

EDUCATIONAL TECHNOLOGY, MEDIA SERVICES, AND INFORMATION SYSTEMS

Instructional Software Evaluation Rubric

Date: 10/09/2020	-	ss so / (-II that apply)
	Type o	f Software (✓all that apply)
Evaluator: Julie Phegley	./	Tutorial
School/Position: Instructor of adult learners		Reference
	V	Reference
Software Title: Google Classroom	/	Simulation
Publisher: Google	V	Game
		Game
Copyright/Version: 2020	./	Problem Solving
Subject Area: All - Building Classroom Community	V	
Subject Area: Mil Dollaring Classroom Commonity		Drill and Practice
Grade Level(s): Adult Learners	/	Presentation/Authoring
	,	

Check **✓** rating for each topic

Topic	Criteria	Superior	Good	Poor	Don't Know	N/A
Content and Design:						
Content Quality	Information is accurate, current, relevant, complete and balanced.					
Curriculum Connections	Skills and concepts match state standards, district curriculum, and course content.	/				
Program Perspective	The text and images are gender fair and free of racial, ethnic, and cultural biases or stereotypes.	/				
Age/Grade	The reading level is suitable for the target audience; directions are understandable to	/				
Appropriateness	users. Skills progress logically.	V				
Adaptability	The program accommodates a variety of interests, abilities, and learning styles; is usable for individual & group instruction.	/				
Engagement/Interactivity	Learners are actively engaged and receive timely feedback; users are motivated to continue learning and to master concepts.		/			
Assessment Capabilities	The program provides meaningful individual student and group data, tracking progress toward objectives.					
Graphics/Multimedia	Graphics, audio, video, and music are of high quality and optimize learning. Background and text are compatible and easy to read.	/				
Layout and Navigation	Layout is logical, intuitive, and consistent. Screen directions are easy to follow. Pace is controllable with options for stop/pause/exit.	/				

Topic	Criteria	Superior	Good	Poor	Don't Know	N/A
Support Materials:						
Documentation	Instructions for installation and operation are easy to follow. Content summary and objectives are clearly stated. Toll free and online technical support is readily available.	/				
Teacher's Guide	Suggestions for classroom use, lesson plans, enrichment, and remedial activities are provided in print and online formats.		/			
Student Support	Help within the program is easily accessible and understandable. Additional resources such as relevant web links and bibliographies are suggested.		/			
Technical Aspects:						
Flexibility	Users can save at regular intervals to network or local drive. Save option is available for activities in progress. Printing/downloading/export/import capabilities work properly.		/			
Adaptability & Accessibility	Software is compatible with other installed programs. Program works on district platforms and operating systems.	/				
Universal Design for Learning	The program incorporates features that support adaptive/assistive technologies.		/			
Other Considerations:						
Cost/Benefit	The educational benefit of using this program clearly justifies the cost when compared with existing instructional resources.	/				
Staff Development	This program is consistent with current district expectations for implementation and ease of use by staff.					V
Additional Reviews	Independent online or journal reviews and/or evaluations support this program for its proposed use.					

Final Comments:
Google Classroom is free to anyone with a personal Gmail account (free to get an account).

Questions? Contact your building media specialist, the district technology integration specialist, and/or the district technology support lead.