



January 2014 Report

Your educational app quide

3 out of 4 Canadian parents want a trustworthy evaluation service of educational applications (Harris Decima poll October 2013).

Ever responsive, Groupe Media TFO, leader in the acquisition, production and distribution of educational content launches an all new public evaluation service of educational applications for tablets and smartphones.

TFO has set up a panel of educational experts to develop, consider and update evaluation criteria for applications. TFO's Edululu will evaluate new educational applications and will publish its results regularly to allow parents and educators to make informed choices.

The results below give a first glimpse of 21 applications out of the 100 reviewed by our experts according to the following criteria:

- educational content,
- educational strategies Canadian relevance,
- value,
- safety,
- privacy,
- technology,
- look and feel and quality of language.

Coming soon will be an Edululu web/mobile site.









bilingue















Addition Training is an application designed for iPads to help children of different ages practice their sums from 1+1 to 9+9.







« One of the best applications of its kind. The level of difficulty begins at zero, but increases all along the process. The free version is too short, we want more! »











A one of a kind game and experience for high-school age teens, adults or any person working in the construction field. The user learns how to drive and operate a crane through different simulations and real-life situations.







« The app is amusing and could support high-school mathematics or sciences courses. »





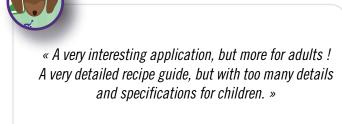




Created by the Government of Alberta, HealthyU Jr supports families in their search for nutritious recipes. The application gives parents the chance to have their children participate in learning the recipes through fun games.

















J'accorde is an application aimed at overcoming French grammar difficulties, by resolving more than 2,500 exercises.





« This application fills the learning needs for French grammar and fits in well in the French learning context in Canada. It explains French grammar rules very well a nd gives good hints to avoid mistakes. »





CAILLOU MAISON DES PUZZLES / CAILLOU HOUSE OF PUZZLES





Children join Caillou and his friends and explore the different rooms of his blue house. The players must find three missing objects in each room, while solving amusing puzzles which, once they are finished, change themselves into playful animations!





« Our favourite - very stimulating, educational application, with beautiful colours ! A good introduction to the world of puzzles. It is a bit short, and leaves us wanting more. »





DEVINE QUI VIENT JOUER? SAISON 2





This application lets children, ages 3 to 6, play with Élyse and her dog Virgule, with six games chosen from the television show « Devine qui vient jouer ? ». The application progressively reveals puzzles, just like on television, and lets the user interact with Virgule and even danse with the pet !



« This app is easy to use for young children whose mother tongue or second language is French. Its innovative design and wide variety of sound effects captivate children all through the games. »











This application was designed to improve visitor experience at the Canadian War Museum. Visitors are guided all along their visit, and they are quizzed at each point of interest.







« An excellent educational application that can support class-room learning on Canada's involvement in times of war.

The quizz questions are very useful in reviewing acquired knowledge. It is a good tool for parents and educators. »





EDUCAVROOM FREE





ÉducaVroum Free offers children a variety of photos of different means of transportation, as well as the sound for each one and its pronunciation, in French or in English.







« The sounds intermingle and the pictures are ill-chosen, Sadly, an application without any concrete learning outcome. »





MINI TFO







An application for children aged 2 to 6, an exploration of the Mini TFO world. With hosts Dino and Marianne as guides, the children discover educational and entertaining games.





«Colourful, lively and amusing, this application gives access to a multitude of activities, and it's free. One of the best entertainment and stimulation applications! »



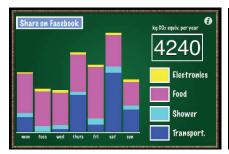


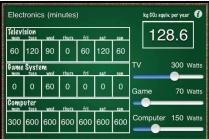






MathTappers application: Carbon Choices was conceived to help students, parents and educators raise their awareness of pollution resulting from individual consumption of CO2.





« The application is hardly instructive and it is not easy to use. All one does is fill in boxes and grade one's energy use. »



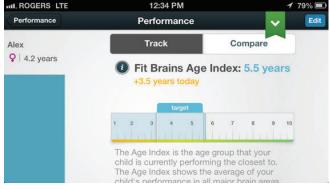






This application supports the cognitive development and learning of children. It was conceived to stimulate the 5 key areas of the brain.







« An interesting application that helps children grasp different shapes and sizes. It helps with problem solving and stimulates visual concentration, agility and capacity. »









The application helps children learn new words. All through the race, the user is tested on word comprehension and spelling thanks to a choice of characters who compete all the way to the finish line.













This application, designed for the whole family, lets the user choose interactive books from the virtual library and to explore them with the family.





« A nice tool for class-room use by a teacher as well as for home use. The user can even edit the stories himself. »





BOOKABI





Bookabi has many series of 2D and 3D characters, backgrounds, objects and tickets that children can place and reshape in order to create and tell a story.





«This application fits in perfectly in the context of mid-scholl and high-school students. It is designed as a digital journal in which the user can create his own stories. Good integration of learning, imagination and technology. »









Chuggington Puzzle Stations lets pre-scholl age children have fun with locomotives and visit 6 of the town's train stations.





« This app uses different games to help the user with spatial awareness. The content, design and many other elements fit in quite well in the Canadian learning context. »





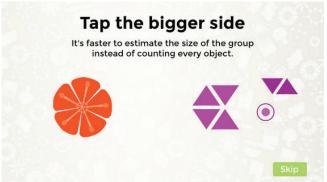














« The application has many grammatical mistakes. In addition, the instructions given are not clear which creates difficulties in completing the learning exercises. »

Number Crush helps to understand numbers, through fun games targeted at improving algebra and mathematics capabilities.

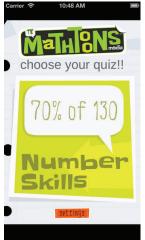




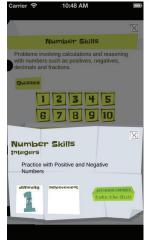




Number Skillz allows for the playful practice of algebra, arithmetic and mathematics. The application has quizzes and exercises that develop mathematical thought.







« The application encourages the love of mathematics. The user is kept engaged by the short quizzes and their amusing solutions. A nice support to learning! »











This application offers algebra quizzes to help high-school students prepare for mathematics tests.







« A very well designed application, perfect for students learning exponents and radicals.

The solutions are explained very well. »











This app helps children learn substractions.







« The app does not distinguish between teaching and learning strategies, but the overall presentation is fun and stimulating. However, it does not fit in well with the Canadian context. »











TVOKids Get Growing teaches children gardening techniques as well as patience.









« A friendly application that acquaints children with gardening and nature. The content and the design fit in well within the Canadian context. »











An app that helps children develop their spatial awareness.





«A game that requires the user to match in pairs. The level of difficulty increases as you progress. A lot of fun and a good memory development tool. »

