Swift Playgrounds
Version 2.2
Apple Inc.

Target Audience: Ages 4 and up. We think it might be harder for younger kids, so we can see it starting at age 8 instead of 4.

Curriculum: This app can be used to help code in education.

Cost: It is free. There are no in app purchases.

Description: This app is a fun way for students to experiment with coding. With puzzles, you can learn to decode with challenges that are "engaging and unique." Since the app is game-like, it makes it more engaging and inviting for children.

First Impressions: We thought this app was cute and so fun for students. We do not think that this would be practical for third graders, so we probably would not use this in our future classrooms. This would be great for older students though.

Pass: no