SWIFT PLAYGROUND

VERSION	**PUBLISHER**	**TARGET AUDIENCE**	**COST**	**PASS OR FAIL?**
3.2	Apple Inc.	4+	Free	PASS

DESCRIPTION OF APP:

This software is an app made by Apple to help students build skills in coding. There are several challenges and puzzles which students must think on how to solve with coding skills. The app starts with beginning lessons for students who are starting to code. This software provides your own animated creature, who the user must help reach their goal. With each lesson the user learns the different parts of coding as they continue through. These lessons will allow the user to learn the Apple software used to code. Once the user feels comfortable, they have the option to create their own challenges or "playgrounds".

OUR REVIEW:

We enjoyed playing around with the app and navigating through the different challenges. We really liked how the app offers lessons on coding starting with an introduction playground. This introduction helps the user build a foundation on the basic skills needed to go through each challenge and build up to higher level skills. The one thing we would change was on how much time it took to download each lesson and playground. Furthermore, the design, graphics, sounds and navigation was great! This is a great app to practice problem-solving skills and computer science skills for our fifth graders. There can be a set time for our fifth graders to set a time where they are able to relax, have fun and build upon critical thinking skills.

TYPE OF SOFTWARE/ ENVIRONMENT:

Software: This app is a problem-solving app because they have to use critical thinking skills to code through puzzles and to create their own challenges.

Environment: This type of software needs to be used in a mobile environment. A mobile environment is the best option because students will use this app on their own device to learn to code and create their own creations.

CURRICULUM:

This app would fit in the fifth grade curriculum in helping a student build critical thinking, math, science and technological skills. This would allow them to build these skills that will help them in the classroom and with their work.

Title: Swift Playground

Evaluators: Hebatallah Messallam and Damaris Montoya

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? ● Did you try things that were wrong and/or unexpected	X		
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		
Were the screens appealing? ● Color, items on the screen, sounds ……	X		
Is it easy to navigate?	X		
Is it easy to learn?	X		
Does the user need Supervision to use?		X	
If the App required a response, was it appropriate? (right or wrong)	X		
Were there bells and whistles? ● If so, do they enhance instead of detract? ● If not, should there be?	X		Ehance
Did you like using the App?	X		
What was the cost? ● Was there a "lite" version ○ If so, was it enough		X	Free
Were there in-app purchases? ● If so, what were the additional costs?		X	

How does it compare to other apps that do the same?			We prefer the Kodable and Codespark apps. They were enjoyable and designed better for the age group it geared towards.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning ● Is subject Matter appropriate? ● Educational Focus? ● Provides for Learning New Content? ● Follows Appropriate Teaching Sequence?	X		
Individual ● Does it match an individual's abilities? ● Does it meet an individual's needs?	X		
Social/Cultural ● Bias? ● Commercialism Comments		X	