# Swift Playgrounds

*Target Audience:*

Elementary to High School

*Curriculum:*

Teaching coding.

*COST: FREE*

*Software Description:*

The app has a simple sketch of an orange bird on a white background.

Once downloaded, it has a busy screen that has 'Create a New Playground' in black text and big font at the top of the screen on the left-hand side. On the right-hand side close to it, there is an 'Edit' and a 'Done' box you may click.

It has three categories of things you can click on: Learn to Code, Challenges, and Starting Points.

At the bottom of the screen, it has a fourth category called 'From Other Publishers' which allows you to find other apps.

If you hit done, it takes you to a blank blue page that says 'My Playgrounds' in the top middle center of the page. It has 'Locations' at the top left, next to Locations is a drawing of a pencil on paper which lets you create your own Playground code, which you can exit by hitting the four boxes at the top left-hand side of the page. There is a 'Help' box and a 'Select' box at the right-hand side of the screen.

At the bottom of the 'My Playgrounds' page is a pop-up box that says 'What's Next' with tutorials that you can take to learn how to code.

Each tutorial must download before you can take it, which takes some time. The app is a bit slow. On the create your own playground code, it has a timer at the bottom and a 'Run My Code' option to see what you have created. It has three dots and three lines at the top left hand next to the exit button where you can move between different playgrounds you have created. At the top right hand, there is a plus where you can add coding, and three dots which take you to tools, help, adding pictures and pdfs, recording movies, sharing, and advanced tools.

At the very bottom of the page, on the left-hand side, there is an undo button and a redo button. In the middle of the very bottom, there are some words you will likely need to add for coding, a delete or backspace button, a 'return' button, and an upwards arrow that lets you type directly on the page.

It takes a really long time to load and the noises are a bit annoying, but for children, it could easily be fun and make them more engaged in what they are learning. As a teacher, I would recommend that you have the children wear headphones to keep the classroom from getting noisy. The software seems both easy and advanced and children would need a lot of time to initially figure it out before they could use it to create their own, perhaps even doing a few tutorials more than once. The navigation was simple though the first page was extremely busy. The screen design is good and appropriate for the age group of middle school. The feedback was not exactly immediate but it is somewhat effective.

*Does it pass:*

*Yes.*