Educational Software Evaluations

|  |  |
| --- | --- |
| Title: | Swift Playgrounds |
| Version: | 3.1 |
| Publisher/Producer: | Apple |
| Target Audience: | The producer says that children four and older can use the app but doesn’t state a target audience. We think that their audience should be geared towards late elementary and/or early junior high because of the graphics used and the nature of the material. |
| Types of Software: | Drill/Practice or Tutorial: the information could be new or previously learned for students  Discovery Learning: the students chose which playground they want to practice coding with  Simulation: the app simulates real life because it presents students with a real life issue even if it is a bit over the top |
| Curriculum: | We could see it fit into the curriculum by making it an activity for students to work on in the computer lab when their whole class goes. We think it would be good to have students work on it in this environment so that the technology teacher can help students if they get stuck since most teachers aren’t familiar with coding. |
| Cost: | There is only a free version of Swift Playgrounds, and the app does not offer in-app purchases. The app comes with a variety of playgrounds to choose from, but it does not let you purchase any other ones. The cost would make it easy for schools to implement in the classrooms if they have access to iPads. |
| Description: | When you open the app, you are given many different “playgrounds” or different types of coding lessons to choose from. The first playground named “Learn to Code 1” teaches you all of the vocabulary and commands that children will be using in the other playgrounds. The app teaches students how to code by providing them with a storyline that makes it fun to learn. |
| Impressions: | We did not like that this app only works on an iPad because that limits the number of students that can have access to the app. However, we did like the animations and number of playgrounds that are included in the app. We think that Swift Playgrounds will be a fun way for students to learn how to code. The app even offers challenges for students to attempt of various levels such as beginner or intermediate. |
| Pass APPS? | Yes |