App Evaluations

Title	Swift Playground
Version	3.1 Updated 3 days ago 10/4/2019
Publisher	Apple
Target Audience	Rated for age 4 and up Specifically targeted audience is really at about ages 9-12.
Types of Software	Problem Solving Simulation
How software fits into curriculum and classroom environment	This app is specifically targeted at teaching the user how to code, but it can be used for so much more than that. It can be creatively challenging for a student, help them learn how to better follow instructions, and give them a break in between curriculum but still be doing something productive.
Cost	Free.
Software description	Apple specifically designed this software with built in lessons to teach the user how to code. It requires no coding knowledge. If the user knows how to read, they can use this

	app without a problem. The challenges within the app encourage experimentation, and creativity. Users can create their own playgrounds and build things suing code, or they can follow the built-in lessons. The app is well organized for maximum user-friendly use. The app is also very colorful and eye appealing.
Possible Implementations	This app could be used as a creative activity. Or a warm up activity in a lesson to emphasize the importance of following direction. It can also be used as a way to let student have constructive free time.
Does the software pass APPS?	My partner and I would utilize this app frequently and give it a passing rate.