I think that Grasshopper coding is a great way to introduce coding to any grade level, especially 6th grade. The app is available for all web browsers, iOS, and Android. Grasshopper is a tutorial based app which can benefit both beginners and those with more knowledge. Depending on how well the student knows coding, can determine where they start in the app. For example, those who are total beginners can start with the fundamentals while others who know some things in coding can start with an intro course. I also believe that this app is easier to understand than most coding apps. It tells you exactly how to do something and what it is looking for when you are solving a problem. Teachers can utilize this app to help the students become more comfortable using Java and getting the students to memorize what they are learning in class.

The app, Grasshopper coding, was created by David Rutten at Robert McNeel and Associates. This coding app can target any user age group if they are interested in learning code. Grasshopper coding does is free with no additional in apps cost. The game was quiet until you have completed the small problem which it rewards the user with a celebratory chime. If the user gets the answer wrong, it

encourages you to look at the example it has provided and try again. The app had a color screen and a pleasant format that was easy to learn and follow. Additional things that Grasshopper coding provides the user is that it shows them when they first started learning how to code. This way they can see their progress through the lessons it provides. The app also keeps track on what javascripts you have learned and provides examples on how to use it if you have forgotten.