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Evaluation Write-Up

App Title: Swift Playgrounds

Version: 3.4

Publisher/Producer/Creator: Apple

Target Audience: The publisher says that it's appropriate for 4+ but I think it would be best suited for later elementary students and older. Reading skills have to be proficient since there is a lot of reading involved in learning how to use the code, as well as reading the code itself to use it.

Type(s) of Software: I would say this is definitely a problem-solving software as well as tutorial and discovery learning. The problem of figuring out which tasks to complete are presented and the user has to use commands and functions to figure it out. The software also teaches you how to code step by step and the user can choose how they want to learn to code by selecting their own playground.

Curriculum(s): At this age, coding may not really fit into any one subject or content area. However, it's a great tool to teach students how to think, develop resilience, and other executive functioning skills, which do affect students' performance in every content area. It would be a great app to allow students to play when they finish an activity early, when they arrive at school or are waiting for dismissal, or when transitioning between activities.

Cost: This app and most, potentially all, content is free. I couldn't find any playgrounds that required payment but there may be some out there.

Software Evaluation:

When you open the app, several "playgrounds" appear. These are just different games for learning and applying coding skills. The user is encouraged to start with the "learning to code" playgrounds. These provide an overview and general tutorial of coding which can be applied to all other playgrounds. When you select a playground, a description of what it is and beginning instructions are displayed. Some games have different codes written for you that you simply select

from, and others require you to write the code yourself to carry out the actions of the game.

I like this app even though I don't really use coding or computer programming much if at all. I can see how it would be a great game to introduce students to the concept of computing as well as foster those executive functioning skills. Development of those at the elementary age is critical. It seems very complex, but I am also not a coding type of person. It's great for older students, but even they might become frustrated with the games and want to give up. The vast selection of different playgrounds should combat this and cater to a variety of interests and skill levels.

Does the software pass **Review?** Yes

Does the software pass **Evaluation**? Yes