together for some sort of reward (reading a book, extra free time as a class, etc.).

Note: The following criteria may also be considered in the use of this resource. However, it is important to understand that these are secondary criteria to content and pedagogy.

The Resource Allows Students To:		YES	NO	N/A
Implementation	Work at different levels or paces: Students work is differentiated through the resource.	X		
	Gather data about themselves: Students can see their progress because the resource contains a tracking system.	X		
	Work intuitively: Students work easily with the resource because it is user friendly and intuitively designed.	X		
	Be motivated: Students are engaged and excited to use this resource.	X		
The Resource Is:		YES	NO	N/A
Logistics	Free: There is no financial cost for the students, teacher, or school.	X		
	Easily Accessed: The resource does not require licensing and is available through the web.	X		
	Reliable: The resource does not have frequent bugs and may have some kind of trouble shooting support available (either a “help” menu or a support team).	X		

This template has been adapted from the following resources:

Christie, A., (2007). *Dr. Alice Christie's 6C Model for Evaluating Apps*. Retrieved from http://www.kathyschrock.net/uploads/3/9/2/2/392267/evalipad_content.pdf

ISTE, (2012). *iste.nets's Advancing Digital Age Learning*. Retrieved from <http://www.iste.org/docs/pdfs/nets-s-standards.pdf?sfvrsn=2>.

Schrock, K., (2011-14). *Critical Evaluation of an Content-Based IPAD/IPOD APP*. Retrieved from <http://alicechristie.org/6C/6C.pdf>.

Other resources on technology evaluation tools can also be found at:

<http://learninginhand.com/blog/ways-to-evaluate-educational-apps.html>