

Questions to Ask While Evaluating Tangible Technology Tools for Young Children

| Evaluation Question | NOTES |
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| What age is this developmentally appropriate for? | |
| How much time does it take for one (adult or child) to understand how to use? | |
| How much support do children need to use and understand the tool(s)? | |
| Easily understood/universal symbols? Are they meaningful? | |
| Reasoning for design? | |
| Limitations of tool(s)? | |
| Anything missing which could be added to aid in learning/use? | |
| Is tech support and maintenance easily accessible? | |
| Considerations for developmental differences (sensory, physical, cog, social-emotional)? | |
| Considerations for diverse populations (cost, availability)? | |
| Considerations for cultures (values/beliefs/priorities in development and play)? | |
| Considerations for gender? | |

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| Are there aspects of the tool(s) which are distractions? | |
| What is the purpose of this tool(s)? What skills do these tools foster? | |
| Do you need a separate device or app to make it work? Wi-fi? | |
| Easy to collaborate with others in use? Or is it focused singular use? | |
| How open-ended are these tools? Do they foster creativity? | |
| Is it tech for the sake of tech? Is it necessary? Help or hinder skills? | |
| What environment (carpet, noise, light, indoors/outdoors, classroom, home, # of participators) is necessary for use? Where might you use it? | |
| What is the fun vs. frustration level? | |
| Finally: Does it do what it is supposed to do? Is it fun? | |