

Choosing an App for the classroom



Do we already have something that does the same thing?

Do we have the money?

If the money is spent on apps, what are we forgoing?

Will the Principal approve the purchase?



Who is your target audience?

Can it be used in more than one subject area?

Is this redefining or simply substituting a task?

Is it Pedagogy Practical?

How sustainable is this app?

Is this a "one hit wonder" or usable all year?

Is there a cross curricular application?

Is there an easy way to share what is created?



Does the app keep student data private?

Do students need individual accounts?

Is parent permission needed?

Should a Privacy Impact Assessment be done?

Content vs. Creation?

Are students able to create in the app?

Is there a simple way to off load content?



Can the content be used in other apps?