# *A*llegany *-L*imestone *C*entral *S*chool

## APP Rationale Form
For the educational purchase of ipod/ipad apps...
(Please complete and submit this form to the technology office, through Heather Hunt.)

| Teacher Name: Denise Goodman | Building: MHS |
|---|---|

Grade Level and Content Area:
Computer 6  grade 6

Name and Cost of App: Wonder
$0.00 for Dash and Dot Robots          free
5 apps all free → see attached paper

URL of App, if available:
itunes app          makewonder.com

Brief description of the App:
These 5 apps are necessary to operate the Dash and Dot robots.

Plans for classroom use of the App:
I ordered the Dash and Dot robots to use with my 8th grade students and possibly the 6th grade students.

Connection to NYSED P-12 Common Core Learning Standards: &/or NYS Teaching Standards:
(see http://www.highered.nysed.gov/tcert/resteachers/teachingstandards.html or
http://engageny.org/teachers/ )
Teaches coding including conditionals, and variables.

Evidence that this App has worthwhile classroom value:
(include specific students groups who would use it, other contents areas where it could be used, access to a demo or tutorial on the App, etc)
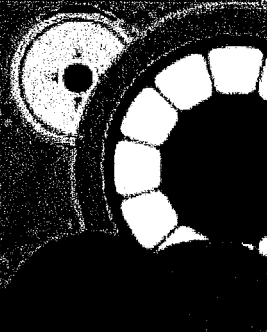These apps are necessary to operate the Dash and Dot robots.

## Wonder

Program Dash and Dot's capabilities, developing elaborate behaviors for the robots. For ages 6+.
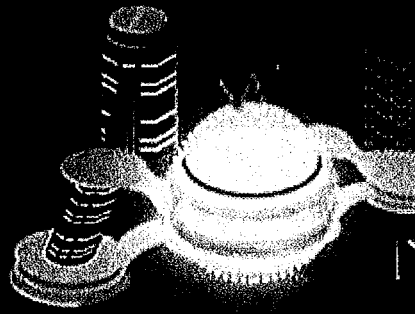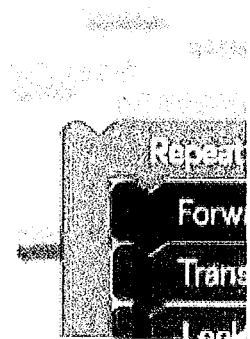
## Go

Getting started with Dash & Dot is a breeze with Go. For ages 6+.

## Blockly

Program Dash & Dot by snapping together puzzle pieces of code. For ages 6+.

Repeat

Forw

Trans

## Path

Draw a path to Dash's next adventure! For ages 6+.

## Xylo