

Title: Swift Playground

Version: 3.4

Publisher/ Producer / Creator: Apple

Target Audience: 4+, but we think that the target audience should be older, probably middle school range, as the coding aspect is difficult.

Type of software: Problem Solving. In this app, the user is presented with a problem (like navigating your way around the cliffs to get the gem) and must create a code to solve it!

Curriculum(s) (Possible environment(s) and why): Swift Playground is ideal for a computer science curriculum, or perhaps a math curriculum for lower grades. The teacher would need to explain the app and probably have a few trial runs with the whole class in order to maximize learning, as the content would be difficult for anyone who has never coded before. We could see this being an end-of-the-year or end-of-unit day of exploration.

Cost: Free

Description Paragraph: The app has playground categories to choose from. Once a choice is selected, there is a description and instructions for each underneath. Some headings make sound effects, depending on the game. There are cute characters and pleasing sounds; the 3D graphics are visually appealing, which cushions the difficult content within!

Impression and Usage Paragraph: App is easy to navigate but hard to understand content, probably not child user friendly without supervision. Coding might be used for higher grade levels. Takes practice and would need teachers help with directions. Overall a good app just lacks content importance. Graphics are 3D and 360 is a plus for those who need visuals to work with. Font and colors are appropriate for the data and content the app provides.