

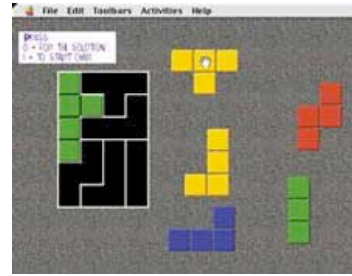
## SOFTWARE EVALUATION

**Evaluator's Name:** Sharon Eilts

**Date of Evaluation:** April 23, 2005

**Product Title:** Blocks in Motion

**Publisher:** Don Johnston



**Content/Subject:** Critical-thinking, problem-solving/Math

**Instructional Design for Learners: This software addresses what type of learner needs?**

All

### Program Design

- **Describe the learning objectives of this program.**
  - K-8 problem-solving, critical-thinking
  - Math (geometric shapes)
  - Student creations – animation tools
- **Describe whether or not the program is age-appropriate.**
  - Designed for K-8, no graphics
- **What type of motivational techniques does the program employ?**
  - Color
  - Animation
  - User controls/creativity
- **Describe the types of skills this program helps develop.**
  - Problem-solving and critical thinking skills.
  - Extra-easy toolbars to build patterns, mazes, graphs, buildings and objects
- **Special Features:**
  - Good fine motor skills not required.

### Measurable Goal

Write a measurable goal related to introducing this software title to a student/client for whom you think this might be appropriate.

By (date), (student0 will complete 5 mazes successfully 4 out of 5 times in 4 out of 5 trials.