

SOFTWARE EVALUATION

Evaluator's Name: Sharon Eilts

Date of Evaluation: April 23, 2005

Product Title: Destination Math: Intermediate Math, Mastering Skills and Concepts III

Publisher: Riverdeep Interactive Learning

Content/Subject: Seven strands _ Intermediate math

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

Regular education, Learning Disabilities (math)

Program Design

- **Describe the learning objectives of this program.**
 - Numbers and Number Sense: large and small numbers, numbers as factors
 - Operations with Numbers: addition and subtraction of whole numbers, integers, multiplication and division of whole numbers
 - Fractions: proper and improper fractions, addition and subtraction, multiplication and division of fractions
 - Decimals: introduction to decimals, addition and subtraction, multiplication and division of decimals
 - Geometry: measurement, coordinate geometry and algebra
 - Data Analysis and Probability: modeling and displaying events
- **Describe whether or not the program is age-appropriate.**
 - Designed to meet the some state and national standards, state scope & sequence and the NCLB mandates.
- **What type of motivational techniques does the program employ?**
 - Visuals
 - On screen manipulatives
 - Animation
 - Multimedia
 - Sound effects
- **Describe the types of skills this program helps develop.**
 - See the learning objectives section
- **Special Features**
 - Customize for individual students capabilities
 - Assessment included
 - Prescriptive

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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), when presented with 10 two-digit multiplier by three-digit problems, (student) will be able to correctly compute 8 out of 10 problems in 4 out of 5 trials as measured by pre- and post-testing using the Learning Management System.



Graphics courtesy of Riverdeep website.