

Swift Playgrounds

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Publisher: Apple Incorporated

Version: 2.2

Target Audience

The app has an age rating of 4+. We believe that this app could work for those ages. This app is simple to learn and to use. Children will think that they are just playing a game when they are using it. This app can be defined as a tool and problem-solving app. This app is a tool because students can use this app to make coding creations, even from scratch. This app is a problem-solving app because some of the options on this app lead to games in which the children have to figure out how to solve the levels.

Curriculum

We believe that this would fit into the curriculum during free time or during technology learning. This app would be most effective as a single user type of environment. Because this app is structured the way that it is, there cannot be any collaboration on the levels. The app is strictly a one-person app. Students can each have their own iPad and complete the levels at the same time.

Cost

This app is absolutely free. There are no in-app purchases on this app. This app does not offer different licenses; it only has a single user license.

Software

The app begins at the main screen where the user can pick to do things like learning to code, making games, or creating their own coding. If the user picks the game labeled as 'Hello, Byte', the user gets to scroll through an interactive powerpoint on the app about what they are going to do. Then the app takes them through the basics of coding for this particular game. It does this by having the user click buttons (i.e., turn left) to tell a monster where to go. When the monster has collected the gem from the level, the level is finished and the chapter moves on to the next stage of developing that



particular game. This continues until the user has completed the chapter/made this game.

This app is a tool app as well as a problem-solving app. It is a tool app because the user can use it to create unique coding creations of their own. It is also a tool because the user is making that type of game/app whenever they play through the levels. The app is a problem-solving app because the user has to figure out how they are supposed to go about completing the levels. Although, most of the time the app gives hints as to what the user needs to do.

Impressions

When we first opened this app, we thought it was going to be too confusing for the elementary grades like Mimo was. However, we were proved wrong. The games that the coding app had that went along with the normal coding explained it in a way that even a four-year-old could understand.

The app made learning to code super easy because of the games. Students do not know that they are learning! The characters were nice and cartoonish which is wonderful for younger children. The app was very colorful. It had a nice screen layout with the buttons towards the bottom of the screen and the game towards the top. There are games for beginners and for intermediates. There was not anything bad about this app. The response time on the screen was great as well. The sounds were really good for kids.

Does the software pass?

This app passes our evaluation because we feel like elementary students could actually learn to code very easily through the help of the games provided in this app.

