The app we evaluated was Swift playground, version 2.1 by Apple. They said it was appropriate for ages 4+ but this app wouldn't be appropriate for students younger than 4-5th grade. This was a tutorial app, since it had step-by-step guides to teach you a new skill. There was also some problem solving aspects of it, where you were told which code to use but you had to solve the puzzle using the different lines of code. This would fit into a technology curriculum or be a special topic for students who are interested in coding or program design. It is a single-user environment, and the teacher wouldn't necessarily need to be involved at all. This app is entirely free and even has free subscriptions that you can subscribe to to enhance and expand the software.

Swift Playground is a fun, interactive coding app. It has fun step-by-step tutorials that use animated characters to help you learn the basics of coding. Swift Playground also offers intermediate and "expert" coding tutorials that allow for skill expansion. There is also an open-sandbox world that allows for free coding and exploration. This is a great app to either begin your exploration of coding or expand the knowledge you already have!

We loved this app. Kayla and Carinna had some trouble with the Turtle coding app, but even this app was simple enough for us. The colors were entertaining and the app provided immediate feedback in the form of noises and stars/etc. Carinna would continue to use this app because she enjoyed learning coding so much. The steps were simple and easy to follow. Michaela said she would definitely love to allow her students to use this app if they were interested in coding.

This app passes with flying colors. Potentially our favorite from the group.