

# Apps for Older Kids



These apps have been selected for kids ages 5 – 12.

The list is comprised of apps, games and eBooks that were chosen for their quality of content and unique presentation.

**These sites contain reviews and can provide a start for finding new apps to share with your kids.**

[Common Sense Media](#)

[Tech Finder](#)



**BROOMFIELD**  
Mamie Doud Eisenhower  
**PUBLIC LIBRARY**

# Apps for Older Kids

## Non-Fiction Apps



### **AstroApp: Space Shuttle Crew**

NASA's Space Shuttle program ends after 30 years. Celebrate this accomplishment with us. Get to know all the space travelers who flew on this unique vehicle. You can sort by name and mission. The "Suit Me Up" feature allows you to become a Space Shuttle astronaut yourself. Share it with your friends and family. Store options: iTunes. Price: FREE



### **Khan Academy**

Allows you to learn almost anything for free. View Khan Academy's complete library of over 4,200 videos and articles. It doesn't matter if you are a student, teacher, home-schooler, principal, adult returning to the classroom after 20 years, or a friendly alien just trying to get a leg up in earthly biology; Khan Academy's materials and resources are available to you completely free of charge. Store options: [iTunes](#) & [Google Play](#). Price: FREE



### **WeCookit**

Each recipe starts with a shopping list and photo of the tools needed. Photos illustrate every step of the cooking process. Comes with a shopping list (send your ingredients list by email), getting set in the kitchen, a timer, mixing tools, a built-in quantity adjustment calculator, allergy alerts (calling out recipes that are gluten and dairy free), and regional settings (US and UK/EU measuring systems). Grades: 2 and up. Store options: [iTunes](#). Price: \$2.99



### **Simple Machines by Tinybop**

Simple Machines is one of four other apps in Tinybop's "Explorer's Library". Explore the playful side of physics, discover how simple machines work & create your own experiments. With many options, kids test & improve six simple machines. There is no spoken language in the app, but labels for the machines are available in 40+ languages. Playing with a grown-up helps focus the activities & enhances learning opportunities. Grown-ups can download a free *Simple Machines Handbook* on the Tinybop website to guide learning, play & exploration. Ages: 4+.

Store options: [iTunes](#). Price: \$2.99

Review Source: [Common Sense Media](#)



### **Kings & Queens: 1,000 Years of British Royal History**

The [Royal Collection Trust](#) cares for the Royal Collection with the goal to preserve treasures of past monarchs & to ensure that the art is available to future generations. Their app provides information on the lives, loves & legacies of the British monarchs. View content in two menus, "Portraits" or "Royal line of succession", which are also scrolling timelines. Tap the main menu to search, browse all kings & queens or view royal family lineages alphabetically. The app's illustrated & easy-to-read text makes complicated lineages & political tangles accessible. The app also contains worksheets for teachers and parents. Grades: 5+. Store options: [iTunes](#). Price: \$1.99

Review Source: [School Library Journal](#)



# Apps for Older Kids

## Language & Reading



### Dyslexia Quest

Designed to help assess a child's memory & listening skills. Divided into six areas that each take about 10 minutes to play. The goal is to assess working memory, phonological awareness, processing speed, visual sequential memory & visual memory. Upon completion of each adventure, scores & details about strengths & weaknesses are given. Kids can continue to work within the app to help increase any areas of weakness. Activities are divided into three age groups: 7 to 10, 11 to 16, & 17 & up. Store options: [iTunes](#). Price: \$3.99

Review Source: [Tech Finder](#)



### SpellingCity

Companion app for the [SpellCity](#) website, where teachers & parents can create customized word lists to help kids improve spelling, vocabulary & grammar. Provides alternative ways to learn how to spell. Audio component helps kids who have difficulty comprehending words & spoken language. Designed for kids in grades K-12. Getting started & navigating the app will be tricky for those who are just learning to read. Most helpful when kids can access a web-based SpellingCity word list customized by a parent or teacher in order to practice words they're studying at home or school. Store options: [iTunes](#) & [Google Play](#). Price: FREE

Review Source: [Tech Finder](#)



**BROOMFIELD**  
Mamie Doud Eisenhower  
**PUBLIC LIBRARY**

# Apps for Older Kids

## Creation Apps



### [Color Uncovered](#)

Features a wide spectrum of cool color-related topics to explore. Learn why friends shouldn't let men buy bananas. Try color experiments on the iPad using simple items found at home: a CD case, a drop of water and a piece of paper. Discover what causes afterimages—and more. Created at the Exploratorium, the mothership for people with major cases of curiosity. Store options: [iTunes](#) & [Google Play](#). Price: FREE



### [Sock Puppets](#)

Create your own puppet shows in seconds, then share them on Facebook and YouTube. Just add puppets, props, scenery and backgrounds to start creating. Hit the record button and the puppets will automatically lip-synch to voices and plays them back with silly sound effects. The app can be used as a tool to explain the fundamentals of scripting and taking turns. Grade 1-4. Store options: [iTunes](#). Price: FREE

*Review Source: [School Library Journal](#)*



### [Superhero Comic Book Maker HD](#) – by Duck Duck Moose

Create personalized animated comic books featuring monsters and superheroes. Build comic strips and narrate the story using the self-record feature. Includes 55 scenes and coloring pages with 170+ stickers. AWARDS: Parents' Choice Silver Award; Children's Technology Review Editor's Choice Award. Ages: 3-9. Store options: [iTunes](#). Price: \$2.99



### [Toontastic](#)

A creative storytelling tool that allows kids to draw, animate, narrate and record their own cartoons. Opens with a description of what a cartoon is and how to create a story arc. Click on each part of the story arc to add images and build the cartoon from start to finish. Choose from a variety of situations and add pictures stored on the device's camera. Developer: Launchpad Toys. Store options: [iTunes](#). Price: FREE



# Apps for Older Kids

## Game Apps



### Left Right Pup

Learn left and right directionality while training a pointer puppy in the park, or guiding a young surfer at the beach. The app encourages social skills of leadership, cooperation, and following directions by modeling the fun of turn-taking. Store options: [iTunes](#). Price: \$0.99



### Roxie's Puzzle Adventure

Includes 16 highly detailed and complex illustrations, ability to play up to 260 pieces on the iPad and 130 on the iPhone (children can start with as few as 6 pieces), for extra complexity you can switch on the rotation of the pieces, "Help" functions make it easier by showing end result or finding corners first, can save progress to continue later. Store options: [iTunes](#), [Google Play](#) & [Amazon Appstore](#). Price: \$1.99



### Monument Valley

Create paths to guide a silent princess through mysterious monuments, while unfolding optical illusions and outsmarting the Crow People. Learn through trial and error, and eventually a logical pattern emerges. The game's difficulty may be too much for young players; older kids will enjoy the opportunity to break out of day-to-day patterns of thinking. Store Options: [iTunes](#), [Google Play](#), [Amazon Appstore](#) & [Windows Phone Store](#). Price: \$3.99



### DNA Play

Introduces kids to basic concepts of DNA when they build creatures through a series of simple DNA puzzles. Get creative & experiment with quirky mutations of different body parts by altering genes. Have fun playing with your monsters & change their form in real-time while they dance, skate, eat or sleep. There's no text, so there is no actual discussion of what DNA is. Notes for parents offer some basic information. Screen shots of the finished creatures can be saved.

Ages: 4 - 10. Store Options: [iTunes](#), [Amazon Appstore](#) & [Google Play](#). Price: \$2.99

Review Source: [School Library Journal](#)



**BROOMFIELD**  
Mamie Doud Eisenhower  
**PUBLIC LIBRARY**

# Apps for Older Kids

## Fiction eBook Apps



### [Dentist Bird](#)

Enter Liberia's rainforest and help a bird cure a crocodile of his terrible toothache! Based on "How Plover Bird Came to Clean Crocodile's Teeth: A West African Folktale," retold by Michael Richards and illustrated by David Wolobah. Includes games, "Read to Me" feature, geography and science learning activities, teacher and parent guides with reading, STEM, music and civics classroom connections. Store Options: [iTunes](#) & [Google Play](#). Price: \$1.99 (all proceeds go to charity)



### [The Fantastic Flying Books of Mr. Morris Lessmore](#)

Blurs the line between picture books and animated film. "Morris Lessmore" is a story of people who devote their lives to books and books who return the favor. Using a variety of techniques (miniatures, computer animation, 2D animation) award winning author/illustrator William Joyce and Co-director Brandon Oldenburg present an experience that harkens back to silent films and M-G-M Technicolor musicals— old fashioned and cutting edge at the same time.

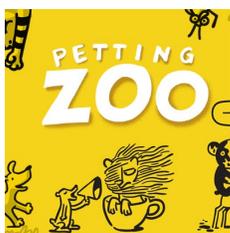
Store options: [iTunes](#). Price: \$4.99



### [Grimm's Sleeping Beauty – 3D Interactive Pop-up Books](#)

Escape to a magical fantasy world of princesses and fairies in this classic tale, featuring games and puzzles that draw one ever deeper into the story. Dress-up fairies, enjoy a princess's birthday party, navigate a 3D maze and solve a magical musical puzzle, and much more. Store options:

[iTunes](#), [Google Play](#) & [Amazon Appstore](#). Price: \$3.99



### [Petting Zoo](#)

Interactive, wordless picture book where the user can swipe and tap the 21 animals and watch how they react. Combines the charm of hand made animations and Christoph Niemann's wry humor with state of the art technology. An excellent opportunity to get kids to talk about what's happening on the screen. What would an elephant in your bathroom do? Can a dog breakdance? Ages: 5+. Store options: [iTunes](#) & [Amazon Appstore](#). Price: \$2.99

Review Source: [School Library Journal](#)



**BROOMFIELD**  
Mamie Doud Eisenhower  
**PUBLIC LIBRARY**

# Apps for Older Kids

## Coding Apps



### [Kodable](#)

Kid-friendly introduction to programming concepts and problem solving. A guided puzzle that teaches the basic tenet of coding: logic. Drag and drop to help an endearing fuzz ball navigate through a grid-like path. 45 free levels of programmable fun. Unlock additional worlds with in-app purchases, or get them all with the educational app Kodable Class. Ages: 5+. Store options: [iTunes](#). Price: FREE

*Review Source: [School Library Journal](#)*



### [Hopscotch](#)

Make characters move, dance, draw, and interact. Control projects by tapping, tilting, shaking, and shouting at the iPad. Easy-to-follow videos make awesome games like "Food Fight Dodgeball" and "Fire Bunny". Use preprogrammed choices to create and adjust short animations while learning to build a narrative and troubleshoot to achieve desired results. Highly customizable, visualize how text code translates into results. Ages: 8+. Store options: [iTunes](#). Price: FREE

*Review Source: [School Library Journal](#)*



### [Codecademy: Code Hour](#)

Learn to build amazing things online by programming with this app, though not necessarily for beginners. Users should have a basic understanding of what coding is and what it looks like. Can help students further understand how code translates into action. The perfect way to get started programming and a great reference on the go to refresh your mind of the concepts you need to know every day. Grade 5+. Store options: iTunes. Price: FREE

*Review Source: [School Library Journal](#)*



### [ScratchJr](#)

Program interactive stories and games. Learn to solve problems and design projects, while expressing yourself creatively on the computer. Snap together graphical programming blocks to make characters move, jump, dance, and sing. They also use math and language in a meaningful and motivating context, supporting the development of early-childhood numeracy and literacy. Ages: 5 - 7 years. Store options: [iTunes](#) & [Google Play](#). Price: FREE

