

Title: Swift Playgrounds

Version: 2.1

Publisher: Apple

Target Audience: This app is targeted towards children 10+ according to the app but if you ask students it should be 13+.

Curriculum: Swift Playgrounds is a Math app for children and it teaches them thinking and reasoning, decision-making, hypothesis- testing, part- whole relationships, problem solving, thinking critically.

Possible Environment: Children can play with this app only on an iPad and they could play it at home or in class. The app says it's for 10+, so I believe they would need a teacher or parent with them in case they needed help with something in the app.

Cost: This app is free

Does the Software Pass: Yes, but a little too old for our children to do by themselves

Swift Playgrounds is an iPad only app that helps kids learn Swift, which is a programming language made by Apple and used to create apps. The puzzles and challenges incorporate cute alien-like characters and a 3D world to teach kids (or adults) to code using Swift. When using this app, you have to work through all the lessons and challenges, which include "every concept and skill" required to write real apps, according to Apple.

I believe this app would be a good app to use in the classroom because it is free and easy to use. This play- to-learn app is an engaging, eye pleasing, and easy way for children, teens, and adults to learn the programming language Swift. There is a lot of help through clear instructions and hints that are available when a user gets stuck on a puzzle. The only downside to this app is that you need a newish iPad to use it, which may be a deal breaker for those that can't afford to upgrade.