Swift Playground

Evaluators:

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Version:

3.4

Publisher/Producer/Creator:

Apple, Inc

Target Audience:

Grades 4 and up

Types of Software:

Tutorial, the app taught how to code and showed how to step-by-step throughout.

Curriculum:

Swift Playgrounds could be used in a variety of settings. It could be used in a classroom by giving the students a fun break time with ipads and it still allows them to be learning. It could also be used in a computer lab setting that teaches coding.

Impresion:

Initially, the app appeared not to be as entertaining as other coding apps targeted towards kids. This could make some of the younger students not as excited to get on the app. Although, the monster characters on the thumbnail made up for it. There is also a wide variety of options to choose from to start learning how to code, there is even a section at the top that shows you the order to go in.

Review/Evaluation:

Although this app is not as colorful or expressive as another coding app, CodeSpark, it is still,or even more, informative for teaching how to code. This app teaches coding in a fun way, but without the"child-like" graphics.

Description:

When getting on the app, there is initially a screen that is filled with a majority of white space. Along the bottom, there gives the option to select "more playgrounds". By clicking this, it takes you to a variety of different

playgrounds to choose from. Each of these playgrounds teaches a different section of coding ranging from the basics, the fundamentals, designing your own photo editor and challenges like rock, paper, scissors. When clicking on a coding lesson, half of the screen is directions of how to code and the other half has a monster. On the basic lessons, your job is to move the monster along the land it is on. After you have completed each task successfully, you can earn a gem.

Questions	Yes	No	Comments/ Notes
Have you played enough to know every aspect? • Did you try things that were wrong and/or unexpected	yes		This app is pretty straightforward and does not have a lot of extra items.
Did the software crash?		no	
Was the content appropriate? Did it meet the user's needs?	yes		
Were the screens appealing? • Color, items on screen, sounds ……	yes		Depending on the age group.
Is it easy to navigate?	yes		
Is it easy to learn?	yes		
Does the user need Supervision to use		no	For older kids, this app wouldn't be good for younger kids.
If the App required a response, was it appropriate? (right or wrong)	yes		
Were there bells and whistles?		no	

Swift Playground

• If so, do they enhance instead of detract? • If not, should there be?			
Did you like using the App?	yes		There wasn't much to it but it was free.
What was the cost? • Was there a "lite" version o If so, was it enough		n/a	It was free
Were there in-app purchases? • If so, what were the additional costs?		no	
How does it compare to other apps that do the same?			Compared to the Code Spark it was simple and content heavy but it was free so it was straight to the point.
Additional Comments			

Developmentally Appropriate

Questions	Yes	No	Comments/ Notes
Child Development and Learning • Subject Matter appropriate? • Educational Focus? • Provides for Learning New Content?	yes		

Swift Playground

• Follows Appropriate Teaching Sequence?			
Individual • Does it match individual's abilities? • Does it meet individual's needs?	yes		
Social/Cultural • Bias? • Commercialism Comments		no	