

Application List 2023-24

The PLTW Launch curriculum supports [Android™ tablets](#), [Android-enabled Chromebooks™](#), or [iPad® devices](#). The tables below show the applications needed for each device. Please reference the PLTW Launch Hardware Specifications for hardware requirements.

Along with the installed device applications, the PLTW Launch curriculum also utilizes [web applications](#) on all devices. Please ensure that these websites are allow listed.

PLTW Launch Android Tablet Application List (if using an Android-enabled Chromebook, see list below)

Application Name	Source	Module	Grade Level Alignment
Inkling	Google Play (Android)	All	All
Zoho Show	Google Play (Android)	All	All
Mindomo	Google Play (Android)	All	All
Read with Me	Google Play (Android)	Healthy Habits	PreK
VEX Classroom	Google Play (Android)	Spatial Sense and Coding (Teacher Only)	PreK
Play and Learn Science	Google Play (Android)	Matter: Floating and Sinking (Distance Learning Only); Sunlight and Weather	PreK (DL) and K
Quik (GoPro)	Google Play (Android)	Healthy Habits; Life Cycles and Survival; Environmental Changes; Organisms: Structure and Function; Earth: Human Impact and Natural Disasters; Ecosystems: Flow of Matter and Energy; Patterns in the Universe; Infection: Modeling and Simulation	PreK, 3, 4, and 5

Application Name	Source	Module	Grade Level Alignment
ScratchJr Note: ScratchJr can be installed on any Android tablet, 7 inches or larger, that is running Android 5.0 (Lollipop) or greater.	Google Play (Android)	Spatial Sense and Coding (Distance Learning Only); Animals and Algorithms; Animated Storytelling; Grids and Games	PreK (DL), K, 1, and 2
SmartCompass (Smart Tools Co.)	Google Play (Android)	Light: Observing the Sun, Moon, and Stars; Weather: Factors and Hazards; Patterns in the Universe	1, 3, and 5
Google Earth	Google Play (Android)	The Changing Earth; Earth: Past, Present, and Future; Energy Exploration	2 and 4
VEXcode IQ	Google Play (Android)	Robotics and Automation; Robotics and Automation: Challenge	5

PLTW Launch Android-enabled Chromebook Application List

Application Name	Source	Module	Grade Level Alignment
*Inkling (also accessible via browser)	Google Play (Android)	All	All
*Zoho Show	Google Play (Android)	All	All
*Mindomo (or other mapping tool)	Google Play (Android)	All	All
*VEX Classroom	Google Play (Android)	Spatial Sense and Coding (Teacher Only)	PreK
*Play and Learn Science	Google Play (Android)	Matter: Floating and Sinking (Distance Learning Only); Sunlight and Weather	PreK (DL) and K
*Scratch	Google Play (Android)	Grids and Games (Optional); Programming Patterns; Input/Output: Computer Systems; Infection: Modeling and Simulation	2, 3, 4, and 5
*ScratchJr	Google Play (Android)	Spatial Sense and Coding (Distance Learning Only); Animals and Algorithms; Animated Storytelling; Grids and Games	PreK (DL), K, 1, and 2
VEXcode IQ	Chrome Web Store	Robotics and Automation; Robotics and Automation: Challenge	5

*These are Android apps, and thus are only accessible with Android-enabled Chromebooks. Note the PLTW Launch Hardware Specifications require the use of Android-enabled Chromebooks. The Google Play Store and these applications cannot be installed on Chromebooks that are not Android-enabled.

PLTW Launch iPad Application List

Application Name	Source	Module	Grade Level Alignment
Inkling	App Store (iPad)	All	All
ShowMe Interactive Whiteboard	App Store (iPad)	All	All
Popplet Lite	App Store (iPad)	All	All
Mindomo	App Store (iPad)	All	All
Chrome	App Store (iPad)	All	All
Book Creator One	App Store (iPad)	Healthy Habits	PreK
VEX Classroom	App Store (iPad)	Spatial Sense and Coding (Teacher Only)	PreK
Play and Learn Science	App Store (iPad)	Matter: Floating and Sinking (Distance Learning Only); Sunlight and Weather	PreK (DL) and K
iMovie by Apple (optional)	App Store (iPad)	Healthy Habits; Life Cycles and Survival; Input/Output: Human Brain; Earth: Past, Present, and Future; Patterns in the Universe; Infection: Modeling and Simulation	PreK, 3, 4, and 5
ScratchJr	App Store (iPad)	Spatial Sense and Coding (Distance Learning Only); Animals and Algorithms; Animated Storytelling; Grids and Games	PreK, K, 1, and 2
Star Chart	App Store (iPad)	Light: Observing the Sun, Moon, and Stars; Patterns in the Universe	1 and 5

Application Name	Source	Module	Grade Level Alignment
Google Earth	App Store (iPad)	The Changing Earth; Earth: Past, Present, and Future; Energy Exploration	2 and 4
Reaction Test Pro	App Store (iPad)	Input/Output: Human Brain	4
SloPro	App Store (iPad)	Matter: Properties and Reactions	5
VEXcode IQ	App Store (iPad)	Robotics and Automation; Robotics and Automation: Challenge	5

PLTW Launch Web Application List

These web applications are used on all devices and are accessible via the default browser. Please ensure they are allow listed.

Application Name	Source	Module	Grade Level Alignment
Book Creator for Chrome (Chromebook only)	https://bookcreator.com/	Healthy Habits	PreK
Kapwing	https://www.kapwing.com/video-editor	Healthy Habits; Life Cycles and Survival; Input/Output: Human Brain; Earth: Past, Present, and Future; Energy Exploration; Matter: Properties and Reactions; Patterns in the Universe	PreK, 3, 4, and 5
Kindle Cloud Reader	https://read.amazon.com/	Pushes and Pulls; Animal Adaptations; Materials Science: Properties of Matter; Materials Science: Form and Function; Infection: Detection	K, 1, 2, 4, and 5

Application Name	Source	Module	Grade Level Alignment
Google Earth (Chromebook only)	https://www.google.com/earth/	The Changing Earth; Earth: Past, Present, and Future	2 and 4
SciJinks Hurricane Simulation	https://scijinks.gov/hurricanesimulation/	Weather: Factors and Hazards	3
SciJinks Tornado Simulator	https://scijinks.gov/tornadosimulation	Weather: Factors and Hazards	3
Twisted Wave	https://twistedwave.com/	Environmental Changes; Organisms: Structure and Function; Earth: Human Impact and Natural Disasters; Ecosystems: Flow of Matter and Energy	3, 4, and 5
Scratch Note: The Scratch app is an alternative for devices that use Window, macOS, ChromeOS, or Android operating systems.	https://scratch.mit.edu/	Sunlight and Weather (Distance Learning Only); Grids and Games (optional); Programming Patterns; Input/Output: Computer Systems; Input/Output: Human Brain; Patterns in the Universe; Infection: Modeling and Simulation;	K (DL), 2, 3, 4, and 5
Wave on a String	Click for link to website	Waves and the Properties of Light	4
Waves Intro	Click for link to website	Waves and the Properties of Light	4
Bending Light	Click for link to website	Waves and the Properties of Light	4
Dynamic Earth Interactive by Annenberg Learner	Click for link to website	Earth: Past, Present, and Future	4
Earthquake Hazards	Click for link to website	Earth: Human Impact and Natural Disasters	4
Disaster Master	Click for link to website	Earth: Human Impact and Natural Disasters	4

Application Name	Source	Module	Grade Level Alignment
Build a Kit	Click for link to website	Earth: Human Impact and Natural Disasters	4
Energy Forms and Changes	Click for link to website	Energy Exploration	4
Collision Lab	Click for link to website	Energy Exploration (Distance Learning Only)	4 (DL)
Cadasio Build Guides	Click for link to guide	Stability and Motion: Forces and Interactions; Energy Exploration; Robotics and Automation; Robotics and Automation: Challenge	3, 4, and 5
ROBOTS	https://robots.ieee.org/	Robotics and Automation; Robotics and Automation: Challenge	5
The Habitable Planet: Disease Lab by Annenberg Learner	Click for link to website	Infection: Modeling and Simulation	5
States of Matter: Basics	Click for link to website	Matter: Properties and Reactions	5
The Habitable Planet: Ecology Lab by Annenberg Learner	Click for link to website	Ecosystems: Flow of Matter and Energy	5
Our World: Sun’s Position	Click for link to website	Patterns in the Universe	5
What Causes the Seasons? by NASA Space Place	https://spaceplace.nasa.gov/seasons/en/	Patterns in the Universe	5
Stellarium Web	https://stellarium-web.org/	Light: Observing the Sun, Moon, and Stars; Patterns in the Universe	5
Water Sense for Kids	https://www.epa.gov/watersense/watersense-kids	Earth’s Water and Interconnected Systems	5