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Grades: 3/4/5 (Self-Contained Class)

Subject: Math

App Name: Splash Math Kindergarten    Price: Free (Lite version)/ 9.99 (Full version)

CCLS Addressed:

- Mathematics-Kindergarten
  - Counting & Cardinality
  - Operations & Algebraic Thinking
  - Number & Operations in Base Ten
  - Measurement & Data
  - Geometry

App Website: <https://www.splashmath.com/apps/splash-math-kindergarten-app>

App Description:

This math app is a Common Core Aligned app, with features to cover the Kindergarten Math curriculum. Splash Math was featured in Apple's "Staff Favorite" and "New and Noteworthy" as well as winning the "Best Elementary Student App" in 2011, by BestAppEver.com

Topics include:

- Numbers– 0 to 20; represent numbers
- Counting - count up to 20; counting forward, counting with objects and numbers
- Comparisons – compare numbers and groups
- Addition Concepts – Add with/without pictures, addition word problems, make a ten
- Subtraction – Subtract with/without pictures, addition word problems, subtraction sentence
- Geometry – identify 2D/3D shapes and figures, positional words
- Measurement – classify by color, size or object; length, width, weight, capacity

This app is the prequel to Splash Math App Series for grades 1-5. It's a visually engaging app for preschool and kindergarten students, as well as those that are functioning on a Kindergarten level for Mathematics. The students will enjoy the animal characters that are shown on app pages. Goals are set by the teacher or parent for student to achieve while practicing math skills within the app. Some of the features offered in this app include:

- Set goals for your student. Ex: 10 questions a day or 10 minutes a day, with scheduled reminders also available as an option
- Weekly email reports that highlight your student's strong and weak spots.
- HD graphics and sound effects
- No time limit is set to answer questions
- Multi-player support is offered for use in classrooms

App Incorporation:

Individual students can use this app to track their progress in Mathematics. Student groups can participate in multi-student opportunities within the app. For word problems, students are offered a "scratchpad" where one can take notes. Students will earn animal characters as incentives on achieving goals set by the teacher within this app. With each earned animal, the student can form his/her own jungle where animated animals will dance, make noise, jump and walk-when students taps on iPad. Students can use this app as a pre assessment to a math unit, or use it as an assessment within a lesson being taught. Students can also use one of the questions as an exit ticket at the conclusion of a lesson or unit.