

Title: Swift Playground

Version: 2.1

Publisher: Apple

Type of Software: This is a coding software, which is also a drill and practice and problem solving. This app allows students to learn to code through many games. These games make students do the required instruction and if they get it wrong then they can try again and if they get it correct, they move one. This is also a problem-solving app, because students must take what they learn and apply it to the continuing levels.

Target Audience: 4+, this target audience is probably a little too low. We feel it should be 7+, because the instructions are not always simple words and students need to have a higher-level vocabulary in order to do some of the instructions.

Curriculum(s): This app could be used to enhance curriculum in multiple ways. One way would be for students to learn to follow instructions. Some students have problems following instructions and this software requires that you do. If you had a class that was struggling with this then it would be a good piece of software to help teach your students how to follow the rules.

Possible Environment(s) and why: This app needs to be used in a single user environment. We find this to be the case, because it would be hard for students to work in groups with this. Each student needs the chance to practice the instruction and then move on. It is very sequential.

Cost: There was no lite version and the app was fully free. Though there was a place where you could buy a subscription, but we could not find how much that would cost.

What is this Software: This is a piece of coding software, that would also be considered a drill and practice and problem-solving app. There are apps within the apps. The teacher can put the apps in her “playground” that she wants students to access. The app’s color scheme was very simple but pleasing to the eye. It is great for students, because it will not distract them. The color scheme is a crisp white with a bright, but not too bright orange. The developer, Apple, makes this app where you do not have to know a thing about coding, instead there are built in lessons. The app also features many challenges and suggestions to guide you along the way.

Impression/How you would use in classroom: This app gave us a great impression. Students can learn how to code along with playing educational interactive games. We found the apps within the app to be very useful and felt this could be something we used in our future classrooms. We could use this app if students were needing to learn how to follow directions or if they need to be more challenged on a subject area. This app could be used for all types of levels within the classroom. The only thing we felt lacked was that we could not find the in-app purchases if there were any or the subscription fee.

Does software pass: This software does pass for one basic educational purpose. It has great versatility and students of all levels could learn important things off it.

