In the field of instructional design, the Padagogy Wheel serves as a comprehensive guide for educational apps. It categorizes apps into five stages: remembering, understanding, applying, analyzing, and evaluating. Each stage is designed to help students develop specific skills and attributes.

**Remembering** focuses on recall, where apps help students remember facts, principles, and procedures. **Understanding** involves comprehension, allowing students to interpret and explain ideas based on learned concepts. **Applying** focuses on practical application, such as producing products or solving problems. **Analyzing** involves critical thinking, enabling students to evaluate and make decisions. **Evaluating** is about judgment, requiring students to make informed decisions.

The Padagogy Wheel also integrates with the SAMR Model, which stands for Substitution, Augmentation, Modification, and Reconfiguration. This model helps educators understand how technology can be integrated into the classroom to enhance learning.

Additionally, the Wheel connects to the Blooms Taxonomy, which categorizes learning objectives into six levels: Knowledge, Comprehension, Application, Analysis, Synthesis, and Evaluation. This alignment helps educators select apps that are appropriate for their students' learning stages.

The Padagogy Wheel is a crucial tool for educators, providing a roadmap for selecting and using educational apps effectively.