

## Educational Software Write-up

**Title-** Swift Playgrounds

**Version-** 2.2

**Publisher-** Apple

**Target Audience-** This is targeted towards children ages ten and older. Students could play this in class or at home on iPads. With this content, I believe there should be an adult around for supervision.

**Curriculum-** Swift playgrounds is an app made for students to learn coding. This app will teach them critical thinking skills, decision making, and problem solving.

**Cost-** This app is free with no in-app purchases.

**Software Description-** Swift Playgrounds is an iPad only app that teaches students Swift, which is a programming language made by Apple. The students play in an online world that incorporates alien creatures where they solve puzzles and challenges. When playing this game, students must work through the lessons and challenges to learn the swift programming language.

**Software Impression-** This app could be great if your school has coding standards for students to learn. The app is engaging and visually pleasing which means it could maintain student attention. The big drawback of this app is that it is iPad only so you would have to have that specific technology.

**Does the app pass?** Yes.