Title: Swift Playground

Evaluators: Kennedy Capps & Baylee Nahlen

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? ● Did you try things that were wrong and/or unexpected	•		It was a lot easier to use than the other coding apps.
Did the software crash?		•	
Was the content appropriate? Did it meet the user's needs?	•		I would feel comfortable using this with younger kids.
Were the screens appealing? ● Color, items on screen, sounds ……	•		
Is it easy to navigate?	•		
Is it easy to learn?	•		
Does the user need Supervision to use		•	
If the App required a response, was it appropriate? (right or wrong)	•		When we were wrong it corrected easy and was more of a self critique.
Were there bells and whistles? ● If so, do they enhance instead of detract? ● If not, should there be?	•		You are moving a monster through the app and this really enhanced the appearance instead

			of distract. It kept us interested.
Did you like using the App?	•		

What was the cost?
   ● Was there a "lite" version
     ○ If so, was it enough
		•	

Were there in-app purchases? ● If so, what were the additional costs?		•	
How does it compare to other apps that do the same?			It is a lot easier and understandable than other coding apps. This is an app that students would be able to navigate a lot better.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes

Child Development and Learning
   ● Subject Matter appropriate?
   ● Educational Focus?
	•		It was appropriate across the board, it kept a focus on coding and put what coding was in a

● Provides for Learning New Content? ● Follows Appropriate Teaching Sequence?			language for the child to begin and understand.
Individual ● Does it match individual's abilities? ● Does it meet individual's needs?		●	It didn't adapt to a specific child's ability like some of the other apps did.
Social/Cultural ● Bias? ● Commercialism Comments		●	There was no bias, no commercialism comments as the app was free and there were no ads or in-app purchases necessary.