

Title: Swift Playgrounds (by Apple)

• **Version:**

Version 3.2

• **Publisher or Producer:**

Apple

• **Target Audience:**

The publisher has in the description that its age range is 12+ but Apple age rating is 4+.... This makes no sense to us, but we think that the 12+ is more believable than 4+

• **Type(s) of software with your justification:**

This is definitely a tutorial type of software. This application is set up to teach users how to code in an unbelievably easy way. With step-by-step instruction along with visual representations for many different lessons, Swift Playground makes coding easy to learn and fun. After the user completes a new lesson, what they learned is then practiced. That is why we think it is also a Drill and Practice type of software as well.

• **Curriculum(s):**

We believe that this application could fit into the curriculum when the class is going over a sort of cause and effect type of lesson. This would also fit excellently into a technology class with its user-friendly attribute.

• **Cost:**

Free, we didn't see any in-app purchases.

• **Write a paragraph or two describing the software:**

This software is a great application that can teach almost anyone how coding works and why. There are many different practice tutorials that are easy to understand and enjoy as well. The lessons start the user at the beginning of a situation and builds up from that. We worked with the first lesson on coding and it explained what we were doing first then walked us through it while also being able to apply it to a game. This lesson showed us how to create the moving functions in a pre-created game.

• **Write a paragraph or two on your impressions of the software and possibly how you see the software being used in your class:**

We were absolutely surprised that this application was so easy and even fun to work with. We might've played with this application a little longer than necessary. We think that we could use this app as a way to treat students for good behavior, because they would think that they were playing a game and not learning so this makes it fun. We also think that we could incorporate a lesson that focuses on cause and effects. With the practices

in this app, students can learn that if one code is broken, the action that they were trying to produce won't work.

- **Does the software pass APPS:**

We believe that this is the best coding application that we have seen so far. It's easy to use and great for beginners without scaring someone off. This is why we believe that this software passes APPS.