Computer Software Evaluation Form

Title: Inspiration   **Evaluator's Name:** Bradley A. Lavite

Date: 19 Oct 2005   **Subject Area:** Various   **Grade Level:** 6th to 12th

1. Program Requirements (Memory, Operating System, CPU):

Handheld device:
Palm OS 3.5.3 or higher
800 KB available memory

Desktop computer (for installation):
Macintosh Installation
Macintosh OS X (10.1.5 or higher)
Palm Desktop 4.0 or higher

Windows Installation
Windows 98, ME, 2000, XP
Palm Desktop 4.0 or higher

2. Additional hardware or software required: <u>Yes</u> No

Inspiration 7.5a or later in order to sync with Inspiration on the desktop computer.

3. Publisher: Inspiration Software Inc. **Publisher web site:** http://www.inspiration.com/

4. Vendor Name: Inspiration On-line Store **Vendor Phone:** 800-877-4292

5. Vendor Address:

Inspiration Software, Inc.
7412 SW Beaverton-Hillsdale Hwy
Suite 102 Portland, OR 97225
Vendor Web site: http://www.inspiration.com/store/main/index.cfm

6. Price of Program: Individual price $29.95 or contact licenseinfo@inspiration.com for

network price

7. Is a network demo available? <u>Yes</u> No

8. What funds will be used to purchase the program? <u>N/A</u>

9. Manuals and Support:

A. User's Manual is available/included.	**<u>Yes</u>**	No
B. User's Manual is easy to understand.	**<u>Yes</u>**	No
C. User's Help is accessible within program.	**<u>Yes</u>**	No
D. Technical support is available online.	**<u>Yes</u>**	No
E. Technical support by phone is available.	Yes	**<u>No</u>**
F. Yearly support or maintenance fee is required.	Yes	**<u>No</u>**

      i. If yes, how much per year?

10. Describe the program's objectives related to district curriculum, state & national standards:

With Kidspiration, Inspiration, Inspiration for Palm OS and Inspiration for Pocket PC educators of all grade levels and curriculum areas have the ability to fully integrate a wide range of visual learning techniques into the classroom and the curriculum. Inspiration Software offers educators tools and resources for integrating visual learning into all areas of the curriculum.

Two lesson plan books are also available that offers teachers resources to support language arts curriculum for grades six through 12. "Inspiration in Language Arts" consists of a collection of more than 30 step-by-step, standards-aligned lessons. An interactive training CD, is also available to help educators and students get started effectively using Inspiration. All provided lesson plans are mapped to state and national curriculum standards.

11. Describe how this software would improve your ability to complete specific job responsibilities and/or increase student learning:

The learning benefits of Inspiration would improve my ability to complete specific job responsibilities and/or increase student learning because student's can easily capture ideas and show relationships by sketching symbols and arranging thoughts directly within the program on screen using with a stylus. Inspiration innovates learning by making it a very versatile way to help students achieve clearer thinking, better writing, and improved performance across any curriculum.

                                                    1=Strongly Disagree 5=Strongly Agree

12. Software supports existing curriculum.   1 2 3 **<u>4</u>** 5

13. Software adequately meets its objectives.   1 2 3 **<u>4</u>** 5

14. Software would make my job more effective.   1 2 **<u>3</u>** 4 5

15. Software is usable without reference manual or user help.   1 2 3 4 **<u>5</u>**

16. User can easily navigate between program screens.   1 2 3 **<u>4</u>** 5

17. Program allows user to correct errors.   1 2 3 **4** 5

18. Instructions are available on-screen and clearly written.   **1** 2 3 4 5

19. Graphics, media elements, & content are clear and appealing.   1 2 3 **4** 5

20. Incorrect use of keys/commands does not cause program to abort.   (Did not evaluate)

21. Software is age-appropriate in content & language.   1 2 3 4 **5**

22. Menus and other features make the program user friendly.   1 2 3 **4** 5

23. Bug free; program runs properly.   1 2 3 **4** 5

24. Software performs management tasks satisfactorily.   (Did not evaluate)

25. Program will be easily integrated into classroom curriculum.   1 2 3 **4** 5

26. Program uses real-life problems and/or authentic scenarios.   (Did not evaluate)

27. Program requires students to use higher-level critical thinking.   1 **2** 3 4 5

28. Tools for student assessment are provided and adequate.   (Did not evaluate)

29. Program is appropriate for: (Underline all that apply.)

   A. Small group use around 1 computer   **C. Use in computer lab on each machine**

   B. Individual student on computer   **D. Use with 1 computer & lg. display for classroom**

30. Use of this software would require which level of computer skill? (Underline one.)

   Basic   Intermediate   Advanced

Your recommendation - Please check one.

- **This would be a valuable software purchase. I recommend we adopt it.**

☐ This is beneficial software, but I have some serious reservations. (Please describe problems & indicate if you want to look at other programs like this.)

☐ This software will not produce the results desired and should not be adopted.

Comments: Main problem for not adopting this software is because our school lacks handheld devices. See attached reflection for more information regarding this piece of software.

Software Reflection

Inspiration is a valuable piece of educational software. It is a very versatile and easy to use piece of software for teachers and students alike. Inspiration helps learners develop key organizational and writing skills, but also has other powerful uses such as brainstorming. Students develop organizational skills by creating graphic organizers within the program. Students can either transform their own graphic organizer or use one of the easy to use content templates provided. Graphic organizers help students understand concepts and retain valuable instructional information though visualization. Students retain more of the information because the graphic organizers engage their brain causing it to have to interact with the content. Brainstorming through visualization is a critical component of this software. Concept maps and web activities graphically display content allowing teachers to quickly identify what students know and which ones understand the content. These organizers are a great tool to identify students who have misdirected links or have made wrong connections. By revealing what students don't understand, teachers can quickly assist them in reconnecting pieces or guiding them through content that was not understood.

Overall Inspiration:

- Allows students the ability to clarify their thinking,

- Assists students with the processing, organizing, and prioritizing of new information.

- Allows students to see patterns, interrelationships, and interdependencies they may not have seen with just traditional classroom instruction.

- Stimulates creative thinking by helping students absorb and internalize information.

- Allows students to take ownership of their ideas.