**Sense-lang**

<http://www.sense-lang.org/>

**Target** Audience: Sense-lang is made with any age of student in mind.

**Type of** software: Typing 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 teach students of all ages to teach how to type. It has many tutorial video clips in typing. There are various games for each level of typing. The games are made to see where the students’ knowledge is on the curriculum being taught.

**Impressions:**

This is an easy to use website with a variety of lessons, games, and tutorials. This site can be used for all students in school, but seems to be more focused on Middle School students. The tutorials are entertaining and are an excellent way to break down each lesson. The games are interactive, fun, educational, and reach out to children. After studying the website, I feel that this would be an excellent source to help in the classroom.

Mini Checklist For Software: Sense-lang

|  |  |  |  |
| --- | --- | --- | --- |
| 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 | X  X | The website was very easy to use and the games had many different objectives in which revolved around typing. |
| * Did the software crash? |  | X |  |
| * Did you get an appropriate   Response if you did something Incorrectly? | X |  | In most of the games, the characters died. 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? | X  X  X |  |  |
| Just by looking at the screens, are they appealing? | X |  | Scenes would be more appealing for the older students but younger students can still 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**