

Title: Swift Playground

Version: 2.1

Publisher: Apple Inc.

Target Audience: The publisher says 4+ but we disagree. It is a little more challenging than kodable so we would say maybe 7+

Curriculum: We don't know how this could be used in the classroom curriculum.

Possible Environments and why: We think this would be more at home because it is like a game. You do learn while playing it but it doesn't pertain to any of the four main subjects taught in the classroom.

Cost: This app is free

Describe the software: When you open the app you have a little world and a character named byte. You have to type what you want byte to do on the left side and push run my code to see if he makes it to his spot. You use coding terms and if you don't know what it means there is a glossary button that will help with definitions. Each level becomes more and more advanced.

Impression on the software & how it would be used in class: We like this software, but we think it is a little too advanced. If this app was used you would have to give some background knowledge or have a tutorial on how to do it. We also don't know how we would use this in the general education classroom. If the students had a technology class this would be a fun game to teach the kids.

Pass or fail: Fail