A Quick Start to Code
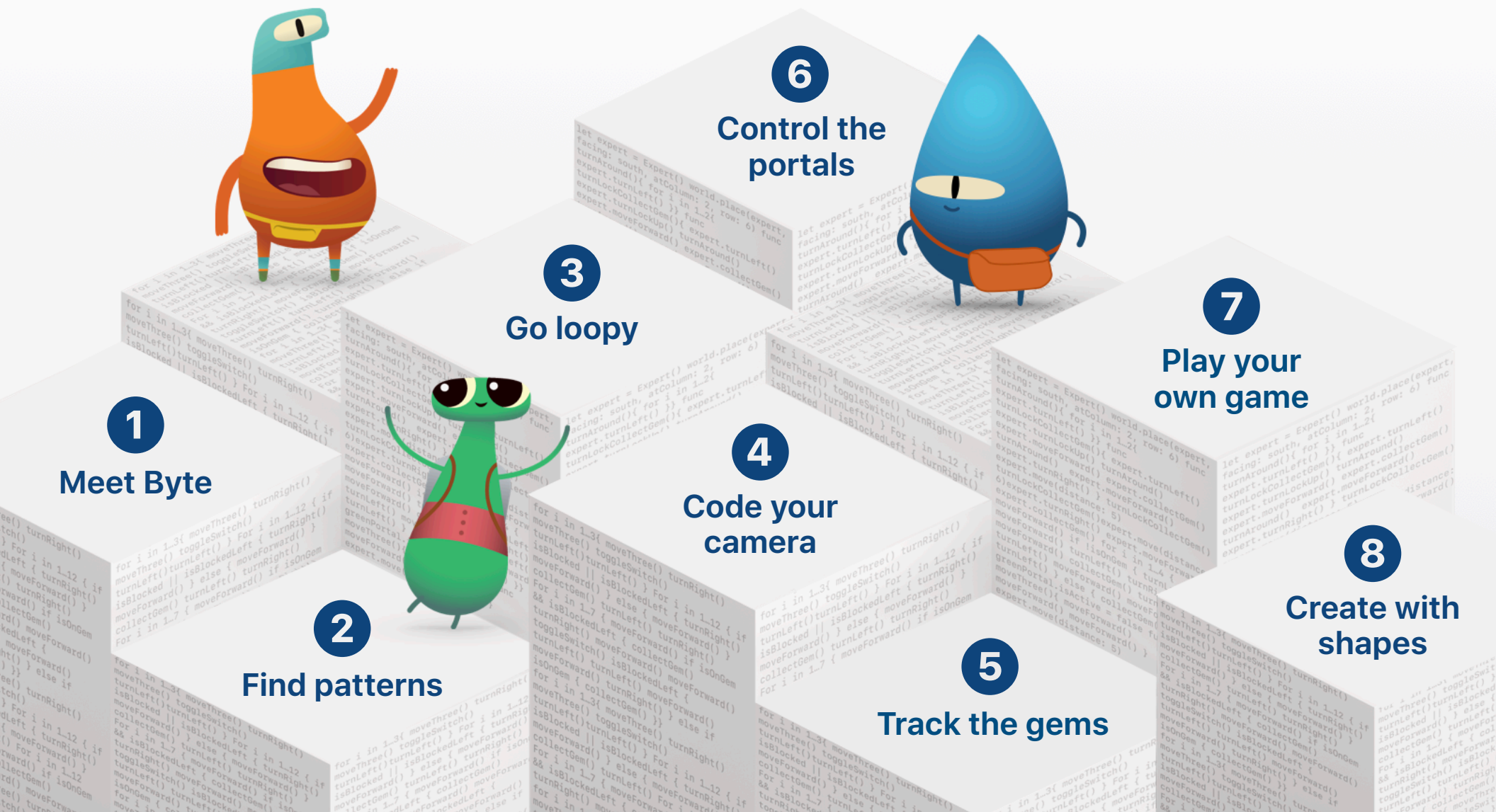
Anyone can learn to code on iPad or Mac with these eight activities designed for beginners ages 10 and up.

6 **Control the portals**

3 **Go loopy**

7 **Play your own game**

1 **Meet Byte**

4 **Code your camera**

8 **Create with shapes**

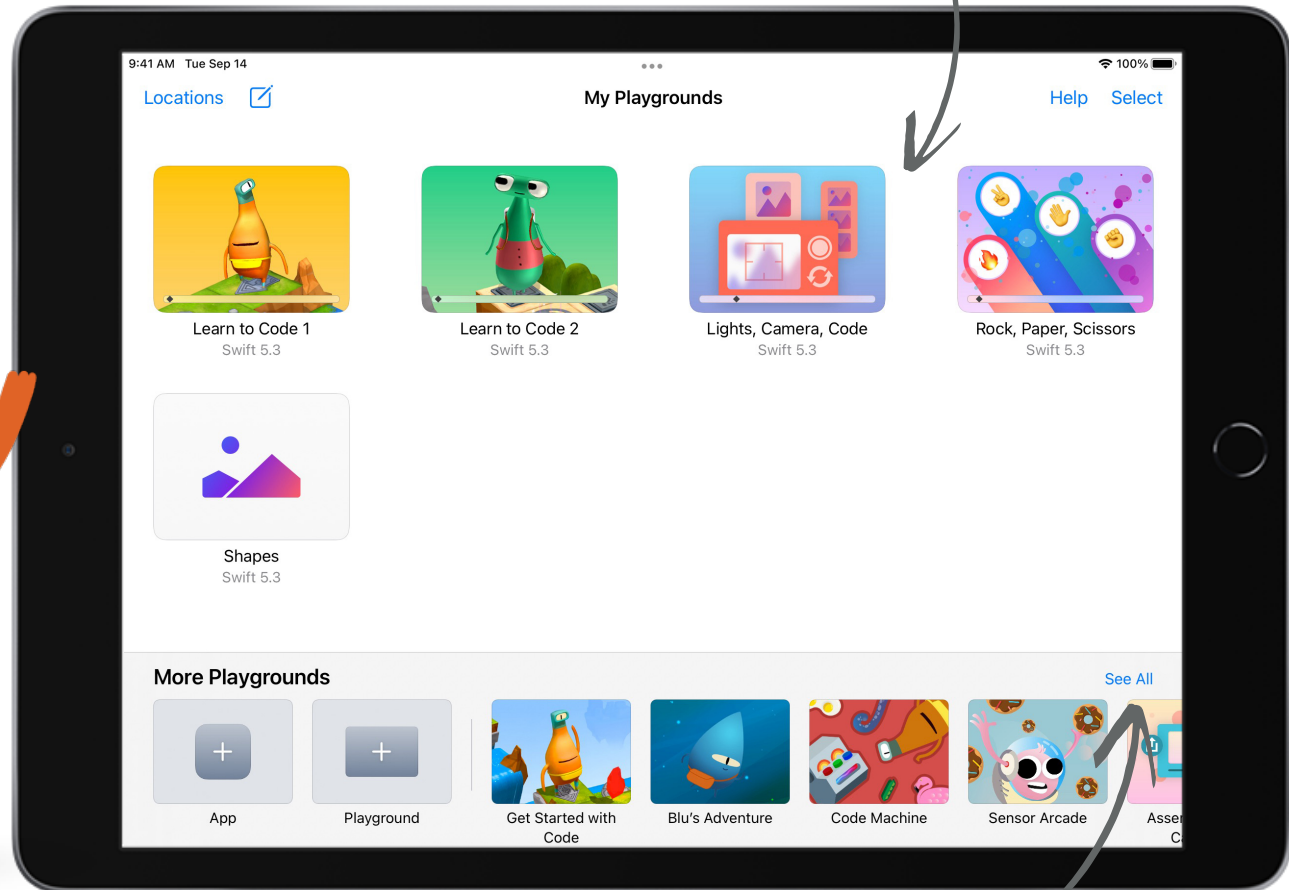2 **Find patterns**

5 **Track the gems**

Get Swift Playgrounds

Download the Swift Playgrounds app.*

Swift Playgrounds for iPad >
Swift Playgrounds for Mac >

Download these five playgrounds by tapping Get next to each one.

9:41 AM Tue Sep 14

Locations   ✎   My Playgrounds   Help   Select   🛜 100% 🔋

Learn to Code 1
Swift 5.3

Learn to Code 2
Swift 5.3

Lights, Camera, Code
Swift 5.3

Rock, Paper, Scissors
Swift 5.3

Shapes
Swift 5.3

More Playgrounds   See All

App   Playground   Get Started with Code   Blu's Adventure   Code Machine   Sensor Arcade   Asse... C...

Tap See All to see more Playgrounds.

The activities in this guide require Swift Playgrounds 3.4.1 or later on devices with iPadOS 14.7 or later or macOS 11.5 or later.

1 Meet Byte

Learn about commands in a sequence to solve puzzles with Byte.

Learn to Code 1

Open the Learn to Code 1 playground. Watch the introduction to Commands, then try these puzzles:

- Issuing Commands
- Adding a New Command
- Toggling a Switch

2 Find patterns

Learn how to create new behaviours for Byte and solve puzzles using functions.

Learn to Code 1

Open the Learn to Code 1 playground. Watch the introduction to Functions, then try these puzzles:

- Composing a New Behavior
- Creating a New Function
- Nesting Patterns

3 Go loopy

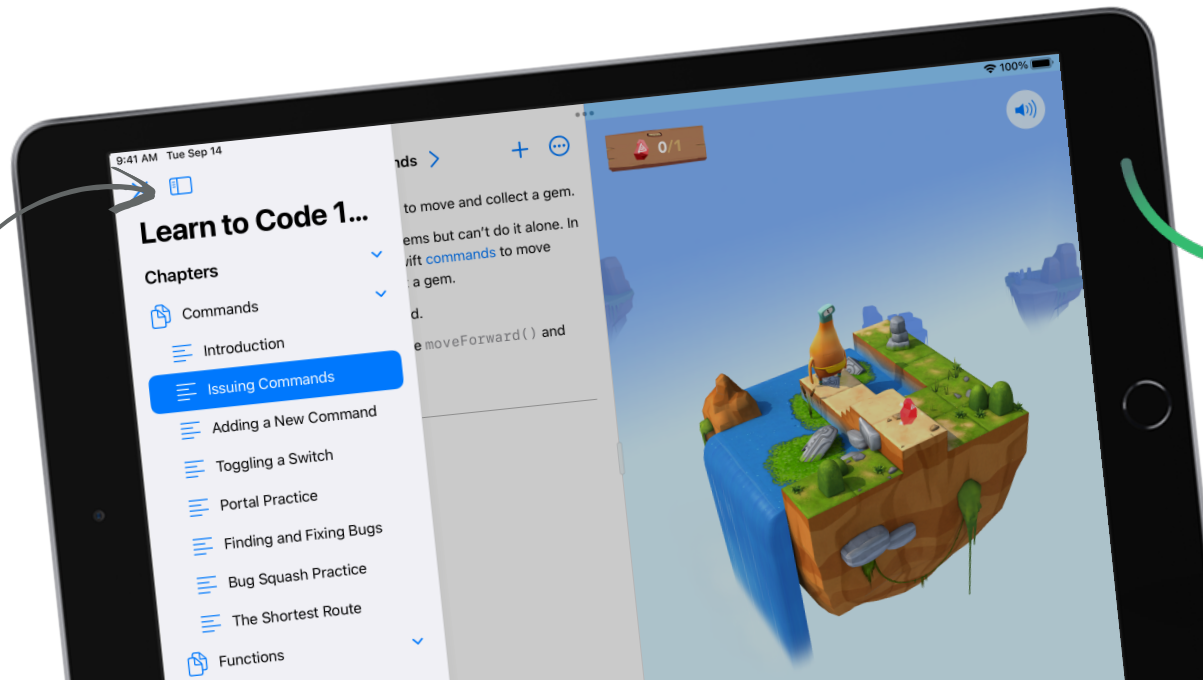Look for patterns, and use loops to help Byte collect all the gems.

Learn to Code 1

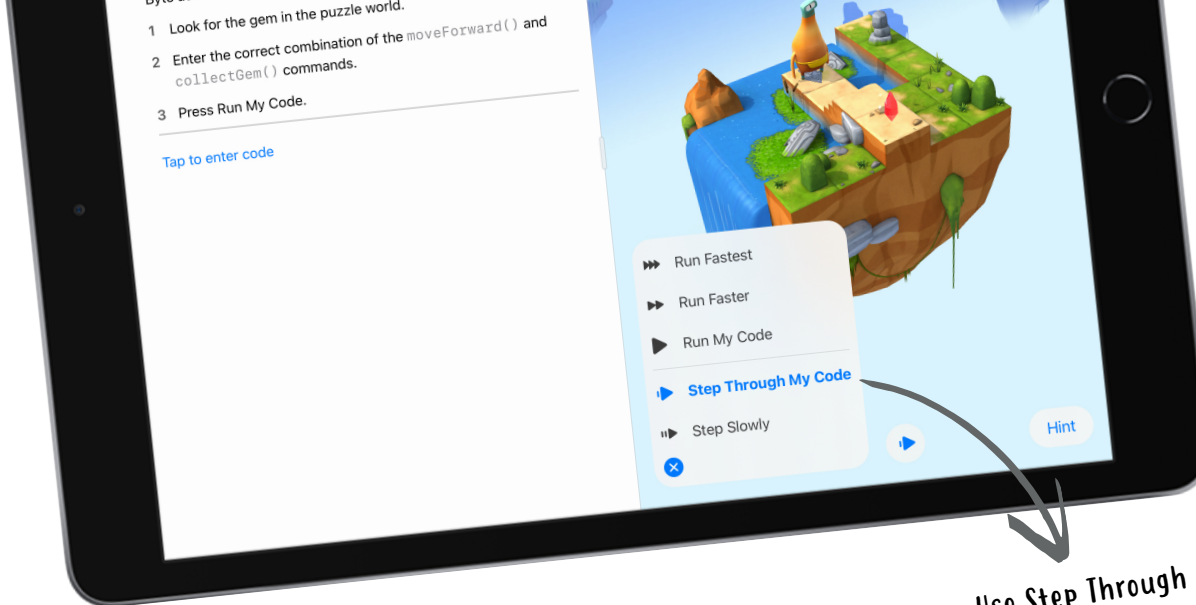Open the Learn to Code 1 playground. Watch the introduction to For Loops, then try these puzzles:

- Using Loops
- Looping All the Sides

Open the sidebar to see all playground pages. Tap a page or use the arrows to navigate between pages.

9:41 AM Tue Sep 14

Learn to Code 1...

Chapters

Commands

Introduction

Issuing Commands

Adding a New Command

Toggling a Switch

Portal Practice

Finding and Fixing Bugs

Bug Squash Practice

The Shortest Route

Functions

Byte an...
1 Look for the gem in the puzzle world.
2 Enter the correct combination of the `moveForward()` and `collectGem()` commands.
3 Press Run My Code.

Tap to enter code

▶▶▶	Run Fastest
▶▶	Run Faster
▶	Run My Code
▶	**Step Through My Code**
▮▶	Step Slowly

Hint

Speed up or slow down your code by tapping the speedometer icon.
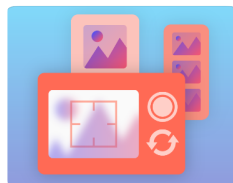
Use Step Through My Code to highlight each line of code as it runs.

④ Code your camera

Connect built-in components to create a camera and view photos on iPad.
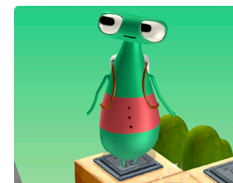
Lights, Camera, Code

iPad only

Open the Lights, Camera, Code playground. Watch the introduction, then try these pages:

- Starting with a Camera
- Seeing Your Photos

⑤ Track the gems

Use variables to keep count of the gems that Byte collects.

Learn to Code 2

Open the Learn to Code 2 playground. Watch the introduction to Variables, then try these puzzles:

- Keeping Track
- Bump Up the Value

6 Control the portals

Learn about types in Byte's world, and alter the properties of portals to switch them off and on.

Learn to Code 2

Open the Learn to Code 2 playground. Watch the introduction to Types, then try this puzzle:

- Deactivating a Portal

7 Play your own game

Code your own personalized Rock, Paper, Scissors game.
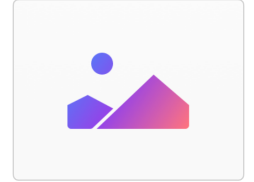
Rock, Paper, Scissors

Open the Rock, Paper, Scissors playground. Explore the rules and a sample game with these pages:

- Creating a Game
- Sample Game

8 Create with shapes

Create your own interactive project with shapes that move and change colour when you tap.

Shapes

Open the Shapes playground. Try adding shapes, images, text, and animations in these pages:

- Shape Graphics
- Touches and Animations

Touch and hold this handle, then drag to the left to play full screen.

Keep Learning

Everyone Can Code

Download Everyone Can Code Puzzles from Apple Books to go even further with Swift Playgrounds and explore the concepts behind your code. The guide includes fun activities to help you build on what you already know, experiment with code, apply your understanding, and learn more about the role of coding in our lives.

Swift Coding Club

Want to keep coding with friends? Check out the Swift Coding Club resources for kids, parents, and teachers to start your own after-school, lunchtime, or summer coding club with Swift Playgrounds.