Swift Playground

V 3.2

Apple

Target Audience: "from twelve to one-hundred-and-twelve"

Software Type(s): Coding Program made for Apple iPad and Apple Mac Computers

Curriculum & Environments: This application would be perfect for teaching students about coding.

Cost: Completely Free

About the Software:

This program is a top of the line code-learning application. It offers games and lessons that require no previous coding knowledge. The first lesson is simple, and each lesson after that has a new element of coding that is added on making it slowly a little more difficult. It applies the same coding program that developers use to make real apps. The navigation is set up a lot like the Apple App Store, making it easy to find what you need as long as you are familiar with the Apple store.

Impressions and Classroom Usage:

This was my absolute favorite app that we went over during this project. There was so much to play with and be in awe over that we did not have time to explore every aspect of the app. There was just that much! It was very kid friendly and created such a fun, easy learning experience. Coding can oftentimes be very overwhelming, but this app made it feel like you were just playing a simple game. This app would be perfect in the classroom without any supervision because there are no advertisements and there are step by step instructions everywhere. This application was very kid friendly and featured the coolest graphics along with soothing music for concentration.