


Title	 Swift Playground
Version	3.2
Publisher or Producer	Apple, Inc.
Target Audience	4+
Types of Software with your Justification	This app was created as a tutorial to teach coding to beginners. It could be drill and practice as well since you can reinforce your learning skills through the app. Discovery Learning also plays a part since you can choose which tutorial to learn from whenever you want.
Curriculum	I see this app being used in a technology class for students, however I think it would for students older than what it advertises.
Cost	Free

<p>Description of the Software</p>	<p>Upon opening this app I thought I was still in the app store at first glance. It is set up in a similar style by offering different “Playgrounds” or tutorial sessions that you can choose from and has “Get” next to it the same way Apple does with its apps. This app also offers different challenges you can do that implements the coding and different templates that you can choose to create your own projects. Then after beginning a playground it saves it in “My Playgrounds” for you to access later. It also gives you the option to upload the project to your computer to access there.</p>
<p>Impression of the Software</p>	<p>Although Apple did create this app, we think it would look better if they created it with a different design to make it different from at least the app store. It has a lot to offer that we’re unfamiliar with and the first playground we did was the first step to learn how to code. It was easy to understand what it wanted but not to work it. This one wasn’t tested out very long since it was so confusing.</p>
<p>Pass APPS</p>	<p>I’m not sure this app does pass apps, it is easy to navigate but not easy to learn but it is also free for anyone to use which would benefit children. This app is not really visually appealing as far as its layout or organization and not content appropriate for someone as young as four. This app would be directed to older children maybe around 8 or 9 and up.</p>

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Evaluators: Lindsay Lewis & Megan Scott

<p>Questions</p>	<p>Yes</p>	<p>No</p>	<p>Comments/ Notes</p>
<p>Have you played enough to know every aspect?</p>		<p>X</p>	

<ul style="list-style-type: none"> Did you try things that were wrong and/or unexpected 			
Did the software crash?		X	
Was the content appropriate? Did it meet the user's needs?	X		Content is appropriate for older children and would probably meet the needs of someone who is more familiar with coding other than a beginner.
Were the screens appealing? <ul style="list-style-type: none"> Color, items on the screen, sounds 		X	The set up was boring since it looked just like the app store and even in the tutorial it seemed plain with its graphics.
Is it easy to navigate?	X		
Is it easy to learn?		X	
Does the user need Supervision to use?		X	
If the App required a response, was it appropriate? (right or wrong)			Response depends on the tutorial or challenge performed
Were there bells and whistles? <ul style="list-style-type: none"> If so, do they enhance instead of detract? 		X	

<ul style="list-style-type: none"> If not, should there be? 			
Did you like using the App?		X	
What was the cost? <ul style="list-style-type: none"> Was there a "lite" version If so, was it enough 			Free
Were there in-app purchases? <ul style="list-style-type: none"> If so, what were the additional costs? 		X	
How does it compare to other apps that do the same?			This app would be low on the list for us when it comes to coding. Out of the 3 discussed it would be the least used.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning <ul style="list-style-type: none"> • Is subject Matter appropriate? • Educational Focus? • Provides for Learning New Content? • Follows Appropriate Teaching Sequence? 	X		
Individual <ul style="list-style-type: none"> • Does it match an individual's abilities? • Does it meet an individual's needs? 	X		
Social/Cultural <ul style="list-style-type: none"> • Bias? • Commercialism Comments 		X	