

**Title:** Swift Playground

**Version:** 2.2

**Publisher:** Apple Inc.

**Target:** The targeted age group for this app is 4 years old and up. This app is best used for students in 1<sup>st</sup> grade through 5<sup>th</sup> grade. The app is a little difficult to navigate so I would not try and teach it to kindergarteners.

**Curriculum:** This app does fit into the curriculum because it allows students to learn how to code and understand how to use their new codes.

**Environment:** This app could be used inside or outside of the classroom. The app would be best used in the classroom though because it could potentially cause many questions.

**Cost:** The app is free with no upgraded versions.

**Description of Software:** This software allows students to make up their own codes and makes programming fun and comfortable. There are step by step descriptions which tell students how to follow along while making codes. There are mini-puzzles that also help with the coding.

**Impression of Software:** My impression of the app is good. It makes programming fun and easier to learn. This app could honestly be used in an older level setting such as middle school. It allows younger students to get an upper hand on material that most people do not use until they're older.

**Pass:** This software passes the education software evaluation form because it allows easy access to all aspects of the app and is free.