

Swift Playgrounds

- ◆ Publisher/Producer/Creator
 - Apple
- ◆ Target Audience
 - 4+
- ◆ Kind of materials
 - Coding games
- ◆ Hardware
 - I Pad only (Specifically an apple original, no tablets)
- ◆ Curriculum
 - This app is limited to coding classes.
- ◆ Cost/Licensure/Additional Purchases
 - The app was free. The licensure is a site license. There is opportunity to share (through airdrop, messages, email, etcetera) your specific playground and anyone that has it may access it. There were no additional in app purchases.
- ◆ App Content
 - Upon playing around with the app for a mere five minutes, there was already an error with the app. We thought it was interesting to be able to share the playground with friends. When we first started playing with the app, we thought it was going to be all kinds of fun games, but it was only coding. You have to put in a code to pass through a level or succeed and win the game.
- ◆ Impression

- o We did not like the app and we would not use it. The minimum age was four years old, but us as grown women were deeply confused. It was not easy to navigate and was actually not structured well at all. We do not think that we would be able to use it in the classroom unless it was a computer applications or coding type class. There were some sound effects, or better stated, elevator music that played during the games. It had a bit of color, but overall, I think it is intended for an older crowd.
- ◆ Does Swift Playgrounds pass review?
 - o Yes
- ◆ Does Swift Playgrounds pass evaluation?
 - o No