

Technology Evaluation Template



GENERAL INFORMATION

Technology Name: Vocabulary.com	Age/Grade Level: Teens or adults, intermediate, upper- intermediate, advanced	Technology Type: Application Software Device
Source: (Web address, company name, etc.) www.vocabulary.com		

RESOURCE DESCRIPTION

Give a brief description of the resource.

A smart dictionary combined with a learning game that helps you master new vocabulary. You can use its pool of words or create your own lists for you or your students. The application is able to identify words that you personally struggle with and finds a way to help you remember them, not just by repetition, but also through the unique form of explanation and showing how the word works in wild – in native English environment.

The Resource Allows Students To:		YES	NO	N/A
C o n t e n t a n d P e d a g o g y	Create: Students can use creative thinking or will create an innovative product.	✓		
	Connect: Students can communicate with others outside the classroom.	✓		
	Research: Students can gather, evaluate, and use information.	✓		
	Collaborate: Students can work together within the classroom or outside of the classroom. They can build upon each other's knowledge and work.	✓		
	Contextualize: Students can make connections between content areas, ideas, and/or solve problems in a real-world context.	✓		
	Critique: Students must think critically, solve problems, evaluate information, and make informed decisions.			✓
	Build Technology Skills: Students must understand or be able to use technology concepts, systems, and operations.	✓		

RECOMMENDATION

Given the information above, would you recommend this resource? Why or why not? Include any additional considerations or notes you have.

I would highly recommend this resource, as it gives students the opportunity to learn and practice vocabulary in an amusing, catchy way through an addictive game while providing a personal care through the advanced technology

called Adaptive Vocabulary Instruction (AVI) that reflects on individual needs of each student. Teachers can either use the vocabulary lists given or create their own ones to meet the needs of particular class or group.

IMPLEMENTATION IDEAS

How could you use this in the classroom?

I create my own vocabulary lists related to particular topics that we practice together in the classroom as a game and students are also invited to carry on their training as homework.

Note: The following criteria may also be considered in the use of this resource. However, it is important to understand that these are secondary criteria to content and pedagogy.

The Resource Allows Students To:		YES	NO	N/A
Implementation	Work at different levels or paces: Students work is differentiated through the resource.	✓		
	Gather data about themselves: Students can see their progress because the resource contains a tracking system.	✓		
	Work intuitively: Students work easily with the resource because it is user friendly and intuitively designed.	✓		
	Be motivated: Students are engaged and excited to use this resource.	✓		
The Resource Is:		YES	NO	N/A
Logistics	Free: There is no financial cost for the students, teacher, or school.	✓		
	Easily Accessed: The resource does not require licensing and is available through the web.	✓		
	Reliable: The resource does not have frequent bugs and may have some kind of trouble shooting support available (either a “help” menu or a support team).	✓		

This template has been adapted from the following resources:

Christie, A., (2007). *Dr. Alice Christie's 6C Model for Evaluating Apps*. Retrieved from http://www.kathyschrock.net/uploads/3/9/2/2/392267/evalipad_content.pdf

ISTE, (2012). *iste.nets's Advancing Digital Age Learning*. Retrieved from

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<http://www.iste.org/docs/pdfs/nets-s-standards.pdf?sfvrsn=2>.

Schrock, K., (2011-14). *Critical Evaluation of an Content-Based IPAD/IPOD APP*. Retrieved from <http://alicechristie.org/6C/6C.pdf>.

Other resources on technology evaluation tools can also be found at:

<http://learninginhand.com/blog/ways-to-evaluate-educational-apps.html>