

App Observation Rubric

Completed
by: _____ Date _____

App name: _____ Learning
context: _____

Child: _____
DOB: _____

Start time: _____ Stop
time _____

1=rarely, 2=occasionally, 3= mostly, 4= consistently, N/A=not applicable

Ease of Use	1	2	3	4	N/A
Can initiate activity from home page.	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	
Directions provided are understandable.	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	
Can navigate independently (manipulate buttons, page turns, return to menu, icons, move within app.)	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	

Can switch modes independently (lower to higher level, read-to-me, etc.)	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	
Can participate in activity independently.	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	
Can save/send work.	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	
Can exit activity.	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	
Can manage any audio controls within app. (volume, turn music on/off)	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	

Content: Alphabet learning opportunities	1	2	3	4	N/A
Alphabet letters names spoken.	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	
Upper and lower case letter presented together.	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	

Opportunity to match upper and lower case letters.	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	
Practice alphabet letter formation.	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	
Letter/sound correspondence with correct sounds.	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	
Match letter to word(s) beginning with that letter.	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	

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Child Engagement	1	2	3	4	N/A
Activity provides appropriate challenge for child's developmental level; skills/abilities (actively participates.)	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	FORMCHE CKBOX	

Design features enhance experience (clear images, text size large enough, can hear audio, avoids information overload, visual supports provided.)	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	
Music/audio enhances (does not distract from) activity.	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	
Interactive components used. (hot spots, cause & effect)	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	
Positive feedback/reinforcements provided.	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	
Monitors achievement.	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	
Opportunities for creative expression.	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	

Opportunities for problem solving.	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	
Multiple language options available.	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	FORMCHECKBOX	

*When asked “would you like to play this app another day?” child responds:

Additional Observation Notes:

Created and used for a pilot project conducted by the Early Childhood Department of the UMaine College of Education and Human Development. Email contact: Mary.Logue@Maine.edu

