Science of Learning: A Framework for Evaluating Educational Apps

Principles	Low	Med	High
Active How well does the app prompt minds-on activity in the service of learning? Are the students interaction with the program purposeful and goes beyond actions that require little mental attention?			
Engaging How engaged are the students in the learning process while using the app? Do students stay on task or are they distracted?			
Meaningful To what extent does the app promote meaningful learning? Are students expanding current knowledge to create new conceptual understanding?			
Social To what extent does the app promote high-quality interactions? These could be interactions with the app that adapt to child response, as well as face to face or asynchronous social interactions with peers and/or adults.			