

Evaluation Write-up

Title: Swift Playground

Version: 3.1

Publisher: Apple

Target Audience: Ages 4+

Type of Software: Coding Software

Curriculum(s): STEM.

Possible Environment(s): Single user. Ipad only app. Play at home or in class.

Cost: Free

Description of Software: This app is a coding software that makes it fun to learn and experiment with code. Players solve puzzles in the guided “learn to code” lessons. With Swift Playgrounds, you can explore code and create programs that are fun to use. No prior knowledge of coding is necessary. Teachers can put apps in their “playground” that he/she wants students to access.

Impression: This app is fun to use with clear instructions and hints to help solve puzzles. The target audience says 4+, but we feel it should be for kids 12+ due to the vocabulary used in the instructions.

Does the software pass? Yes, but too old for younger students to do by themselves.