**My rubric on evaluating my app, Grammaropolis**

Active: *How well does the app prompt minds on activity in the service of learning?*

This is a very active app with entertaining music videos, animated short stories, illustrated books, extremely fun games.

*Are the students interaction with the program purposeful and goes beyond actions that require little mental attention?*

The characters on the app play a big part in the connection, and they’re silly, fun and within seconds you’re happy. Students are “cadets” and can work their way to receiving a badge.

I would rate this as **HIGH.**

Engaging: *How engaged are students in the learning process while using the app?*

As an adult, even I was very engaged and felt it was easy learning. There are testimonies from parents that say that their children ask to use the app.

*Do students stay on task or are they distracted?* Grammaropolis is the 21st century “Schoolhouse Rock.” It’s so entertaining that it takes learning parts of the speech to a whole new level.

I would rate as **HIGH.**

Meaningful: *To what extent does the app promote meaningful learning?* This app was built from the classroom, collaborative effort with a principal and his teachers and that are in sync with Common Core. Students can take responsibility and log in from home and earn certificates.

*Are students expanding current knowledge to create new conceptual understanding*? The parts of speech aren’t narrow and basic, this app covers each part very extensively.

I would rate this area as **MEDIUM**. There’s a lot of fun to be had with this app, which isn’t a bad thing.

Social: *To what extent does the app promote high quality interactions? Social interactions with peers or teachers?* There is a Dashboard, which is very similar to our Blackboard. So, there’s teacher/student interaction but not much one on one peer relationships. Students can collectively write their own lyrics in proper grammar to their very own song.

I would rate this as **LOW**.