

1. Grade/ Audience: 1st/ Student and Parent
2. Curriculum: Coding and Problem Solving
3. Tools: Swift Coding App, Fisher-Price Think and Code-a-pillar
4. Students will complete several levels in the Swift Playground Coding App on their ipads, then they will pick a course to recreate using the Fisher Price Think and Code-a-pillar. The goal of the recreation should be to make the caterpillar travel the same steps as the monster in the Swift Playground App.