AR Tour Ocean

<u>Cost</u>: Free of Charge

<u>Publisher</u>: Arara Inc. 2017

<u>Platform</u>: iOS devices

<u>Description</u>: Discover what it means to be under the sea. Using your iPhone or iPad camera, follow the app's directions that will help you to dedicate which part of the room will be your ocean floor. While using the camera around that space, you will find sea creatures, ranging from whales to tiny fish. You may also use this as a "camera" so that students can later refer to to share their discoveries.

<u>Features</u>: This app provides a way of learning about the ocean and it's under the sea adventures. When looking at your iOS device, you will see sea creatures that appear as though they are directly in front of you, over you, or behind you. You have the option to view whale shark, manta rays, aurelia, and many others.

<u>Grade Levels</u>: K-5th

<u>Subject Area</u>: Biology/ Science

<u>Assessments</u>: No, this app does not record student performance.

<u>Strengths</u>: It displays very life-like creatures on the screen, as if you are submerged into the ocean yourself. The graphics are very well done and have wonderful detail.

<u>Weaknesses</u>: The main function of the app is to view the creatures, however if you have a biology or under sea unit, this would be a great way for students to see the animals being discussed in greater detail.

<u>Overall Impression</u>: It is a fun, supplementary tool that can help elementary students understand how sea creatures move, breath, interact and swim.

<u>Connection to UDL Guidelines</u>:
Highlight patterns, critical features, big ideas, and relationships (3.2)