



FORCEFIELD

**THE ULTIMATE
GUIDE TO AMAZING
EDUCATIONAL APPS
FOR KIDS**

FORCEFIELD.ME

There are 80,000 apps out there boasting educational value. The truth is that few truly make the grade, but that's only something you'll discover through lots of trial, error and lost dollars.

When looking for educational apps that will engage your kids, we've searched far and wide (and everywhere else in between). Here are some of our all time favorites.

Creative Apps

BOOK CREATOR

When you're looking for an app that is more about active creation, less about passive consumption, this one is extremely hard to beat: Book Creator's super intuitive design lets kids create books based on their own words, images and imagination. Kids add their own text and drawings, as well as photos and images from their iPad's photo library, from the web or from the iPad's camera. They can also add video, music and record their own voice. Once they've completed the book, it's theirs to email, upload or AirDrop!

Age Range 6-9

CHOMP BY CHRISTOPH NIEMANN

This super fun and silly app lets kids use their "selfies" in animations. Virtually irresistible, this app melds creativity with fabulously intuitive and inspired design.

Age Range 6-9

GOLDIEBLOX MOVIE MACHINE

Kids can learn the fundamentals of animation with this intuitively designed app. With easy-to-follow instructions, kids can convert their photos into original stop-motion short films. Stickers, colors and paintbrushes lets users customize creations even more.

Age Range 6-9

DAILY MONSTER MAKER

This highly creative app lets kids create one-of-a-kind monsters. Start by tapping on an ink splat to make a Rorschach-random shape, then add highly stylized body parts by selecting and dragging shapes created by artist Stefan G. Bucher. Add a pop-up speech bubble, or pose for a photo with your creation. This is a truly creative, totally unique app, The Daily Monster Monster Maker nevertheless has social media links for sharing images, a feature parents may want to disable/monitor if young artists are at work.

Age Range 6-13

FACES IMAKE

This is an exceptionally creative app that is entirely open ended and can be played over and over again. By dragging and dropping plates and buttons, dice and balloons and all number of everyday objects, kids can assemble their own one-of-a-kind creations, then share them via email or with other app users via a gallery called FaceWorld. Open-ended and highly creative.

Age Range 2-9

DRAW TELL HD

Much has been said about the benefits of creation apps over consumption ones. Here's an app that's all about open-ended exploration and creation. Kids first create images with easy-to-use tools: pencils, stickers, stencils. Once their artwork is completed, they can then record a story that it inspires, even moving elements of their image while talking. Truly an amazing app that will spark all kinds of creativity.

Age Range 2-11

PRINCESS FAIRYTALE MAKER

This app takes the notion of "playing princess" and puts a high-tech spin on it. Kids select from 32 background scenes and then populate the environment with princesses and ballerinas, as well as their own drawings they can create from a selection of pencils and crayons. Older kids can then take the next step and move characters around while recording their own voices, turning it all into a highly creative cartoon-making app.

Age Range 2-9

FOODUCATE

This app lets kids scan grocery store items and get nutritional values with a clever design that even suggests healthier options when available!. The all-in-one, award-winning health app allows users to input exercise info and track meals. Best of all, it highlights the often hard-to-find data on store-bought foods, including trans fats, GMOs and food coloring. Fooducate is a great app to make the experience of grocery shopping a fun experience

Age Range 14-18

APPS TO BUILD & EXPLORE

WONDERBOX

WonderBox is an app designed for school-age kids to let them learn in a completely safe environment. The app includes a catalogue of short YouTube videos in educational categories like science, geography and animals. Then using those videos as the starting point to inspire wonder (like why do stars twinkle? or why are yawns contagious?) kids can then take on 120 creative challenges that only they can solve in their very own unique and creative way. What is so captivating about WonderBox is the truly inspired challenges that will not only speak to kids' curiosity, but will also push them to explore. The app also contains all the tools needed to tackle the challenges, whether kids want to draw, record, take photos or much, much more. Some of the challenges include designing a castle, adding face paint to a selfie you've taken, drawing like Picasso, creating a floor plan, writing a comic, designing a chair, making an environmentally friendly car, putting together a business plan, or pretending to be a basketball player. Cool, right?

Age Range 6-11

MORE TRUCKS

More Trucks - By Duck Duck Moose is one of the very best apps for toddlers obsessed with moving machinery. Kids can operate fire trucks, monster trucks, tow trucks and more. Perhaps most satisfying is the crane activity, which lets kids move, lower and pick up boxes, then stack them in an arrangement of their own design. Best of all, a wrecking ball feature lets them knock all those boxes down and start all over again. More Trucks lets kids explore and discover as they go along, while teaching sequencing, sorting and problem solving.

Age Range 2-5

ITSY BITSY SPIDER

With 10 activities including a coloring book, puzzles, a spider counting game, a bug race and a maze challenge, this colorful – and occasionally seriously silly app – can keep kids busy for hours. In addition, children can sing along to five verses of the “Itsy Bitsy Spider” as it comes to life in an animated video. Since a recent partnership with Khan Academy, all Duck Duck Moose apps are now free, an amazing value for well designed, truly educational apps.

Age Range 2-5

PEG + CAT: THE TREE PROBLEM

Peg + Cat: The Tree Problem is not only cute and fun to play, it also gives preschoolers a way to explore the notions of spatial reasoning, sequential thinking, and logic. The set up is simple: Peg needs to help Cat down from a tree – and not just a single tree but a series of them in six different settings. The challenge for kids is to manipulate different items to help Cat get down from the tree and unite with Peg. On the farm, they can pour water on flowers to help them grow just tall enough to provide a step ladder down to the ground. In "Mathtropolis" Cat is stuck in a tree and only by placing beams on a series of girders can he reach park level to join Peg. Familiarity with the PBS TV show Peg + Cat not required!

Age Range 6-9

STEM APPS

PET BINGO

Kids can select what kind of math (addition, subtraction, multiplication and division) as well as the level of game play (easy, medium, difficult) in this app that offers a fabulous range of practice within each section. Addition, for example, starts with one-digit equations and gradually expands to involve regrouping, making it a tool that kids can use for years. Best of all, kids can get help at any moment: By tapping on the question mark, they can see the problem broken down step by step. Performance reports for parents are included.

Age Range 6-9

MOOSE MATH

This early math app offers five mini games located in a small town where kids can explore and help build. A variety of destinations – including a Pet Shop, a smoothie shop and more – offers skill-building math activities that includes counting, addition and subtraction. Other games challenge players to identify and sort shapes and colors, work on early geometry concepts, and skip count by connecting the dots. What's exceptionally appealing about Moose Math is the variety of challenges and the way they're so skillfully integrated into play. While this won't work as an app to drill math skills, it will make math fun and appealing.

Age Range 2-9

PARK MATH

Unlike other early-learning math apps that rely on drills and repetition, this park-themed adventure lets kids manipulate objects by moving them around in order to solve math challenges. Counting, addition, subtraction, patterning and sorting are all explored. Best of all, kids get to move around the park in an open-ended fashion, letting them discover different math zones and challenges as they go. As with all apps designed by award-winning developer Duck Duck Moose, graphics are excellent.
Age Range 2-5

FISH SCHOOL

A beautiful early learning app set in an under water world, Fish School is one of the best in class for combining early letter, number and shape recognition with top-notch graphics and interactivity. Kids can learn the ABCs and single-digit numbers by watching schools of fish assemble into shapes. Other activities such as spot the difference and find the match are also included, as are less-linear modes – one of its best activities simply lets kids touch and tap fish as they expand, change and move around their underwater environment. Overall a wonderful learning app with surprisingly high-quality classical music accompanying all game play.
Age Range 2-5

POPULAR SCIENCE

Teens have likely heard about all of the latest and greatest apps out there. What they may not have seen, however, is an entertaining science app. With late-breaking science and technology news. Popular Science also offers gadget reviews and commentary, Popular Science's well-designed app also includes articles on scientific research as well as analysis and commentary
Age Range 14-18