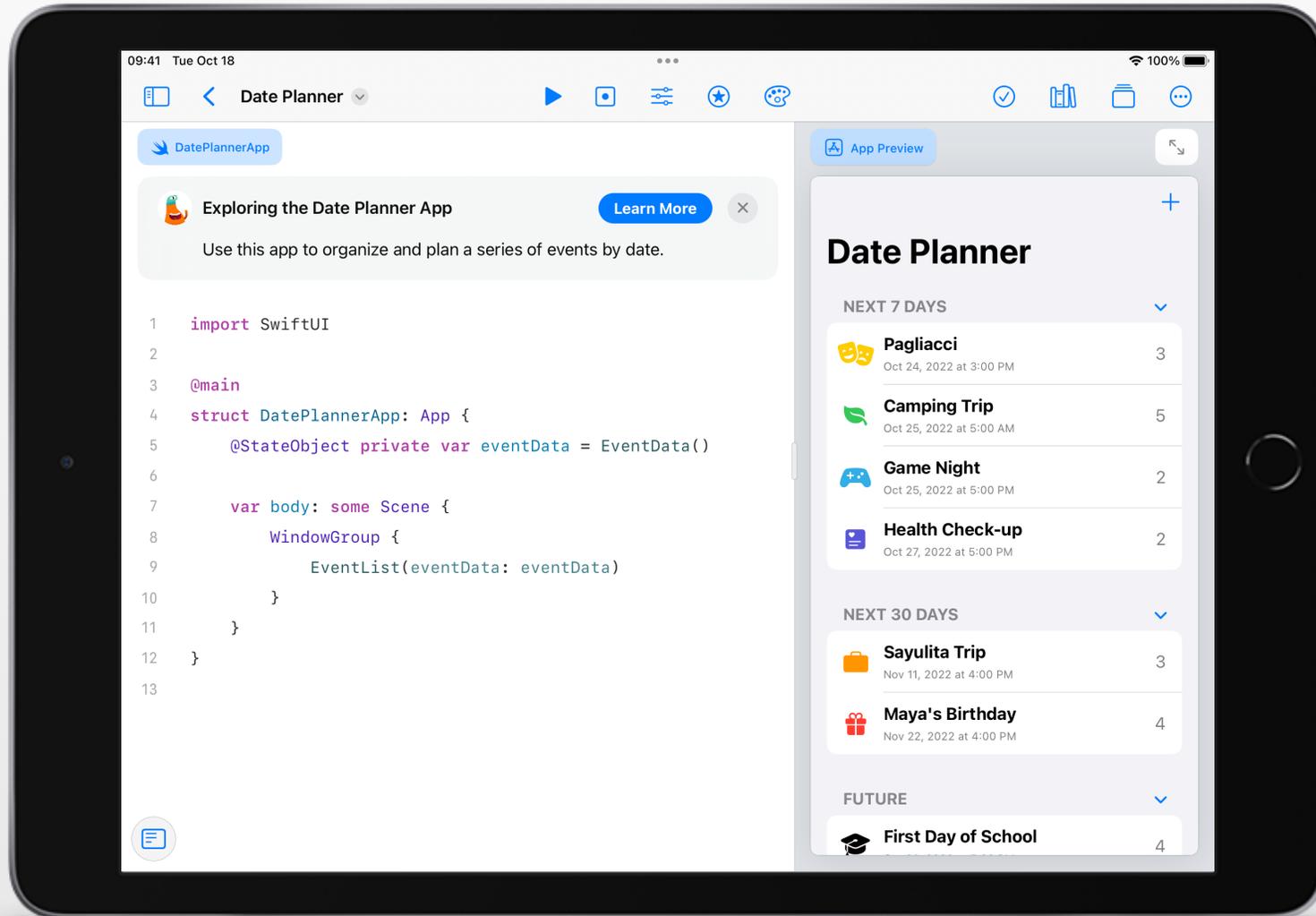


Apple Everyone Can Code Curriculum Guide



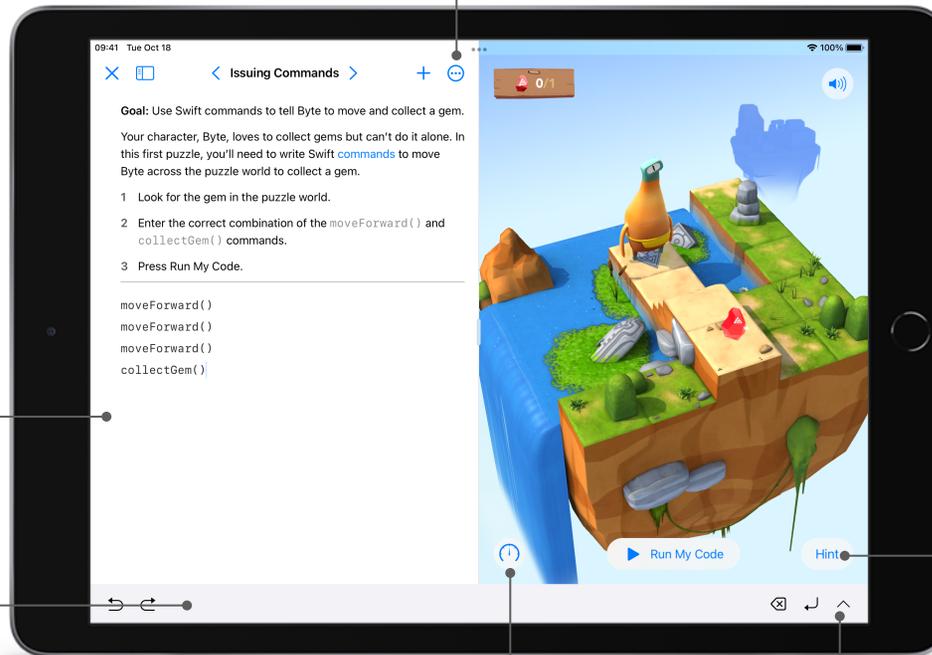
Explore Swift Playgrounds

Real Swift code. At the heart of Swift Playgrounds is the same Swift programming language that's used to build many of the leading apps in the App Store today.

Interactive environment. Create code on the left side of the screen, and instantly see the results on the right with just a tap.

Touch to edit. Drag complex structures that wrap other code — like loops and function definitions — around existing code. Just touch the keyword, such as *for*, and the drag controls appear onscreen.

Shortcut bar. QuickType suggestions for code appear at the bottom of the screen, which let students enter the code they need by just tapping the shortcut bar.



Built-in glossary. Definitions help students understand specific terms.

Record and share. Students can record what they do onscreen to demonstrate their work.

Immersive animations. Each section starts with an immersive animation that relates coding concepts to real life, aiding in student understanding.

Accessibility. Swift Playgrounds is designed with accessibility in mind. It takes advantage of the many powerful accessibility features of iPadOS and macOS, including Switch Control and VoiceOver. And it even provides additional voice commentary on the actions of characters as students control them with code.

Helpful hints. Students can get help along the way if they get stuck. In many cases, hints change dynamically as students enter code.

Review code. Students can run code faster or slower, or they can step through it to highlight the lines of code as they execute — making it easier to identify where errors might occur.

Onscreen keyboard. A keyboard designed for Swift provides quick access to the numbers and symbols most commonly used in Swift code.

Everyone Can Code Projects

It's easier than ever to teach and learn app design and development using Swift Playgrounds on iPad and Mac with new [Everyone Can Code Projects](#). Available in the Apple Education Community, these step-by-step resources help educators guide students as they develop essential skills while creating apps that solve problems they care about.



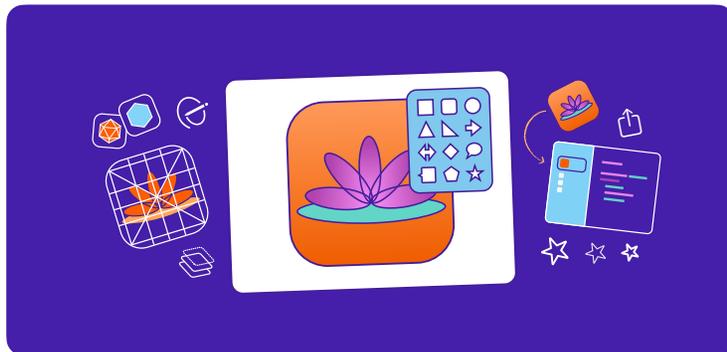
Design a Simple App (2 hours)

Guide your students to create a simple app prototype in Keynote for anything they can dream up.



Build with Stacks and Shapes (1 hour)

Introduce app development by experimenting with colors, sizing, and placement to create a unique app interface.



Design an App Icon (1 hour)

Inspire students to apply design principles to create a memorable app icon for any topic.



Build Custom Shapes (1 hour)

Empower your students to take their app interface to the next level by coding custom shapes with SwiftUI.



Everyone Can Code Puzzles

Designed for students in grades 4 and up, *Everyone Can Code Puzzles* is a guide to Swift Playgrounds that reinforces problem-solving strategies and critical-thinking skills through over 45 hours of flexible activities. Each chapter helps students build on what they already know, experiment with new coding concepts, apply their understanding, and creatively communicate how coding impacts their lives.

[Download Everyone Can Code Puzzles >](#)

Chapter 1: Commands (3 hours). Students learn the importance of clear, precise commands. They organize code into sequences to achieve a goal, and they investigate the use of commands in everyday digital technologies.

Chapter 2: Functions (3 hours). Students explore the power of functions by grouping commands into a definition they can use over and over. They code a function to choreograph a robot dance routine, and they consider the types of functions that everyday digital technologies might use.

Chapter 3: For Loops (3.5 hours). Students recognize patterns in the world around them and in their code, and they learn how to use loops to write code that's more efficient.

Chapter 4: Variables (4 hours). Students learn about how computers store information, and they explore coding using variables to keep track of data and create flexible programs. They investigate how changing the value of variables changes the program output.

Chapter 5: Conditional Code (4 hours). Students explore how Boolean logic helps us make decisions in our everyday lives and in code. They practice writing conditional code to anticipate changing conditions.

Chapter 6: Types and Initialization (5 hours). Students explore how programmers use types to code more efficiently. They learn how to describe types according to their methods and properties.

Chapter 7: Functions with Parameters (4 hours). Students investigate procedures that require additional information to ensure the desired outcome. They learn how to make their functions more flexible and powerful by using parameters to provide additional detail.

Chapter 8: Logical Operators (6 hours). Students explore scenarios that require them to consider multiple factors before they make a decision. They learn to use logical operators to respond to multiple conditions.

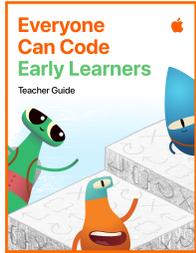
Chapter 9: While Loops (4.5 hours). Students explore the power of a while loop for repeating a section of code until a condition is met.

Chapter 10: Arrays and Refactoring (5 hours). Students learn about storing data in arrays, and they explore how using arrays and refactoring can help simplify their code.

Inspiration Journal. Students create a journal based on each chapter's coding concepts, responding to prompts and completing activities that connect their personal lives and ideas to code.

Teacher Guide. Designed to support teachers at any level of coding experience, this guide provides inclusive learning experiences, assessment ideas, and tips to support a range of learners. Included in the guide is the alignment to Computer Science Teachers Association (CSTA) K–12 Computer Science Standards for Level 1B (Grades 3–5), which covers the Algorithms and Programming and the Impacts of Computing concepts. [Download the Puzzles Teacher Guide >](#)





Everyone Can Code Early Learners

Designed for facilitators who teach grades K–3, this guide contains five modules: Commands, Functions, Loops, Variables, and App Design. Each module includes lessons that help learners explore new coding concepts through science, art, music, and more. Learners share personal experiences and ideas as they explore coding topics. They discover how code works through hands-on activities and challenges, and they apply their new skills by writing code in the Swift Playgrounds app. In the App Design module, learners begin to develop design thinking skills in a culminating app design project. [Download Everyone Can Code Early Learners >](#)

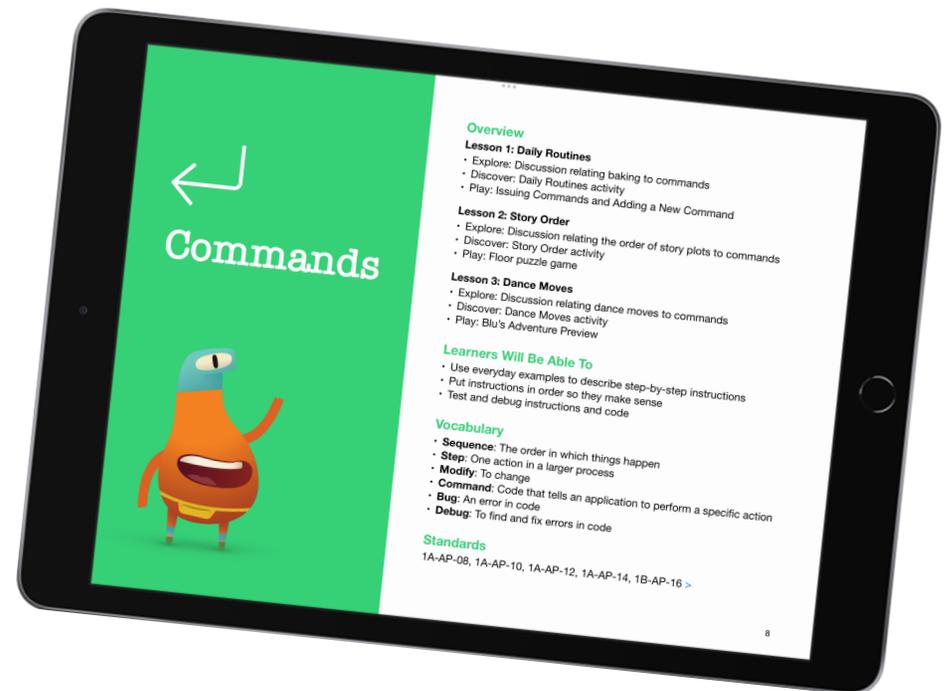
Commands (3 hours). Learners will connect everyday examples of executive functioning, language arts, and movement to code. This module focuses on describing step-by-step instructions, putting steps in the correct order, and testing and debugging commands in code.

Functions (3 hours). Through art, song, and social and emotional learning, learners will discover functions. This module targets deconstructing large problems into small steps, creating functions to solve a problem, and naming functions.

Loops (3 hours). Art, physical education, music, repeat! Coding topics include identifying a loop and looping sequences of commands to complete puzzles and tasks.

Variables (3 hours). Science, language arts, and community-building activities are used as the basis to learn variables. Learners will associate a variable name with a given value, change the value of a variable, and use different variable types.

App Design (3 hours). Inspire learners to solve problems they care about in school or in the community through a series of fun app design activities. They'll use design thinking, creativity, and empathy to invent an app idea.



Accessibility Tools

At Apple, we believe that everyone should have the opportunity to create something that can change the world. For educators who teach students with disabilities, we've made accessible resources to extend coding to all students.

Accessible guides

The Everyone Can Code student and teacher guides are optimized for VoiceOver and include closed-captioned videos and audio descriptions. Each lesson has been designed to include accessible content, activities, and practice sessions to help bring coding to life for all learners.

Swift Playgrounds and VoiceOver instructional videos

Teachers and students can watch instructional videos from the Hadley Institute for the Blind and Visually Impaired to help them get started using Swift Playgrounds with VoiceOver. Learn how to download Swift Playgrounds, orient to the puzzle worlds, use custom rotor actions, enter code, and solve a simple puzzle.

[View the collection of videos here >](#)



Swift Playgrounds Tactile Puzzle Worlds

Tactile Puzzle Worlds provides Unified English Braille, large-print text, and embossed graphics to help students who are blind or have low vision navigate the coding puzzles in Swift Playgrounds. Teachers can print the tactile graphics with their own braille embossers or order printed copies. Download Tactile Puzzle Worlds below for PDF versions of the tactile graphics and instructions on how to print or order copies for your students.

[Download Tactile Puzzle Worlds >](#)

Coding concepts in American Sign Language

Accessible videos in American Sign Language support Deaf students in learning to code. With closed captions and text transcripts, they're designed for everyone to understand and enjoy. And *Everyone Can Code Puzzles Teacher Guide* includes a range of American Sign Language videos that explain coding concepts. [View the collection of videos here >](#)



Join the Apple Education Community



The Apple Education Community is an online, professional learning hub designed for educators using Apple technology for teaching and learning. Find great resources and recognitions from Apple in the Learning Center, and learn from peers in the Forum — a collaborative space for educators to connect and share as a community. Membership to the Community is free, and the site is available on any device, anytime. Enjoy the benefits and [become a member](#).

Help learners go from their first line of code to building their first app. [Teaching Code with Swift Playgrounds](#) in the Community provides helpful instructions and video tutorials on navigating Swift Playgrounds, using the in-app tutorials, and writing code basics. And when you're ready, [Everyone Can Code Projects](#) — created for educators — help guide students through designing and building their first apps with Swift Playgrounds.

Learn more about these resources and explore the Apple Education Community at education.apple.com.

