

Sushi Monster

- ◆ Publisher/Producer/Creator
 - o Houghton Mifflin Harcourt
- ◆ Target Audience
 - o 4+
- ◆ Kind of materials
 - o Games to learn math
- ◆ Hardware/ Software
 - o I Phone/I Pad. This is good math drill and practice.
- ◆ Curriculum
 - o It can be used to reinforce math skills and to build on prior knowledge in mathematics.
- ◆ Cost/Licensure/Additional Purchases
 - o Single use licensure. It is free with no in app purchases.
- ◆ App Content
 - o This app has many different difficulty levels so it is very buildable and can be used in future grades. It has 7 addition levels, which will be probably where my students in kindergarten will stay. The goal is to push sushi to the monster to make the number displayed on the screen. I feel like all little kids like monsters, so it is very intriguing. It is very bright and colorful and very fun.
- ◆ Impression

- o The app is very easy to navigate and definitely appropriate for kindergarten. The monsters are so fun looking with their bright colors and big teeth. If my three-year old's could add they would love this game.
- ◆ Does this app pass review?
 - o Yes
- ◆ Does this app pass evaluation?
 - o Yes