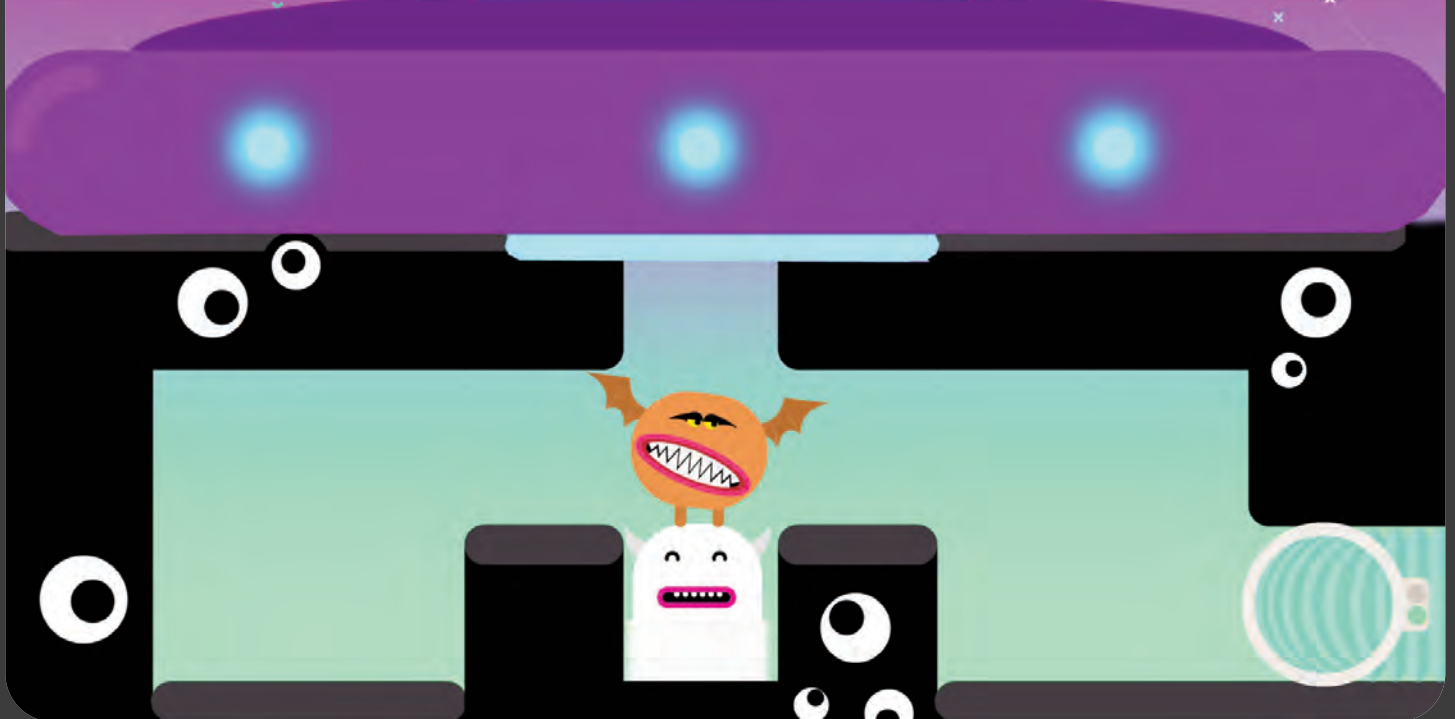**Screenomes, changes to the app store, & Björn Jeffery on the state of kids apps**

Need an excellent app for the development of logical thinking? We recommend

Thinkrolls Space

Plus: 10 Apps to s t r e t c h logical thinking this summer from CTREX

On the cover: Thinkrolls Space by Avvokidoo

Children's Technology Review
EDITOR'S CHOICE
20 19
FOR EXCELLENCE IN DESIGN

* Denotes "Editor's Choice."

June 2019
Children's Technology News

Warren Buckleitner

> "The fact is, no one really knows what the heck people are seeing on their screens. To understand what's happening, we need to know what exactly that is." Byron Reeves, Stanford University.

Happy summer! There is a lot of news this month, with Apple's WWDC behind us, and E3 just ahead. First an editorial note. There is no LittleClickers in this issue, because we lost our long time sponsor (Computer Explorers). We're sad but remain committed to the mission of curating the best web and YouTube content for children, around high interest or newsworthy questions. We'll keep the website active and will continue to update previously published links.

On our cover this month: **Thinkrolls Space**, an outstanding pick for a child aged 7-14 in need of a challenge this summer. As you roll your way through the mazes, you encounter things like gravity, stacking, simple machines, cause & effect, trial & error, sequencing and two-way teleporting. We've also include a roundup of other excellent logical thinking apps in this issue. But first, the news.

What is a "Screenome," and Why Should You Care?

I was thrilled to read ''Screen Time' Is Over" (May 31, NYTimes by Benedict Carey). This important article was based on the work on an article led by a team of social scientists at Stanford, including Byron Reeves -- a pioneer in the digital media space, who has been around forever. Anyone knows that "screen time" is too broad to be scientifically helpful. That's why an attempt to set blanket limits is so silly. A better way to think about media use is to create a fine-grained record, or a "screenome" for each individual. The term comes from biology's "genome" -- which is the blueprint of one's genetic inheritance. Because each person's daily screenome is unique it must be understood before setting limits or recommending apps. "The point is, your thread is yours, mine is mine, and we use it to regulate our emotions, to balance facts with fun, in our own idiosyncratic way," said Dr. Reeves. The paper was published in Human-Computer Interaction, March 2019, online at
https://doi.org/10.1080/07370024.2019.1578652

Björn Jeffery Assesses the Kids App Space

As former CEO and Co-Founder of Toca Boca, Björn Jeffery is one of the few that has lived all aspects of the children's media space since the birth of the app store. His blog post "The Kids App Market – A Strategic Overview (May 31, 2019 at http://bitly.com/2HWdSsd) offers a glimpse at how damaged the children's app space is. He writes "when we started Toca Boca in 2010, we used to joke that app stores were like walking into a toy store and finding all the toys laying in a huge pile. Hanging above the pile, there would be a sign that simply said TOYS. No categorization, differences in merchandising, or segmentation of any kind. To find something, you would have to dig in the pile and hope that you found something good. Now –

Dust or Magic

Save the Date!
www.dustormagic.com

Nov 3-5, 2019 • Institute The 19th Annual fall institute is on the books.

almost ten years later – that joke isn't as funny anymore. Because we're more or less in the same place." Björn calls the current app stores for children still young and underdeveloped, stating "there is a supply and there is demand, but they're not meeting each other adequately. Instead the children's app space is a market living between other markets. Until it grows up and becomes its own thing, it is going to be misunderstood and underdeveloped."

His view ten years ago, which he articulated during the first Dust or Magic AppCamp at https://youtu.be/JPw8WHENTJE, hasn't changed much. There's a market, but it's undeveloped and isn't easy to capture.

Business models for kids apps

Paid Apps	Subscription	Free, with in-app purchase	Free, with advertising
Low download volume Low revenue potential	Medium download volume High revenue potential	High download volume Medium revenue potential	High download volume Low revenue potential

Effective Immediately: No More Data Tracking or Third Party Ads in Kids Apps

According to Apple Insider, Apple has changed it's children's app policy, as follows: "Apps in the Kids Category may not include third-party advertising or analytics. You should also pay particular attention to privacy laws around the world relating to the collection of data from children online." The article says that the changes went into effect immediately following the WWDC 2019 keynote and that the move echoes one made by Google last week at the Play Store. Both companies are under pressure to improve how they handle children's information, as a result of consumer group complaints and FTC's accusation that Google has been failing to follow child-oriented privacy laws. Read the full Apple Insider article http://bit.ly/2IfM6Ga

Is Apple a Monopoly? (Yes). What's the Answer?

Any app designer knows that tech giants like Google, Amazon and Apple have monopoly-like attributes. If you're in children's app space you have no choice except to use Apple's tools to for Apple hardware. Is Apple monopoly? Consider the question as if we were talking about the auto industry. What if Toyota started designing highways that could only work with their cars, which they also review, sell, finance, fuel, and have the ability to deactivate whenever they like. Apple does all this with apps, which might be part of the reason the children's app space is such a mess after ten years. There are signs that app designers have had enough. See Apple App Developers Jump on Silicon Valley Antitrust Bandwagon (Bloomburg, June 4, by Bob Van Voris and Peter Blumberg at https://bloom.bg/2Ipn47s). Fixing this problem is complicated, as Kara Swisher points in the New York Times (https://nyti.ms/2HYRVJm). "Regulators should be thinking about how to use federal incentives to spur small business creation to bring meaningful jobs and new innovations to this country; how to persuade investors to spread more venture capital beyond the three states (California, Massachusetts and New York) that get most of it; how to push for a more diverse work force and fund ambitious education programs, which other countries do without pause..." We agree.

10 Apps to S t r e t c h Logical Thinking

Our encounter with the latest Thinkrolls app inspired us to find other apps to challenge a child's logical thinking. These are apps that offer leveled puzzles that would be impossible to replicate in the real world. They turn gravity on and off or ask you to jump through portals, as you problem solve to achieve a goal. It's the perfect way to playfully exercise abstract problem solving. Here are ten no-fail apps. See this list online, at https://reviews.childrenstech.com/ctr/home.php?category=logic6/4/2019&page=1

Hungry Like a Wolf (Affamato Come un Lupo), minibombo, www.minibombo.it, ($.99 on iPad, iPhone https://itunes.apple.com/it/app/affamato-come-un-lupo/id1258095926 https://play.google.com/store/apps/details?id=com.minibombo.affamatocomeunlupo&hl=it), for ages 4-8.
A well designed maze game starring four animals (Help Hare, Snail, Dormouse and Mole) who must get away from a wolf. To move, you trag your finger along the mazes. This title was flagged by the 2019 BRDA Jurors, who liked the illustrations and characters. Video Link: https://youtu.be/2u01W6czK6Y
CTREX Link:
http://reviews.childrenstech.com/ctr/fullreview.php?id=20022

Slice Fractions, Ululab Inc., http://ululab.com, ($3.99 on iPad, iPhone https://itunes.apple.com/us/app/slice-fractions-2/id1313342412?at=10lPQn&ct=press-kit), for ages 5-12.
Our favorite baby mammoth asks you to solve clever problems to help the Mammoth get his stolen hat back with the support of creatures that move, multiply and reveal hidden fractions. The 100 puzzles are scattered throughout three worlds, starting easy and getting extremely challenging. Thankfully there's a reset button lets you retry your ideas over and over again. The underlying mathematical concepts in this app are solid, as is the pedagogy. But it's been done without reducing the pure joy of the problem solving. Apps like this one remind you of the potential of the touch screen medium for exploring challenging mathematical concepts, in a playful way. The content comes from UQAM. This is a paid app with no ads or IAP (in-app purchases).
Video Link: https://youtu.be/a3Yp_IB-XNc
CTREX Link:
http://reviews.childrenstech.com/ctr/fullreview.php?id=19790

.projekt, Kyrylo Kuzyk, http://stampedegames.net/, ($1.99 on iPad, iPhone, Android, Kindle, Windows, Mac OSX, Steam https://itunes.apple.com/us/app/projekt/id1244456273?mt=8 https://play.google.com/store/apps/details?id=com.stampedegames.projekt https://www.amazon.com/gp/mas/dl/android?p=com.stampedegames.projekt), for ages 7-up.

Simple, powerful and well designed, minimalistic puzzle challenges you to take different points of view to recreate a shadow, made of stacked blocks. Content includes 60 levels. Progress is automatically saved.

Other than an early ping to "rate this app" there are no ads, high-scores or time limits. It's easy to reset a level to try again. We would've liked the ability to jump to a harder level at any point, however. No language is required, and the tutorial is very well done. From creator of Evo Explores.

Thanks to Barry O'Neill for suggesting this app.

Video Link: https://youtu.be/CWISCI41ZmM

CTREX Link:

http://reviews.childrenstech.com/ctr/fullreview.php?id=19849

Monument Valley, Ustwo Games, www.ustwo.com, ($4.99 on iPad, iPhone https://itunes.apple.com/us/app/monument-valley-2/id1187265767?mt=8), for ages 6-up.

Ready for some applied 3D geometry and problem solving? If you liked the original game in 2014, you won't be disappointed by Monument Valley 2. This time you help Ro as she teaches her child about the mysteries of the valley. You tap on the parts of a 3D maze to guide a mother and her child the maze of architecture, as the hidden pathways unfold in front of you.

This is a standalone adventure with a new story. You don't need to have previously played Monument Valley.

Like the first edition, this app is addicting, beautiful and leveled perfectly to keep you challenged (and confused). Content includes ten new optical illusion maze puzzles that are ideal for a child in need of a challenge.

CTREX Link:

http://reviews.childrenstech.com/ctr/fullreview.php?id=19661

Evo Explores, Kyrylo Kuzyk, http://stampedegames.net/, ($0.99 on iPad, iPhone, Android, Kindle, Windows, Steam https://itunes.apple.com/app/id1096049715 https://play.google.com/store/apps/details?id=com.stampedegames.evoexplores http://www.amazon.com/dp/B01CL8FN3M/), for ages 10-up.
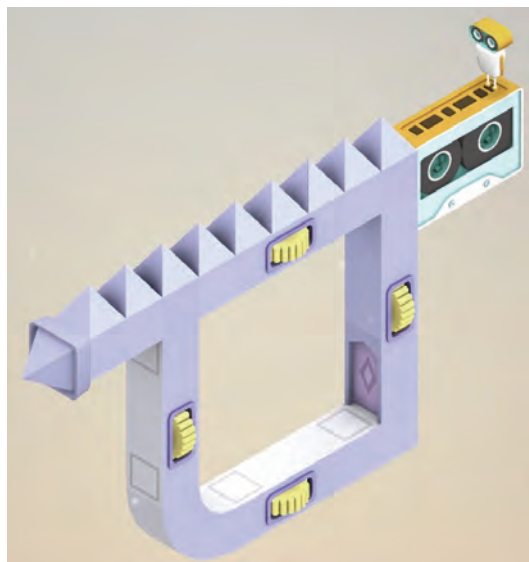
A 4D puzzle that is rich with spatial problem solving opportunities. Those familiar with Monument Valley (the obvious inspiration for this game). Content includes ten levels that you unlock, as they gradually get harder. There are more puzzle mechanics than Monument Valley, and there's more of a story. You turn cranks to manipulate walkways, rotate columns to build staircases, flip blocks shaped like a cassette tape to change planes, and more. The narrative is presented in writing between the levels, as you learn why Evo is exploring. There are no hints, so things can get frustrating when you get stuck. This app is available in many languages, and progress is saved for one player, automatically.

See also .projekt

Video Link: https://youtu.be/sSwCX4ML9T0

CTREX Link:

http://reviews.childrenstech.com/ctr/fullreview.php?id=19860

Scratch 3.0, MIT Media Lab, www.media.mit.edu, ($0 on Windows, Mac OSX, Chrome), for ages 6-up.

It's been five years since the last major Scratch update.This latest (Jan 2019) version was made in HTML/Javascript, meaning it is (for the first time) Flash Free, and it can work with touch interfaces. This is a big step into the future. Yet, based on our testing, Scratch 3.0 is also backward compatible with previous Scratch projects... and that's great news. So you have nothing to loose, and a lot to gain. What's new? The larger button interface offers more sprites, a the sound editor gives you more audio options. This edition runs better on tablet-based browsers, although native apps for both iOS and Android are planned. There are 40 language options. No code functions -- or blocks -- have been removed, but some commands have been changed or moved under "extensions" folder. These extensions let you work with hardware specific products like LEGO or micro:bit. We can expect this library of extensions to grow over time. In order to work with touch devices (namely touch screen Chromebooks, Windows Surface laptops, and tablets) some of the blocks are bigger. The paint editor now has an "eraser" that works in vector mode, with more options for selecting and adjusting colors, and you get more control over vector points (curve handles and point modes) and layers. Other features include new gradient controls, the ability to trim or time-shift sound, and a better tutorial.

CTREX Link:

http://reviews.childrenstech.com/ctr/fullreview.php?id=20003

Attributes by Math Doodles, Carstens Studios, www.carstensstudios.com, ($2.99 on iPad http://itunes.com/apps/attributes-by-math-doodles), for ages 6-up.

Seven hand-illustrated, mind-bending math activities bring the essence of math problem solving to your multi-touch screen. This app represents some of the best work yet from mathematics advocate Daren Carstens.   Each activity can be customized in a variety of ways dynamically, either by a nearby adult or by the learner him/herself. So there's always a challenge, and children feel in control of the experience. The importance of this type of control, applied to a math learning setting, shouldn't be underestimated. Activities include Category Stack (from earlier Math Doodles), Combo Table, Find it (you find the word, in a memory game); Pattern Sequence, Venn, Double Traits and If Else Sort. As with other Math Doodles apps, you can adjust the level or the counting system in real time. There's also a "Mathathon Challenge" which lets you race the clock to see how many problems you can solve. The best part about Math Doodles is that it makes the math itself the reward rather than some extrinsic goal. After a few problems,

you start to think -- "wow -- I really can do math." This intrinsic sense of accomplishment builds engagement.
Video Link: https://youtu.be/zNoRttm_44c
CTREX Link:
http://reviews.childrenstech.com/ctr/fullreview.php?id=18608

SpitKiss, Playdius, https://www.playdius-games.com/, ($1.99 https://itunes.apple.com/app/spitkiss/id1421224576 https://play.google.com/store/apps/details?id=com.TripleToppin g.TTSpitkiss), for ages 10-up.
Featuring an Angry Birds play mechanic, only with mazes, SpitKiss is best described as an interactive work of art. Your mission is to navigate through 80 levels of mazes, by precisely aiming spitballs. The goal is to get to the other spitkisser without hitting one of the spiked walls. This requires quick action and good timing.

The indirect narrative has to do with themes of polyamory and genderfluid/non-binary identities on two layers. One story takes place in the metanarrative of the spitkissers, the other in the hand-drawn story of the life of Ymer, the person whose body their story takes place inside. Sound unique? It is.
The art is excellent, and the play pattern will keep you busy, and challenged. Learn more at http://www.spitkissgame.com/ Made in Unity.
Video Link: https://youtu.be/ThGdhn5CuPk
CTREX Link:
http://reviews.childrenstech.com/ctr/fullreview.php?id=20023

Ovivo, Izhard, http://ovivogame.com/, ($.99 on iPad https://www.youtube.com/redirect?event=video_description&v= UsaFCsvXz44&q=https%3A%2F%2Fitunes.apple.com%2Fapp%2F id1185071881&redir_token=w_QrGMzEeLLVycjLQ2sPoss1LTJ8M TU0OTg0OTE3MUAxNTQ5NzYyNzcx), for ages 9-up.
Challenging and rich with logical thinking problem solving, this maze game for iOS and Steam asks you to move a tiny balloon between two gravity fields (up and down). Each field is represented by black or white. Getting to your goal requires a good sense of timing, as you jump and float your way toward the next level while avoiding obstacles that could pop your balloon. Settings let you adjust the music and switch between finger controls and tilt-

ing. There is an underlying story that deals with "the journey to simplicity." Created by Alex Vilassak. Discovered in the 2019 BolognaRagazzi Digital Award.
CTREX Link:
http://reviews.childrenstech.com/ctr/fullreview.php?id=20024

Thinkrolls Space, Avokiddo, www.avokiddo.com, ($3.99 on iPad, iPhone https://itunes.apple.com/app/id1458751834?mt=8), for ages 5-up.
This is the fourth Thinkrolls logic app that we've reviewed and it is one of the best, and most challenging. Like the previous releases, you simply swipe to move a rolling character through mazes that start easy and get very challenging. Progress is saved automatically. Getting through a level requires strategic thinking, trial and error and figuring out how to use the attributes of a variety of alien characters that have special attributes.
Cheese Monster & Cheese introduces gravity, navigating a maze, continuity, planning, and reasoning. The Robot introduces gravity, force and stacking. The Soprano Elevator Monster is a stretchy singing creation that introduces simple machines, mechanics, springs, elasticity, hand–eye coordination, fine-motor skills. The Goo Monster & Cake are slimy aliens that guard every goo passage; you must feed them some cake to satisfy their appetite. Introduces advanced spatial relations, cause & effect, trial & error, sequencing. The Vanishing Rainbow Bridges are one way paths that disappear after once crossing, encouraging advanced spatial cognition and trial & error. The Antigravity Zone lets you use a lever to switch gravity on and off over specific regions. Plasma Field is a lava-lamp-like plasma that must be turned off before moving through it. Two-Way Teleporting lets you move quickly between different parts of a level, as many times as needed, introducing simple wormhole theory We liked how there are unlimited retries, no time limits and two difficulty modes. For younger children (5-8) there are 110 easy puzzles. For older children (8 up) there are 108 harder puzzles. One drawback to note -- there is no hint option that we could find, so if you get stuck, you have to get some help, of the human variety. Our ethical screening found no problems -- no ads or IAP. The app works fine offline, with no Internet connection. Release date: June 12, 2019.
Video Link: https://youtu.be/PoAmlUA3Veo
CTREX Link:
http://reviews.childrenstech.com/ctr/fullreview.php?id=20090

Feature Reviews and New Releases

JUNE 2019

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.

Code 'n Learn KinderBot

We've certainly come a long way since Kasey the Kinderbot Learning System (2002). The 2019 edition can move via wheels, and can be controlled via direction buttons in his/her head. You can enter a sequence of direction or behavior commands to control the path or the lights. Includes a code book with ideas with routines. Coming Fall 2019.

Details: Fisher-Price, www.fisher-price.com. Price: $60. Ages: 3-6. Platform: . Teaches/Purpose: procedures, coding, robot. Entry date: 3/3/2019.

Furreal Cubby The Curious Bear

Designed to be a bedtime toy, this plush bear reacts to touch, motion and light. Nighttime mode uses a timer to play soothing music. He reacts when you blow on his nose and can dance to music. Includes a plastic bottle for feeding. Features include moving eyes, a moving nose and an expressive face. Powered by four C batteries.

Details: Hasbro, Inc., www.hasbro.com. Price: $100. Ages: 4-up. Platform: . Teaches/Purpose: a robotic plush bedtime toy with sensors for motion, touch and light. Entry date: 5/28/2019.

Hexbug Battle Ground Light Fighting Robots

Can you avoid the light beam, while inflecting damage on your opponent and hiding behind pop-up shields? This is another Hexbug expansion pack that gives you new ways to use previously released robots. For $70 you get 2 six legged battle spiders with light sensors, a "Terror Turret," two remotes and six shields. Damage detectors measure each hit. After three laser hits, you lose.

Details: Innovation First, Inc., www.hexbug.com. Price: $70. Ages: 8-up. Platform: . Teaches/Purpose: timing, logic, fine motor skills. Entry date: 6/4/2019.

Hexbug BattleBots

Based on the TV series, these small RC controlled robots are powered by 4 AG13/LR44s (2 in each remote) and 6 AAAs (3 in each bot). Each $30 robot has a different features designed to inflict "damage" on another robot. Each robot has magnetized and snap-together pieces that fly off on impact. Tombstone has spinning blades, and the Witch Doctor has battering ram armor. Button cell batteries are included. Includes a small I/R remote controls that can be used to activate the weaponry.

Details: Innovation First, Inc., www.hexbug.com. Price: $30. Ages: 8-16. Platform: . Teaches/Purpose: fine motor skills, robots, RC . Entry date: 5/29/2019.

Hexbug Nano Box Sumo

Designed to be affordable and collectible, these are plastic wraps that convert standard Hexbugs into upright, moving characters. As the bug vibrates, the character moves around in random directions. There are 60 characters. One $7 kit includes one hexbug (powered by one button cell battery (included), three costumes and a plastic "stage" for Sumo contests.

Details: Innovation First, Inc., www.hexbug.com. Price: $7. Ages: 3-up. Platform: . Teaches/Purpose: hexbug. Entry date: 5/29/2019.

Hexbug Ring Racer

Using a tiny RC remote (the variety used by many Hexbug mini-robots) you control this fast moving, self self-stabilizing remote controlled robot. It moves using two spinning rings. There are two-speed settings: regular and turbo. Powered by rechargeable batteries (using a standard cell phone charger). Available in a variety of colors. Includes a USB recharging cable, the remote, and 2 AG13/LR44 batteries that are installed in the remote.

Details: Innovation First, Inc., www.hexbug.com. Price: $25. Ages: 8-up. Platform: Smart Toy. Teaches/Purpose: RC robot. Entry date: 5/15/2019.

Kano Computer Touch Kit

Want to assemble your own computer? This is the highest priced Kano DIY computer kit from UK based Kano. It is powered by the Raspberry Pi 3 which is connected to a color touch screen. Components include a power supply, case, LED light ring, processor, SD card for storage, HDMI cable, wireless keyboard and idea book. The touch screen is sluggish but works, and the computer can run Scratch or Minecraft.

Details: Kano, https://kano.me. Price: $280. Ages: 8-up. Platform: . Teaches/Purpose: computers, STEM, logic, computing, electronics. Entry date: 11/27/2013.

LeapBuilders

A block-based building platform with electronic elements that create sounds and lights designed to reinforce early reading and math concepts. The blocks are not compatible with other types of blocks, like Duplo. Included in each set is a Smart Star the plays 40 sounds. The 60+ piece set has the makings of a house (windows, doors, flower blocks and so on). Not much is left to the imagination. In fact the entire experience feels noisy... this could easily be one of these playsets where parents wish for dead batteries. Content includes requests to find specific blocks to hear three songs and three melodies. Powered by two AAA batteries. Prices start at $10. The ABC Smart House costs $40. Release date Fall 2019.

Details: Leapfrog, www.leapfrog.com. Price: $10 to $40. Ages: 1 to 5. Platform: . Teaches/Purpose: spatial relations, school readiness, trains. Entry date: 5/15/2019.

Nintendo Labo Expansion Set 2: Bird + Wind Pedal

Note that IF you already own the $40 Nintendo Labo VR Starter Set (required) you can purchase this bird expansion set to expand the experience. It includes the components needed to build the Toy-Con Wind Pedal and Toy-Con Bird. Testers noted that getting the Labo bird flying required some setup. But the games were fun and there was no latency between head or hand movement and the graphics. The bottom line -- this bird is pretty impressive. Learn more at https://labo.nintendo.com/kits/vr-kit/

Details: Nintendo of America, www.nintendo.com. Price: $20. Ages: 7-up. Platform: Nintendo Switch. Teaches/Purpose: Spatial Relations, timing, logic, creativity, Virtual Reality. Entry date: 3/27/2019.

Ovivo

Challenging and rich with logical thinking problem solving, this maze game for iOS and Steam asks you to move a tiny balloon between two gravity fields (up and down). Each field is represented by black or white. Getting to your goal requires a good sense of timing, as you jump and float your way toward the next level while avoiding obstacles that could pop your balloon. Settings let you adjust the music and switch between finger controls and tilting. There is an underlying story that deals with "the journey to simplicity." Created by Alex Vilassak. Discovered in the 2019 BolognaRagazzi Digital Award.

Details: Izhard, http://ovivogame.com/. Price: $.99. Ages: 9-up. Platform: iPad. Teaches/Purpose: logic, spatial relations. Rating (1 to 5 stars): 4.7 stars. Entry date: 2/10/2019. []

Rubric used	Fred Rogers

|		
Ethical	10	93.33 %
Honest	10	
Empowering	9	
Child Paced	9	
Supportive of Inter-Personal	8	
Well Crafted	10	

SpitKiss

Featuring an Angry Birds play mechanic, only with mazes, SpitKiss is best described as an interactive work of art. Your mission is to navigate through 80 levels of mazes, by precisely aiming spitballs. The goal is to get to the other spitkisser without hitting one of the spiked walls. This requires quick action and good timing.

The indirect narrative has to do with themes of polyamory and genderfluid/non-binary identities on two layers. One story takes place in the metanarrative of the spitkissers, the other in the hand-drawn story of the life of Ymer, the person whose body their story takes place inside. Sound unique? It is.

The art is excellent, and the play pattern will keep you busy, and challenged. Learn more at http://www.spitkissgame.com/

Made in Unity.

Details: Playdius, https://www.playdius-games.com/. Price: $1.99. Ages: 10-up. Platform: . Teaches/Purpose: logic, timing. Rating (1 to 5 stars): 4.4 stars. Entry date: 2/10/2019. []
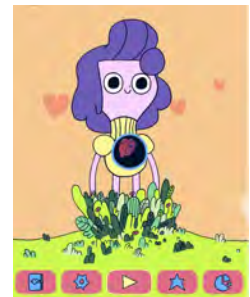
|		
Ease of Use	8	88 %
Educational	9	
Entertaining	9	
Design Features	9	
Good Value	9	

Thinkrolls Space

This is the fourth Thinkrolls logic app that we've reviewed and it is one of the best, and most challenging. Like the previous releases, you simply swipe to move a rolling character through mazes that start easy and get very challenging. Progress is saved automatically. Getting through a level requires strategic thinking, trial and error and figuring out how to use the attributes of a variety of alien characters that have special attributes, as follows. Cheese Monster & Cheese introduces gravity, navigating a maze, continuity, planning, and reasoning. The Robot introduces gravity, force and stacking. The Soprano Elevator Monster is a stretchy singing creation that introduces simple machines, mechanics, springs, elasticity, hand–eye coordination, fine-motor skills. The Goo Monster & Cake are slimy aliens that guard every goo passage; you must feed them some cake to satisfy their appetite. Introduces advanced spatial relations, cause & effect, trial & error, sequencing. The Vanishing Rainbow Bridges are one way paths that disappear after once crossing, encurging advanced spatial cognition and tria error. The Antigravity Zone lets you use a lever to switch gravity on and off over specific regions. Plasma Field is a lava-lamp-like plasma that must be turned off be moving through it. Two-Way Teleporting lets you move quickly between different parts of a level, as many times as needed, introducing simple wormhole theory.

We liked how there are unlimited retries, no time limits and two difficulty mo In addition you can have up to six saved player profiles making this a good app fo device sharing. For younger children (5-8) there are 110 easy puzzles. For older children (8 up) there are 108 harder puzzles. One drawback to note -- there is no h option that we could find, so if you get stuck, you have to get some help, of the hu variety. Our ethical screening rubric found no problems -- no ads or IAP. The app works fine offline with no Internet connection.You can turn off the background m Release date: June 12, 2019.

Details: Avokiddo, www.avokiddo.com. Price: $3.99. Ages: 5-up. Platform: iPa iPhone. Teaches/Purpose: logic, spatial thinking, planning, gravity, directions. Rating (1 to 5 stars): 4.9 stars. Entry date: 6/4/2019. []
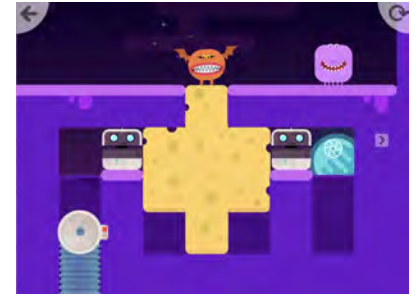
Rubric used	Fred Rogers

		100 %
Ethical	10	
Honest	10	
Empowering	10	
Child Paced	10	
Supportive of Inter-Personal	10	
Well Crafted	10	

Tongo Circus

A musical busy box that with beautiful art, music and graphics. The main drawback is a lack of direct connection between your finger motion or tap, and the screen events. This blurs feelings of control which is essential for the intended age range.

You start in a simple, well illustrated circus scene that scrolls left or right. Tapping on one of 11 areas lets you interact with a scene, simply by tapping. These include Tongo's magic hat, making a lion jump through a ring, moving dancers, and so on. The app includes 15 minutes of music by Johann Sebastian Bach, Georges Bizet, Johannes Brahms, Mikhail Ivanovich Glinka, Charles Gounod, Edvard Grieg, Joseph Haydn, Modest Mussorgsky, Wolfgang Amadeus Mozart, Nikolai A. Rimsky-Korsakov, Johann Strauss and Pyotr I. Tchaikovsky. The music comes from the classic label NAXOS. This app is a delight for both your eyes and your ears. We wish it were more responsive, however.

Details: Firstconcert Productions GmbH, www.firstconcert.com. Price: $2.99. A 2-8. Platform: iPad. Teaches/Purpose: music, causality. Rating (1 to 5 stars): 4.3 st Entry date: 5/21/2019. []

Rubric used	Fred Rogers

		88.33 %
Ethical	10	
Honest	10	
Empowering	9	
Child Paced	8	
Supportive of Inter-Personal	7	
Well Crafted	9	