**ABCYa**

<http://www.abcya.com/>

**Target** Audience: ABCYa is made with Kindergarten to 5th grade in mind.

**Type of** software: Keyboarding, Lettering, Reading, Math and game activities for studying.

**Curriculum:** Would be a good way to use as a tutorial to interact with students. The games give a variety of examples to help students to better understand the learning task at hand.

**Possible environment(s):** Could be used in a classroom setting as a teaching aide or during individual computer time.

**Supplements**: The website offers many games related to each subject.

**Software Description:**

This website is used to relate to Kindergarten to 5th grade students to teach different kinds of curriculum. Each subject has various games for each level of curriculum. There are activities to see where the students’ knowledge are on the curriculum being taught.

**Impressions:**

 This is an easy to use website with a variety of subjects, lessons, quizzes, and tutorials. This site can be used for all students in school, but seems to be more focused on Middle School students. The videos are entertaining and are an excellent way to break down each lesson. The quizzes are interactive, and the games are fun, educational, and reach out to children. The only negative we saw in this page is that there only seems to be one video per lesson (i.e. one video in pre-calculus). After studying the website, I feel that this would be an excellent source to help in the classroom.

Mini Checklist For Software: ABCYa

|  |  |  |  |
| --- | --- | --- | --- |
| Question: | Yes | No | Notes |
| Have you played so that you really know every aspect? | X |  |   |
| * Did you try doing things that were wrong or things that the software did not expect?
* Need to see what happens if the user does things that are incorrect or are not the usual responses.
* Try to make it crash in order to make sure that it does not crash.
 | X | XX  | The website was very easy to use and the games had many different objectives in which revolved around learning.  |
| * Did the software crash?
 |  | X |  |
| * Did you get an appropriate

Response if you did something Incorrectly? | X |  | In most of the games, the characters had to start over. Some just made a buzzard noise, and you kept trying until you got it correct.  |
| When you did what was expected or correct, was there an appropriate response? i.e., If you answered correctly, did the software let you know? If you tried to get to another part of the program, did you action take you were you wanted? | XXX |  |  |
| Just by looking at the screens, are they appealing? | X  |  | Scenes are more appealing for the younger students to relate. |
| Is there something that bothers you when you look at it? |  | X  |  |
| When you were navigating through the software |  |  |  |
|  Did you get lost? |  | X  | The software was easy to use. |
| Could you always get where you wanted to go (forward and backward)? | X  |  |  |
| Did you like using the software? | X  |  |  |
|  Did you like the content? | X  |  | Content is clearly related to the curriculum |
|  Where there bells and whistles? |  | X  | There were some animation but it was simple. |
| If yes: |  |  |  |
| Did you like them?Did they get in the way?Were they appropriate? |  |  |  |
| Does the program convey images of equity Free of prejudice regarding race, sex and religion; content is diverse and is not slated to any cultural group | X  |  |  |
|  Did you like the software enough to evaluate it more? (Did you like the software enough to use it within an educational setting) | X  |  | This would make an excellent teaching aide. |

X

**Pass Did Not Pass**