

Grade: 1st

Curriculum: Coding/Problem solving

Technologies: iPads, Fisher-Price Think and Code-a-pillar, Swift Coding App

Students will first work through levels in the Swift Playground Coding app on their ipads, then they will recreate the course using manipulatives and the Fisher Price Think and Code-a-pillar. The recreations should be so the caterpillar is going through the same steps as the monster in Swift Playground level.