Balefire Labs App Evaluation Worksheet

Student Feedback -

Immediate feedback is given following correct answers and errors (or series of answers as in "spelling words," for example). Feedback for correct answers must be noticeably different from feedback given for errors. "Nothing" happening following an error is not sufficient to count as feedback. The feedback may be audio, visual, or a combination of the two.

Adapting Difficulty -

The difficulty of the material increases and/or decreases automatically, depending on the learner's performance. This happens on-the-fly, without the learner or an adult needing to change settings on the app.

Mastery-Based -

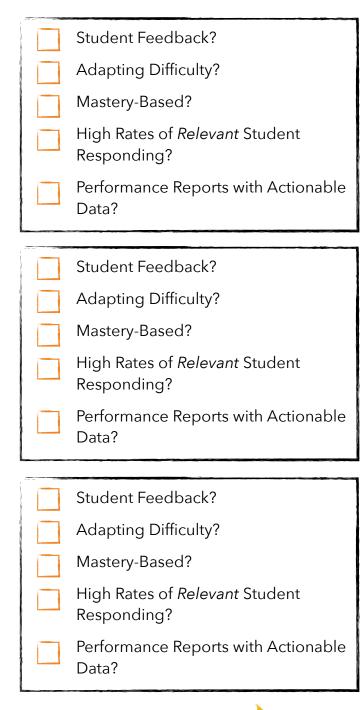
The learner is required to achieve mastery of the current skill set before being allowed to progress to the next level. The switch to the next level is explicit with, for example, a visual unlocking onscreen of a new module or other similar cue.

High Rates of Relevant Student Responding -

The app provides plenty of opportunities for the learner to practice the skills related to the learning objective. To meet this criterion, there must be a minimum of one meaningful learner interaction required on every page presented by the app.

Performance Reports with Actionable Data -

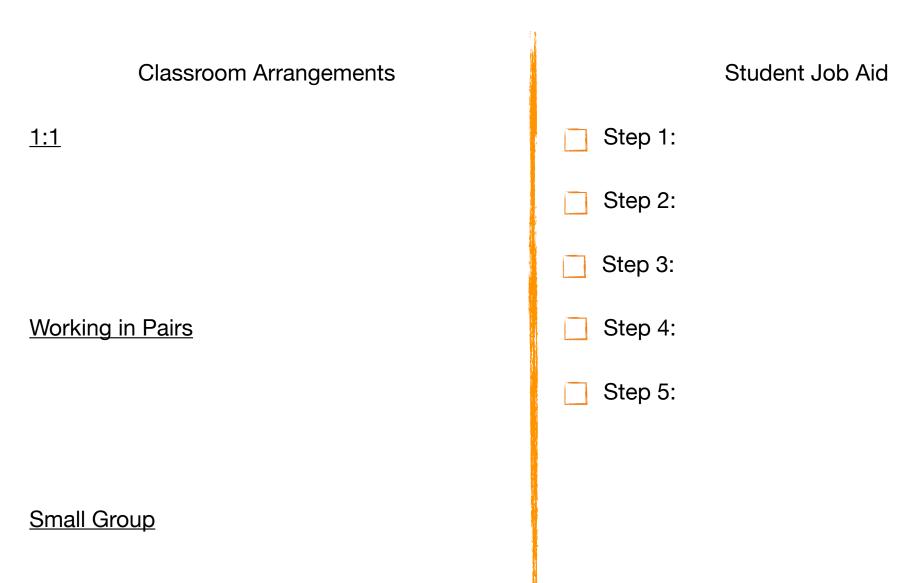
Reports are included that have learner performance data with enough detail for a parent or teacher to target problem areas off of the computer. For example, if the app targets single digit addition problems, the report should include details of accuracy with each numeral, not a simple percent correct for the whole skill category.



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Balefire Labs App Implementation Worksheet



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