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**Grades:**  3/4/5 (Self-Contained Class)  
**Subject:**  ELA  
**App Name:**  Futaba Classroom Games  
**Price:**  $6.99

**CCLS Addressed:**  This app could be used for any grade level.

Sets included in this app range from K-Grade 6, across many content areas.

**App Website:**  [http://www.inkidseducation.com/futaba/](http://www.inkidseducation.com/futaba/)

**App Description:**

This is the classroom app you have been looking for! This app turns your iPad into a small version of a SmartBoard, allowing up to four players to touch the iPad simultaneously to select their answers. It’s designed for Kindergarten through 5th grade classrooms, but could be modified for middle school students as well. The teacher may use one of the pre-programmed learning sets or create one of his/her own. Pre programmed learning sets include a wide range of academic areas including:

- sight words
- subtraction
- multiplication
- telling time
- currency
- countries
- flags
- US States
- shapes
- synonyms

This is considered the Gameplay aspect of the app. Multiplayer mode allows for 2-4 players. Pre loaded game sets can be filtered by grade, level, subject, language or countries.

The Practice feature of the app allows a student to answer questions on an individual basis.

Parents, teachers or student groups can create their own content using text, images, or audio to create the questions.
Additionally, teachers can share games with other users or the entire teacher’s class. Students type in the game or class code on another device to begin playing.

**App Incorporation:**

This app could be used in many ways within the classroom.

**Multiplayer:**

- Up to 4 students can play at the same time.
  - Student groups or pairs could use this app to review material in preparation for a quiz or test.
  - Students could practice fluency of math skills as they race to answer each question correctly.
  - Students can practice labeling skills for different learning sets.

**Practice:**

This aspect of the app allows for an individual to practice content. Student selects which learning set to be used, and then selects difficulty (easy/medium/hard) to complete questions.