



Children's
TECHNOLOGY
REVIEW EXCHANGE

November 2018

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Beauty Contest**

Sometimes amazing graphics and mediocre interactive design can make a nice app

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Children's Technology Review
November 2018

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** Denotes "Editor's Choice."*

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ONE YEAR SUBSCRIPTIONS are regularly \$60 for 12 monthly issues, 52 weekly issues plus online database access. Weekly issues are sent at 8:30 AM on Wednesdays EST. Site subscriptions are available. Contact *Children's Technology Review*™, 126 Main Street, Flemington, NJ 08822 or call 908-284-0404. Visit www.childrenstech.com to learn more.

PRODUCT SUBMISSIONS. Send one product or download code with release information to Warren Buckleitner (warren@childrenstech.com) Editor, 126 Main Street, Flemington, NJ 08822 (Phone: 908-284-0404). No swag, please.

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PUBLISHER INFORMATION *Children's Technology Review*™ (ISSN 1555-242X) is published monthly (12 issues) by Active Learning Associates, Inc. Send address changes or new subscriptions to *Children's Technology Review*™, 126 Main Street, Flemington, NJ 08822 or circulation@childrenstech.com. **Use of this publication for any commercial publishing activity without prior written permission is strictly prohibited.** Readers are subject to the TERMS OF USE found at <http://childrenstech.com/disclaimer>

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"Technologists know how phones really work, and many have decided they don't want their own children anywhere near them." Nellie Bowles, Oct. 26, 2017



NYTIMES SCARES PARENTS -- ON HALLOWEEN!

The glowing screen in a dark room -- the signature of the anti-screen articles showed up in full force last week. "Yikes" I wrote to my NYTimes contact in protest. "Don't scare parents without offering solutions." She said "write some up." So I did. <https://nyti.ms/2qw1shv>. My long form reaction is on page 3.

RESEARCHERS ARE CATCHING ON — CHILDREN'S APPS ARE LOADED WITH TRICKERY

One reason parents are afraid of their phones might be because Google and Apple promote manipulative apps. In "Advertising in Young Children's Apps: A Content Analysis" <http://bit.ly/2QeN34b> nearly 100 of the most downloaded free and paid apps in the children's category in Google Play contained commercial characters, pop-up ads, unlock play items, or hidden symbols such as the \$ camouflaged as gameplay items. Download the PDF --> <http://bitly.com/2qo3bFi>

LITTLECLICKERS: AR

You've heard about AR (Augmented Reality). What is it, and how does it work? Imagine being able to look inside your chest to see your heart beating or flapping your arms to fly between New York City skyscrapers. Let's learn more about AR, online at www.littleclickers.com/ar or on page 3.

AND FINALLY -- VOTE FOR CHILDREN THIS ELECTION

Were it not for the HIAS -- the Hebrew Immigrant Aid Society attacked last week in Pittsburgh -- there might be no Google. Almost 39 years ago to the day before the horrific Pittsburgh synagogue shooting -- Sergey Brin, a 6-year-old Soviet boy facing an uncertain future, arrived in the United States with the help of the society. A reminder that offering a helping hand, and giving an opportunity to an immigrant child can pay off for us all. If you don't believe me, just "Google it." <https://nyti.ms/2eQUYnf>

Dust or Magic

It's here!
www.dustormagic.com

Nov 4-6, 2018 • **Institute** The 18th Annual fall institute is this weekend!!! Stay tuned for the videos.

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5 (or so) sites & 10 videos

AR

Read this column online, with links, at www.littleclickers.com/ar

You've heard about AR (Augmented Reality). What is it, and how does it work? Imagine being able to look inside your chest to see your heart beating or flapping your arms to fly between New York City skyscrapers. Or how about trying out a new chair before you buy it, or playing checkers with someone who looks like they are sitting next to you, but is physically around the world. Let's learn more about AR!

1. Can you explain "Pepper's Ghost?" At <http://bitly.com/2qpTlBr> you learn how to make ghosts appear in your attic using reflections on glass. The AR-like effect dates back to 1862 and has been used to spook visitors to places like Disney's Haunted Mansion.

2. What's the difference between AR, VR and MR (Mixed Reality)? At Franklin Institute <https://www.fi.edu/difference-between-ar-vr-and-mr> you learn that the best term might be "mixed" reality, because of the way computers can be used to blend real and abstract information.

3. Which two AR systems should you know about? How much do they cost? For about \$2300 you can purchase Google's Magic Leap. Microsoft's HoloLens costs a bit more. Both represent the current state of the art for Augmented Reality. Unlike the VR headsets, AR systems have see-through screens that layer your digital information over what you see. Learn more:

- Magic Leap --> <http://bitly.com/2Qcnp0b>
- HoloLens --> <https://www.microsoft.com/en-us/hololens>

4. How will construction workers use AR? At <https://mixedreality.trimble.com/> you can see contractors use a special HoloLens hardhat to map blueprints over a construction site.

5. What about pilots? Visit <https://glass.aero> to learn about a company that attempted to create an AR system for pilots. Find out what they learned, at <http://bitly.com/2qljPFs>

6. Can AR turn you into a bird? Yep! Here's an example of a Senior Thesis project that turned into a cool business. Birdly is a flying simulator that lets you flap your arms to glide. You can buy one for about \$135,000! <http://birdlyvr.com/>



APPLICATION: Make some AR

It's easy -- get a whiteboard marker and look into a mirror. Draw a mustache on your face, and take a picture. You've "augmented your reality." If you want to learn AR on a computer, it's a bit more complicated. Learn Unity3D, Vuforia AR, ARKit and ARCore, and all you can about interfaced design. Here's a link to get started.

<https://unity3d.com/learn/learn-arkit>



Source: [Digtoknow.com](http://digtoknow.com) <http://bitly.com/2QiZlBk>



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Augmented Reality on YouTube

Want more? Here's a video playlist that go along with this column:

<https://www.youtube.com/playlist?list=PLcBVHzUUEKwk8q3r8y6A0OObaOkwZuwGZ&jct=HmnMrGlxo8AyFKkRyeoJoWCnaD2DRw>



What should you really worry about?

By Warren Buckleitner

Do you think there's a devil living in your phone?

You might, if you read Nellie Bowles recent trifecta series describing how parents are struggling with how they use technology with their children. <https://nyti.ms/2JkOdI>

Indeed there is a lot to fear when you give a young child free reign to—among other things – a million channel pocket TV called YouTube. But good decisions are rarely made when motivated by fear.

New parents come to worrying naturally; pre-programmed to associate “new” with “danger.” So it’s not surprising we worry that “the devil” in new technologies that will deliver “blood and thunder, mayhem, violence, sadism, murder, western bad men, western good men, private eyes, gangsters, more violence, and cartoons” along with ads that are “screaming, cajoling, and offending.” That was how TV was described 1961 by FCC chair Newton Minow. He called it a “a vast wasteland.” (Listen to his speech, at <http://bitly.com/2Qa3heR>)

There’s no shortage of “wasteland” in social media, YouTube and in the app stores. But removing screens from a modern home is hardly realistic. Besides, any parent knows – the fastest way to draw attention to something is to make it forbidden. So what do you do?

THINK ABOUT IT -- WHAT EXACTLY IS A “SCREEN?”

It’s a rookie’s mistake to put lump all screens into one bucket and then start drawing a single, broad conclusion. I was disappointed that the NYTimes went down this path. From a researcher point of view, the topic of children and technology is one that is foggy; loaded with confounding variables. The modern smart phone is a chameleon-like device that takes the form of the app it is running.

To understand what it is, you have to understand that particular app, and there are millions. You also need to read the context in which the app is being used. A child’s age, gender, family income is just the tip of the research question iceberg.

To cut to the chase, some screen content is wonderful; some is rotten. That means some screens are good and some are bad.

But the premise that screens should be removed from the life of a modern child is absolutely silly.

Should flashlights, maps, cameras and “how to build a tree-house” videos be off limits before age 13? And what about game consoles? One of my TCNJ college students shared a wonderful story about the richness of time spent with his father playing the co-op game LEGO Star Wars together.

DON'T GET CHILD DEVELOPMENT INFORMATION FROM PEOPLE WHO DON'T KNOW ABOUT CHILD DEVELOPMENT

Another rookie’s mistake is to turn to tech creators for tech answers, when children are involved. Nellie Bowles picked at the “Steve Jobs wouldn’t let his own children kids have iPads” scab once again. Jobs was good with motherboards, not mothering, Sure he was a gifted technologist, but is he was also known for his rough interpersonal encounters with both family and colleagues.

Likewise the medical doctors and child psychiatrists are also quick to chime in on the screens and children issue, but they are in professions that specialize in what to do

A Dark Consensus About Screens and Kids Begins to Emerge in Silicon Valley

“I am convinced the devil lives in our phones.”

By NELLIE BOWLES



The Digital Gap Between Rich and Poor Kids Is Not What We Expected

America’s public schools are still promoting devices with screens — even offering digital-only preschools. The rich are banning screens from class altogether.

By NELLIE BOWLES



Silicon Valley Nannies Are Phone Police for Kids

Child care contracts now demand that nannies hide phones, tablets, computers and TVs from their charges.

By NELLIE BOWLES



when things that go wrong. A profession that sees children with problems generates anecdotes about children with problems.

THE REAL WORRIES: THE GROWING CULTURE OF MANIPULATION

My reviews with popular apps in iTunes and Google Play has alerted me to the growing culture of manipulation that surrounds children when they use mobile devices.

I call it what it is ... evil. "Though shall not trick children for one's own gain." App stores are promoting and profiting from experiences designed to tempt children with "free" puppies or kittens cleverly mixed with something to buy.

It was no surprise to see the study "Advertising in Young Children's Apps: A Content Analysis" found that nearly 100 of the most downloaded free and paid apps in the children's category in Google Play contained commercial characters, pop-up ads, unlock play items, or hidden symbols such as the \$ camouflaged as gameplay items.

<http://bitly.com/2QeN34b>. I challenge you to download some of these apps yourself. You'll get angry.

CHILD DEVELOPMENT THEORY PROVIDES THE ANSWERS

Child development theory can provide guidance. We know a lot about how children grow and develop, and how they can benefit from well-chosen materials – both analog and digital. This knowledge will help you relax, as you learn to view apps, games and toys as merely another type of material. Sure social media can hijack a child's life, but it can also foster rich new interactions, and give a child a new type of voice, not to mention a new way to hone writing skill. Chip Donohue, an early childhood educator who has followed the research closely likes to say – "it's not about screen time, it's about time."

You can prevent child drownings by building walls around pools, or you can teach a child to swim. One parenting approach puts precious energy into restrictions; the other into empowerment.

Seasoned parents know that the best way to spark a child's interest in something is to put a ban it. So help a child learn self-regulation, with your eyes wide open. It's not a matter of if you child will encounter bad content online – it's a matter of when. And you want to be both aware and around, to help them deal with it. It's quite fashionable these days to create strict "no technology zones" for example. But I don't think it's that simple. One family used the devices to foster relationships, by playing trivia games and making funny photos of a big sister. <http://www.fredrogerscenter.org/2018/07/dining-kids-screens/>.

Many common concerns and controversies view were defined long ago in the now-six-year old document that addresses technology use with young children, at <http://www.naeyc.org/content/technology-and-young-children>. It's still worth the read, but you can boil it down to three words -- access, balance, and support, or ABS.

<http://www.fredrogerscenter.org/2013/05/three-words-for-digital-age-parents-access-balance-and-support/>

A is for access to quality media. There's only one way to learn how technology works – to get your hands on it. That means playing, fiddling and sometimes testing the limits of smart speakers, laptops, flying drones, touch screen tablets. Actively seek quality apps (here's three that I think Fred Rogers would like)

<http://www.fredrogerscenter.org/2018/10/three-childrens-apps-fred-rogers-might-appreciate/> The good news is that there is plenty more. You just need to learn to recognize them.

B is for balance. Just as a healthy diet consists of a variety of foods, a child needs just the right mix of concrete and abstract, real and pretend. Camping, taking care of a puppy or practicing the clarinet can help offset abstract screen time. There's an art to knowing when to set a limit, or when to play along.

S is for support. Left on their own with YouTube, a child will gorge themselves. They need old fashioned supervision and role models to set limits and demonstrate how to use technology to enhance and empower (rather than distract and waste time). You can prevent child deaths due to drowning by building walls around pools, or you can teach a child to swim. One parenting approach puts precious energy into restrictions; the other into empowerment and freedom. This helps the development of self-regulation, but do so with your eyes open. It's quite fashionable these days to create strict "no technology zones" for example, but that might not be necessary. I watched a family of four who used their devices to foster the interactions between the family members, using a trivia app and photo filters. <http://www.fredrogerscenter.org/2018/07/dining-kids-screens/>.

It is thrilling to build a family. Today's parents have electric cars, IOT baby monitors that can watch for a fever, and search engines with an endless supply of mentors.

But it's still tough work, any why you slice it. There's no exact recipe for using, or not using technology. All you can do is to create the conditions that increase the chances of success. As you do, make sure you use your smart phone to take lots of photos, so that you can properly embarrass your child during their high school graduation. It will happen before you know it.



Want some ethical apps? Here are 1646, sorted by the newest. Follow this link --> <http://bit.ly/2xx0GED>



Feature Reviews and New Releases

NOVEMBER 2018

Here's an alphabetical listing of both the feature reviews (with ratings) and the new and future releases. "Entry Date" refers to the date we first learned of the product.

Dumb Ways JR Madcap's Plane

Rather senseless fun with limited content and control -- that's what you get with this app -- that lets you "fly" a plane to various pretend locations with different seasons. The controls are easy to figure out, although some of the dashboard controls don't do anything when the app first starts. You can either title the screen to fly, or use a joystick.

While the idea of flying a plane is fun, the entire premise of this app is vague. The app description says "Can you find the ideal destination for each passenger?" We did, and they seem happy. But then what? Fun features include the ability to make colored clouds with a smoke machine, and a voice recording feature where you can hear your voice like an echo. There are no rules or time limits, and this app works without an Internet connection. Get Sago Mini Planes instead.

Details: Metro Trains Melbourne Pty Ltd, www.dumbwaystodie.com. Price: \$1.99. Ages: 3-8. Platform: iPad, iPhone, Android. Teaches/Purpose: airplanes, fine motor skills. Rating (1 to 5 stars): 3.8 stars. Entry date: 10/23/2018. []



Ease of Use	9	76 %
Educational	8	
Entertaining	8	
Design Features	7	
Good Value	6	

EduKids Connect Systems

This is a web-based early childhood management system that works with the FunShine Online curriculum. You can capture individualized information for each child which is shared with parents through instant notifications, photos and videos, and a customized summary at day's end.

Details: EduKids Connect, www.edukidsconnectsystems.com. Price: \$call. Ages: 3-7. Platform: . Teaches/Purpose: early childhood management system. Entry date: 6/22/2018.





Fiete Math Climber

Looking for a fun, well designed math facts drill experience? Keep reading. Designed to "make mental arithmetic child's play" this app is all about math facts, starting with simple addition and going up to multiplication with carrying of tens. After you create an account for your child by entering your child's name and grade, it's very easy to get started. The app does all the hard work -- with auto leveling, and automatic bookmarking -- so your child's progress is saved (locally). Because it is possible to create multiple accounts, this app would work well in a classroom setting.

The app comes pre-configured with problem sets, or you can design your own. The more you play, the more "climbing" characters you can collect. Note that getting back to the main menu can be confusing (we wish there was a better pause and exit routine). But we liked this app's child controlled pacing, and fun game elements which include the ability to earn a stick of dynamite that you can use to blow up hard problems. All in all, this is an excellent math facts app for elementary age children.

Details: Ahoiii Entertainment UG, www.fiete-app.com. Price: \$2.99. Ages: 5-10. Platform: iPad, iPhone, Android. Teaches/Purpose: math facts, addition, subtraction, multiplication, division. Rating (1 to 5 stars): 4.7 stars. Entry date: 8/28/2018. []



Ease of Use	9	94 %	
Educational	9		
Entertaining	9		
Design Features	10		
Good Value	10		

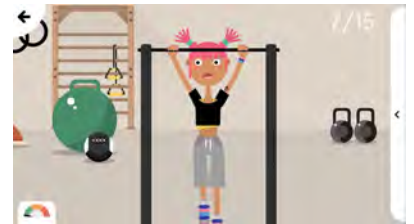
Fitoons

Help one of six comical animal/people characters make healthy choices about food and exercise. Content includes 20 workouts that you can do in real time, and a variety of recipes that you can make in the kitchen. For example you can blend a loaf of bread, fry a chocolate bar or microwave an apple. There is a vegan setting.

You can try out different combinations of eating and exercise to see the effect of the calories on your your character.

Features include the ability to dress characters in different outfits, the ability to win stars to unlock more characters and foods; and 45 foods that can be cooked on six kitchen appliances, allowing you to boil, fry, bake, chop and blend. Learn more at www.avokiddo.com/fitoons.

Details: Avokiddo, www.avokiddo.com. Price: \$call. Ages: 4-up. Platform: iPad, iPhone. Teaches/Purpose: health, exercise, diet, cooking. Entry date: 10/10/2018.





Funny Phonemes: Slang Fest

It's quite uncommon to find a phonics game with for older children, middle school USA slang. But this responsive, well designed early reading skills app helps you translate the sounds of the English language into writing.

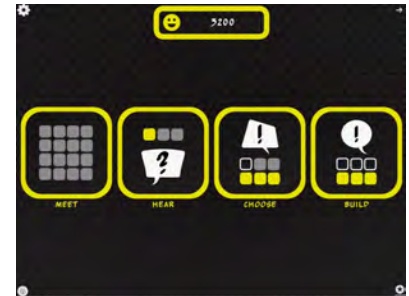
The main hook is the use of clean, current slang and pop-culture jargon (with words like poop and fart) that is high interest but low difficulty.

Designed specifically for reading teachers or SLPs (speech language pathologists), the app provides structured phonemic awareness training using a non-conventional set of rebus symbols. Note that the app is a free download, but delivers an interstitial video ad every 15 exercises.

An upgrade to the premium version, via IAP, costs \$3.99. This removes the ads and unlocks more content. No information is collected, and anonymized usage analytics are collected.

Features include the ability to mute extra sounds (a feature in the paid version). There's also a content editor that lets you pick which phonemes you want to present. Our recommendation? If you teach reading, have a look, but be sure to purchase the full version. It's well worth the \$4.

Details: Studio Goojaji, <http://www.goojaji.com/>. Price: \$3.99. Ages: 9-up. Platform: iPad, iPhone. Teaches/Purpose: reading, language, phonemic awareness. Rating (1 to 5 stars): 4.6 stars. Entry date: 9/23/2018. []



Rubric used	Contains IAP		
Ease of Use	9	85	%
Educational	10		
Entertaining	9		
Design Features	9		
Value	9		
Ethical	5		

LEGO Harry Potter Collection

Two LEGO Harry Potter games are being bundled into one package, for Nintendo Switch and Xbox One. LEGO Harry Potter: Years 1-4 is based on the first four films—Harry Potter and the Sorcerer's Stone™, Harry Potter and the Chamber of Secrets™, Harry Potter and the Prisoner of Azkaban™ and Harry Potter and the Goblet of Fire™

LEGO Harry Potter: Years 5-7 is based on the final four films—Harry Potter and the Order of the Phoenix™, Harry Potter and the Half-Blood Prince™ and Harry Potter and the Deathly Hallows™ Part 1 & 2—to experience Harry's last years at Hogwarts™ and his battle against Lord Voldemort.

Two previously released DLC packs include a Character Pack featuring Godric Gryffindor, Harry (Yule Ball), Helga Hufflepuff, Lockhart (Straightjacket), Luna (Lion Head), Peeves, Hermione (Pink Dress), Ron Weasley (Ghoul), Rowena Ravenclaw and Salazar Slytherin, as well as a Spell Pack featuring Cantis, Densaugeo, Ducklifors, Melofors and Tentaclifors.

See the trailer --> <https://go.wbgames.com/LHP-Launch-Trailer>

Details: Warner Brothers Interactive Entertainment, www.warnerbros.com. Price: \$40. Ages: 7-up. Platform: Nintendo Switch, Xbox One. Teaches/Purpose: logic, Harry Potter. Entry date: 10/30/2018.





Lexi's World

Touch any letter to start populating your own world, in this language experience app. There's a limited amount of content; but the words are well selected, and sometimes one item interacts with another. We liked how children can construct their own words. The graphics are less than polished, but don't let that stop you from downloading this powerful language experience. Fun things to try -- if you have a horse, type "APPLE" to give it a treat. Or type "night" to turn out the lights. Features include the ability to toggle between upper/lower case, and there are both Z and Zed options (for USA or UK).

Details: Pop Pop Pop LLC, <http://poppoppop.info/>. Price: \$2.99. Ages: 4-7. Platform: . Teaches/Purpose: letter recognition, language, reading. Rating (1 to 5 stars): 4.5 stars. Entry date: 10/28/2018. []



Ease of Use	10	90 %	
Educational	9		
Entertaining	8		
Design Features	8		
Good Value	10		

Little Kitten Preschool

The beautifully rendered "Little Kitten" is back, only this time with more games, better interactive design, and a cool AR activity.

Besides a few interface snags (e.g., it's not always obvious which areas of the screen lead to activities -- and some of the items that look interesting don't do anything) there's enough to justify investing in this app. Content includes seven games: Animal Shadow (recognize animals by their shape); Paint Game (fine motor skills); Trampoline Game (identify moves on a jumping kitten); Bubble Game (match the pictures to the themes); Recycling Game (sort and recycle various types of garbage); Hop Scotch Game (concentration, with three levels; Count & Sums Game (counting from 1 to 10); AR Game (learn spatial relations to find hidden crackers in a virtual box -- runs on AR compatible devices only). As you play you earn crackers which are used to feed the kitten to see different reactions. The app works in 14 languages making this an excellent early language experience. Created by Squeakosaurus for Fox & Sheep.

Details: Fox and Sheep GmbH, www.foxandsheep.com. Price: \$2.99. Ages: 3-6. Platform: iPad, iPhone. Teaches/Purpose: language, classification, counting. Rating (1 to 5 stars): 4.4 stars. Entry date: 10/28/2018. []



Ease of Use	9	88 %	
Educational	8		
Entertaining	8		
Design Features	9		
Good Value	10		



Project Here Games

This is a free online experience designed to make substance use prevention education available to all public middle schools in Massachusetts. After you create an account (a guest mode is available, with no login) you take a 20 question personality survey, given as a multiple-choice questionnaire.

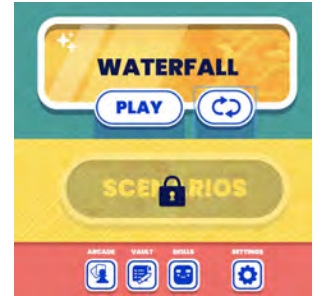
You are then taken through a series of questions and bite sized activities designed to introduce healthy decisions about such things as peer group pressure and stress.

Content is organized around four content areas—myth-busting, coping, decision-making, and communication.

Players can then apply these skills to solve scenarios dealing with critical social and emotional life skills such as mindfulness, peer pressure, stress, and effective communication.

The scenario section gives players an opportunity to try out these solutions in a safe, online space and is structured as a fast-moving, playful consumer entertainment experience with an underlying, embedded curriculum. Available for free on computers, tablets, and smartphones and has the flexibility to be used by teachers as an in-classroom activity or by students outside of school. Visit www.projectheregames.org.

Details: Fablevision, Inc., www.fablevision.com. Price: \$free. Ages: 11-up. Platform: Windows, Mac OSX, Chrome, Internet Site. Teaches/Purpose: health, drugs, substance abuse. Entry date: 10/10/2018.



Reading Eggs - Learn to Read

This potentially expensive subscription-based reading/math system could do the job for a home school situation, but it could be expensive. It consists of a collection of responsive games, guided lessons and a library of 2,000 leveled reading books. There are several levels that we have not tested:

- Reading Eggs Junior (ages 2-4): Toddlers cover pre-reading skills such as phonemic awareness and alphabet knowledge via games, videos and read-aloud books.
- Reading Eggs (ages 3-7): phonics, sight words, spelling, vocabulary and comprehension.
- Reading Eggspress (ages 7-13): read for meaning and enjoyment.
- Mathseeds (ages 3-9): numbers, measurement, shapes and patterns.

Features include the ability to save progress automatically, under different accounts. Note that an Internet connection is required, and that teacher accounts are not available. Each active subscription gives one child access to Reading Eggs Junior, Reading Eggs, Reading Eggspress and Mathseeds. The first month is free; additional months cost \$5 per child per month. Caution: Subscriptions renew automatically.

Details: Blake eLearning, www.readingeggs.com. Price: \$free with IAP of \$25/month. Ages: 2-9. Platform: . Teaches/Purpose: reading reading; phonics, phonemic awareness, vocabulary, fluency and comprehension. Entry date: 10/2/2018.





Starlink: Battle for Atlas

The Toys to Life category of products is getting an important addition this fall. This is a one or two player, open-world action adventure game designed for the three major game consoles. It works with a set of collectible ships and characters that can be physically manipulated as the game is played. Each version has some console specific content and hardware. For example, the Nintendo Switch version has a Joy-Con controller adapter and some exclusive characters.

In Battle for Atlas (the first chapter), you're a pilot who must free the Atlas star system from bad guys. You assemble your fleet, mixing and matching pilots for the best results. Changes to your physical ship instantly appear in-game allowing you to immediately jump into the battle. Each planet has its own identity, ecosystem and wildlife. The world evolves depending on your actions and your choices. Everything you do has an impact on your journey, and enemies will react and fight back intelligently and take over the star system if you do nothing to stop them.

Work on this game started five years ago from Ubisoft Toronto.

See the Mediatech review and unboxing by Chris Guest, at <https://youtu.be/jvettIsYyJE>

Details: Ubisoft, www.ubisoft.com. Price: \$75 for the starter kit. Ages: 7-up. Platform: PlayStation 4, Xbox One, Nintendo Switch. Teaches/Purpose: logic, fine motor coordination. Rating (1 to 5 stars): 4.6 stars. Entry date: 7/3/2018. []

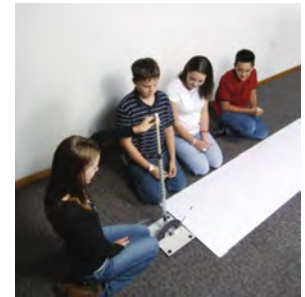


Ease of Use	9	92.5 %
Educational	N	
Entertaining	10	
Design Features	9	
Good Value	9	

Straw Rockets Getting Started Package

Designed for elementary and middle school classrooms, this is one of several science kits with consumable materials, for 30 students. The "Getting Started Package" comes with enough straws, clay, and fin material for 30 students to make four rockets each. There's also a rocket launcher that uses a plunger to deliver forced air, that launches the rocket. Clay is used for the points. See <https://www.pitsco.com/Shop/Aerospace/Rockets/Straw-Rockets/Straw-Rockets-Getting-Started-Package>. Other kits include Fold-N-Roll (teaches gravity, friction, geometric solids) and EZ Track Raceway (comes with one 20 one-meter PVC track to be used to test friction).

Details: Pitsco Education, www.pitsco.com. Price: \$209. Ages: 5-18. Platform: Smart Toy. Teaches/Purpose: science, aerodynamics, projectile motion, center of gravity, initial velocity. Entry date: 10/22/2018.





The Gardens Between

With a look and feel similar to Monument Valley, this peaceful puzzle experience lets you explore leveled island-themed puzzles. Using the forward and back arrow keys, you move along a trail in order to unlock the next level. The ability to control time makes cause and effect relationships something that you manipulate. Content includes 20 islands, with no reading required. In the story, you follow two friends who learn what it means to grow up, what must be let go what should never be left behind. The sounds are extremely well designed to support the narrative on each island. The publisher estimates it will take you two to four hours to finish the game.

Details: The Voxel Agents, <http://www.thevoxelagents.com/>. Price: \$20. Ages: 10-up. Platform: Windows, Mac OSX, Steam, PlayStation 4, Nintendo Switch. Teaches/Purpose: logic, problem solving, temporal relations. Rating (1 to 5 stars): 4.7 stars. Entry date: 10/17/2018. []



Rubric used **Fred Rogers**

Ethical	10	91.67 %	
Honest	9		
Empowering	9		
Child Paced	9		
Supportive of Inter-Personal	8		
Well Crafted	10		

Toca Life Neighborhood

This tenth Toca Life app contains four urban themed areas to freely explore, including a two floor apartment building (with an elevator), a design store, and a high tech diner with a robotic smoothie maker. There are thousands of items that can be freely picked up and moved around -- arranged in just about any combination.

This app expands the series with the addition of 23 characters, the smoothie maker and a photo booth with filters. As with other Toca Life apps, you can record your own audio, to put on a puppet show.

Details: Toca Boca, <http://tocaboca.com/>. Price: \$3.99. Ages: 3-up. Platform: . Teaches/Purpose: causality, shapes, colors, memory, spatial relations, logic. Rating (1 to 5 stars): 4.8 stars. Entry date: 10/12/2018. []



Rubric used **Fred Rogers**

Ethical	10	96.67 %	
Honest	9		
Empowering	10		
Child Paced	10		
Supportive of Inter-Personal	10		
Well Crafted	9		