Evaluation Write-Up

- Ansley Alphin and Hailey Hicks
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    - Swift Playground

Title	Swift Playground
Version (if there is one or if it is one of a series)	Version series: 3.3.1
Publisher or Producer	Developer: Developer Tools Department Apple Inc Seller: Apple
Target Audience (if your opinion differs from the publisher, state that)	4+ but we recommend 8+
Type(s) of software with your justification (can be more than one)	- Problem Solving and Simulation
Curriculum(s)- How does it (or can it) fit into the curriculum	This app can fit into the curriculum for a history lesson because we can use it to explain how people used to write things with different language than we did. It can also be used in a technology class to teach coding.
Possible Environments and Why	Single User because they can work on the coding and work their way up from the coding to build their playground.
Cost (is there a free and a paid version)	Free
In-App Purchases?	None

Describe the software (1-2 paragraphs):

"Assume I know nothing about the software. There needs to be enough description so that I can visualize this software"

Impressions of the software/how it can be used in your class (1-2 paragraphs):

"Include good and bad aspects of the program and/or things that were well done. For example, navigation was easy, screen design was good, sound effects were used effectively, and feedback was effective and immediate…"

- This app uses problem solving and simulation software. The problem part of this software is because the problem is shown in the beginning where the children have to use the code and break the code in order to use the playground. After the children figure out the code they are able to move the playground around and switch things around. The simulation part is used in this app because it simulates real-life. In order to build a house, people have to figure math and architecture out. They cannot just begin from scratch and begin building. There are many factors that go into it and this app shows that by breaking the code and then the children can use that for their playground.

The user first watches the tutorials to learn how to code then move onto challenges so that they can eventually be able to code on their own. There is a "learn to code" section where the child is able to play a game and learn how to code. As the user completes more codes, it gets more difficult.

- This software can be used in our classrooms because it can fit into the curriculum by using the code. We can include this app in a history lesson and show the students that there are other languages than English. We can teach them the different languages that have been used in history. The navigation of this app was a little confusing at first, but it was easy once you did one of the codes. The app requires no previous knowledge of coding, so this makes it easier to use. The screen design was good because it looked enjoyable and children will be excited about the coding so they can work on the simulation part. We do think this app would be better for students age 8+ because of the level of difficulty.

"Do you disagree on anything (from publisher or any review)"

- We did not disagree on anything from the publisher because they created this app to show children that they can learn and explore how coding in this app is the same coding as when people build apps.

"Does the software pass **APPS**"

- Yes this software passed APPS.

ALL evaluations need to be saved in word and PDF. The individual software evaluations must be posted on the web (PDF version) (Word because you and your partner need to agree on the contents.)