Computer Software Evaluation Form

Title: FlingIt **Evaluator's Name:** Bradley A. Lavite

Date: 15 Nov 2005 **Subject Area:** Various **Grade Level:** 6th to 12th

1. Program Requirements: (Memory, Operating System, CPU):

Palm Compatible Handheld with OS version 3.5 - 5 (Palm OS 4.1 - 5 recommended).

Macintosh:
• See "known issues" in the Quick Start Guide.
• Macintosh OS 9.x or OS X.
• Palm Desktop 4.1.
• Internet Explorer 5.0 or higher.
• 16MB of free RAM.

Windows:
• Windows 98 or higher.
• Palm Desktop 4.0.1 or higher (Palm Desktop 4.1 recommended).
• Internet Explorer 5.0 or higher.
• Microsoft .NET Framework 1.1
• 16MB of free RAM.
• 234 KB memory on Handheld needed for full installation. Files include: FlingIt.prc, SysZLib.prc.

2. Additional hardware or software required: Yes **No**

3. Publisher: GoKnow, Inc. **Publisher Website:** http://goknow.com/index.html

4. Vendor Name: GoKnow, Inc. **Vendor Phone:** (877) 482-3439

5. Vendor Address:

GoKnow's
2084 S. State Street
Ann Arbor, MI 48104
Vendor Website: http://goknow.com/Products/download_palm.php

6. Price of Program: Sales requests only via online form

7. Is a network demo available? <u>Yes</u> No

8. What funds will be used to purchase the program? <u>N/A</u>

9. Manuals and Support:

A. User's Manual is available/included.	**<u>Yes</u>**	No
B. User's Manual is easy to understand.	**<u>Yes</u>**	No
C. User's Help is accessible within program.	**<u>Yes</u>**	No
D. Technical support is available online.	**<u>Yes</u>**	No
E. Technical support by phone is available.	Yes	**<u>No</u>**
F. Yearly support or maintenance fee is required.	Yes	**<u>No</u>**

       i.   If yes, how much per year?

10. Describe the program's objectives related to district curriculum, state and national standards:

The program's objectives are related to the district curriculum in that it is intended to make a real difference in regards to 1:1 computing with other students and the teacher. The program also provides teachers and students with the most effective, compelling, easy-to-use, research-based resources for handheld computers. Teachers and students need high quality educational materials coupled with integrated technology in order to achieve deep understanding and improved learning.

FlingIt's parent company, Go Know, is the leader in technology pervasive, standards-based, scientifically validated curriculum and educational tools. What differentiates Go Know from other education companies is unified educational product line for the classroom, school, and district. Go Know's products integrate the use of technology, instructional design, and professional development to support educators and students in inquiry-based learning activities.

11. Describe how this software would improve your ability to complete specific job responsibilities and/or increase student learning:

FlingIt allows users to instantaneously "fling" web pages from the desktop computer to the handheld computer. Students can decide whether or not to include graphics and determine the link depth of the captured Web pages. Students can then view web-based content at home, on the bus, or in their seats. FlingIt sites can also be beamed from one handheld computer to another for the sharing of web-based resources. Teachers also have the ability to view all related project documents in one place by using the add-on synching software known as PAAM.

Specific Classroom Applications:

Online research available offline, create personal reference library, and group research projects.

                                                              1=Strongly Disagree 5=Strongly Agree

12. Software supports existing curriculum.   1 2 3 **<u>4</u>** 5

13. Software adequately meets its objectives.   1 2 3 4 **<u>5</u>**

14. Software would make my job more effective.   1 2 3 **<u>4</u>** 5

15. Software is usable without reference manual or user help.   1 2 **<u>3</u>** 4 5

16. User can easily navigate between program screens.   1 2 3 **4** 5

17. Program allows user to correct errors.   (Did not evaluate)

18. Instructions are available on-screen and clearly written.   1 2 3 **4** 5

19. Graphics, media elements, & content are clear and appealing.   1 2 3 **4** 5

20. Incorrect use of keys/commands does not cause program to abort.   (Did not evaluate)

21. Software is age-appropriate in content & language.   1 2 3 4 **5**

22. Menus and other features make the program user friendly.   1 2 3 **4** 5

23. Bug free; program runs properly.   1 2 3 4 **5**

24. Software performs management tasks satisfactorily.   (Did not evaluate)

25. Program will be easily integrated into classroom curriculum.   1 2 3 4 **5**

26. Program uses real-life problems and/or authentic scenarios.   (Did not evaluate)

27. Program requires students to use higher-level critical thinking.   1 2 **3** 4 5

28. Tools for student assessment are provided and adequate.   (Did not evaluate)

29. Program is appropriate for: (Underline all that apply.)

   A. Small group use around 1 computer   C. Use in computer lab on each machine

   B. Individual student on computer   **D. Use with 1 computer & lg. display for classroom**

30. Use of this software would require which level of computer skill? (Underline one.)

   Basic   **Intermediate**   Advanced

Your recommendation - Please check one.

☐ This would be a valuable software purchase. I recommend we adopt it.

• **This is beneficial software, but I have some serious reservations. (Please describe problems & indicate if you want to look at other programs like this.)**

☐ This software will not produce the results desired and should not be adopted.

Comments: Main problem for not adopting this software is because our school lacks handheld devices. See attached reflection for more information regarding this piece of software.

Software Reflection

FlingIt is a very interesting and creative piece of software in that it allows for the easy transfer, accessibility, and viewing of on-line content off-line. This software allows students to take the internet with them wherever they go and increases the school-home connection. It is also very beneficial for those students who do not have internet access in their homes because they can participate in learning activities just like they are browsing the internet in real-time. The downloaded content can either be an exact replica of the entire site or can be sized down and edited to achieve a desired size. FlingIt is primarily used to make online research available offline, create personal reference library, and group research projects. However, teachers may find it useful because they have greater control over the content that students view, thus increasing student on-task time. That is teachers can fling only the web sites that they want students viewing lessoning the chances of students getting off track by browsing the internet. When used in conjunction with FlingIt's Handheld Learning Environment, teachers are able to easily manage, assess, and back-up student handheld work. In addition, students can exchange content across a variety of programs such as word processing and presentation software such as Microsoft Word and PowerPoint. FlingIt also proves to be a very useful tool to supplement textbooks, magazines, and other resources.

Overall FlingIt:

- Allows teacher's to organize web based content ensuring students are on track.

- View and print on-line web pages offline.

- Distribute web pages via beaming feature.

- Is easy to learn and simple to use.

- Enables collaborative learning through the easy exchange and sharing of resources.

- Is a very flexible and adaptable piece of educational software.