
Swift Playground

Version: 2.2

Publisher: Apple Inc.

Target Audience: 4+

Curriculum: This app can be used when teaching students to code.

Cost: Free to download

Description of Software: The software uses built in lessons to teach kids how to code. Users start with the interactive lesson, Learn to Code 1. Then they can move onto Learn to Code 2, etc. The user also has the option to create his/her own playground. There are many interactive lessons students can learn through, lessons such as code machine, sensor arcade, battleship games, etc.

Impressions of Software: We were very impressed with this app because it gave step by step detail on what to do next. A lot of the apps were so broad that a lot of students might not know what to start with but with this app it gives an option of a starting point. The interactive lessons will keep students engaged and will allow them to have fun learning to code!

Does it pass? Yes, it passes!

