

DIDACTIC PROPOSAL WITH APP

Explore the content of the app or apps by looking at the following questions:

- The application is appropriate for the educational level and the area or areas where you want to focus your didactic proposal?
- The application allows you to work on the basic competence (s) in which you want to focus your own didactic proposal?
- Are the settings and / or contents of the application customizable?
- Does the application contain accessibility options (voice selection, sizes, ...)?
- The design of the application is: functional, visually appealing, visually confusing, it provides with an excess of information, causes disorientation?
- Does the application automatically retrieve the task performed, without the need to save it?
- Is the application fast and does not get blocked?
- Has the app recently been updated?
- Is the information contained in the application correct and reliable?
- Does the application promote creativity and imagination?
- Does the application promote the collaboration and the exchange of ideas?
- Does the application provide feedback to the student?
- Is the application very intuitive?
- Does the application include help, tutorial (s), ...?

I have chosen the application of *JOCS DE LECTURA* because I found really interesting that the game motivate the students in the reading comprehension but in a dynamic way. The reading is really important and not all the students are motivated to do it, so for this reason I thought that this application may be interesting for children.

The application is appropriate for the educational level and the area where you want to focus your didactic proposal because the students improve their reading comprehension in first of primary. I focused in the linguistic area because I think that students should improve it. The application allows me to work on this basic competence that I have focused on. The settings and the contents of the application can customizable for the level of each student.

The application has different sizes so you can design your character and the design of all the activity is visually appealing and in any case it causes disorientation or an excess of information. It is really visual and easy to find everything. Moreover, there is audio and you can choose if you want to play in Catalan or in Spanish.

The application does not automatically retrieve the task performed without the need to save it because it is not a game where you have different levels to pass. It is really fast and it does not get blocked so facilitates the students to use it. When the students choose some option automatically pass to another exercise (if they have clicked on the good answer). The app has not been updated recently because the app was created in 2017.

All the information contained in the application is correct and reliable. Maybe the application could promote more the creativity and the imagination because it is not really potentiated. As I explained in the power point, my didactic proposal is focused on doing the activity in groups, so it allows the students to improve the collaborative work and exchange ideas while they are learning at the same time. It is true that the application does not provide any feedback, so maybe it would be a great idea to improve.

The application is intuitive enough, but you can find a help / tutorial of how to use it if you don't know how to play.

I think that in general, this application is really interesting for the students. I think that it is a good app to motivate them.

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Evidence 3 - Didactic proposal with app