

- **Title:** Swift Playgrounds
- **Version:** Version 3.1
- **Publisher:** Apple
- **Target Audience:** The description on the app store says it's 12 and up and we agree with this sentiment. However, the age rating says 4+ and we definitely do not agree! Twelve is most definitely a good starting age.
- **Type:** We would say this app type is Tutorial. We think it's tutorial because the students would be learning something completely new. While this could be something they had been introduced to already, it would most likely be teaching them how to code and giving them majority of the information.
- **Curriculum:** This could not be used in our grade level curriculum, but it could be use in junior high/high school curriculum to introduce coding to students who show an interest in coding for their future careers.
- **Cost:** There was only a free version and although there are multiple challenges, coding lessons, and starting points to download—they all seem to be free as well.
- **Description of the software:**
This app is made for teaching people of all age ranges 12 and up how to code. It introduces a character after clicking on "Learn to Code 1" named Byte and you have to use different codes to help Byte collect gems. It introduces different codes in a step by step way, where you can see how "moveForward ()" and "turnLeft()" affect Byte and his movements. It also introduces debugging code and various other aspects of coding.
- **Impressions:**
We thought this app was pretty awesome. It was easy to navigate and easy to learn how to code Byte to help him collect the gyms. Even when you

messed up, it was easy to see how to fix the problem and the app included hints, if necessary, to figure out how to fix certain problems. The main problem with this app for us was the age appropriateness. It would be great for 7-12 grade, but not for our choice of 3rd grade. The background music was not overdone at all and the bells and whistles that were included enhanced the app a lot.