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Schooltown

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AdChoices D

Schooltown offers educational games for each grade from kindergarten through third grade. Depending on your child's age, you can easily buy a Schooltown product with learning material suitable to their age. We have also done a review of their games for students in grades 4-6 as well. This game earned the TopTenREVIEWS Bronze Award because we have found this game to be of value for both parents and teachers alike. We almost felt overwhelmed at first when we found out that each educational game presented over a thousand activities for each grade level and spans the main class subjects. Considering the depth of content offered in this product, we think this is a steal.

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Schooltown earned its ranking in the top three educational games of TopTenREVIEWS through its massive feature base. We know parents and teachers want software products that will fulfill curriculum standards but still entertain even difficult students. We've found this to truly be a children's educational game as each grade level offers a wide variety of features including:

- Thousands of activities
- · More than 50 hours of gameplay per grade level
- · Learning adventures that make you the star

Several of the software products cater to the diverse needs of parents and offer gameplay in English and Spanish, as well as other languages. We felt that the underlying goal of these educational games were to build a foundation of math, English and science in the minds of the people that played. When students become familiar with the principles covered, such as addition or grammar, then they are better prepared for the more advanced subjects of higher grade levels. This game attempts to aid in that preparation by offering educational features that include:

- · Addition and subtraction, measuring, weights and shapes
- Language arts, literature, spelling, vocabulary and punctuation
- General knowledge music and art

Educational Value: 9.4/10

Compare

Each grade level we tested offered several stories or adventures which we could explore. These stories, while somewhat hard to follow from an adult's perspective, are highly engaging and entertaining for children. For example, in one story we found ourselves solving shape problems in order to pick a flower. Upon completing the challenge, we ran across a mouse who offered to tell us a riddle. The mouse ran off and we ran into a goblin. The stories draw upon a lot of creative imagination (e.g., the occasional ogre, crazy wizards, talking animals, etc.) and propel students through fun adventures while always integrating educational elements throughout.

Ease of Use: 6.3/10

Compare

In order to progress through each step in an adventure, students must complete educational challenges. If a student answers a question incorrectly, then the wrong answers are explained and the student is presented with a new challenge. Once they have successfully completed the challenge, the story progresses. We found that it was possible to progress through the story even when you fail a challenge, but only to a point. Each challenge we completed gave us an item to use later in the adventure, so when we didn't get that special key from six challenges ago and were confronted with a locked door, we had to go back and redo that challenge.

In the grade level we tested, we encountered some usability issues. The interface is slightly difficult to use as students must know where to click on the screen in order to continue in the story. While it is as simple as dragging the cursor to a side of the screen and then clicking, if the student doesn't know which side of the screen to click on to take them forward (as there are no buttons to indicate direction and all four cardinal directions are used interchangeably throughout the story), then they may end up repeating a lot of educational challenges in the story since there is no undoing mistakes.

Kid Appeal: 8.1/10

Compare

The software does not involve a lot of animation and is more similar to a digital picture book. Such graphical elements may take away from the entertainment value for students simply because they will compare educational games to other modern video games. As Schooltown doesn't assault a student's senses with movement and sounds, it may be rather boring for them. Otherwise, the game can be quite enjoyable for younger students.

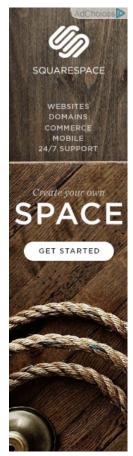
Help & Support: 7.5/10

Compare

The only support available on Schooltown products is via email and telephone. There is not a user community that we could find, so any quality or service issues you may encounter will need to be taken up with the company directly. However, according to the many user reviews we've read (as most users only write reviews when there's something wrong with the software), few people have found issues with the product.

Summary:

Schooltown is by no means among the most advanced of educational games as the graphics and interface are not high quality. It still offers a wide variety of activities through which students will learn and better grasp certain difficult principles in math, English, science and more. This game is especially popular among the younger audiences, and as such will prove to be a good purchase for parents and teachers of K-3 students. At TopTenREVIEWS We Do the Research So You Don't Have To.™



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