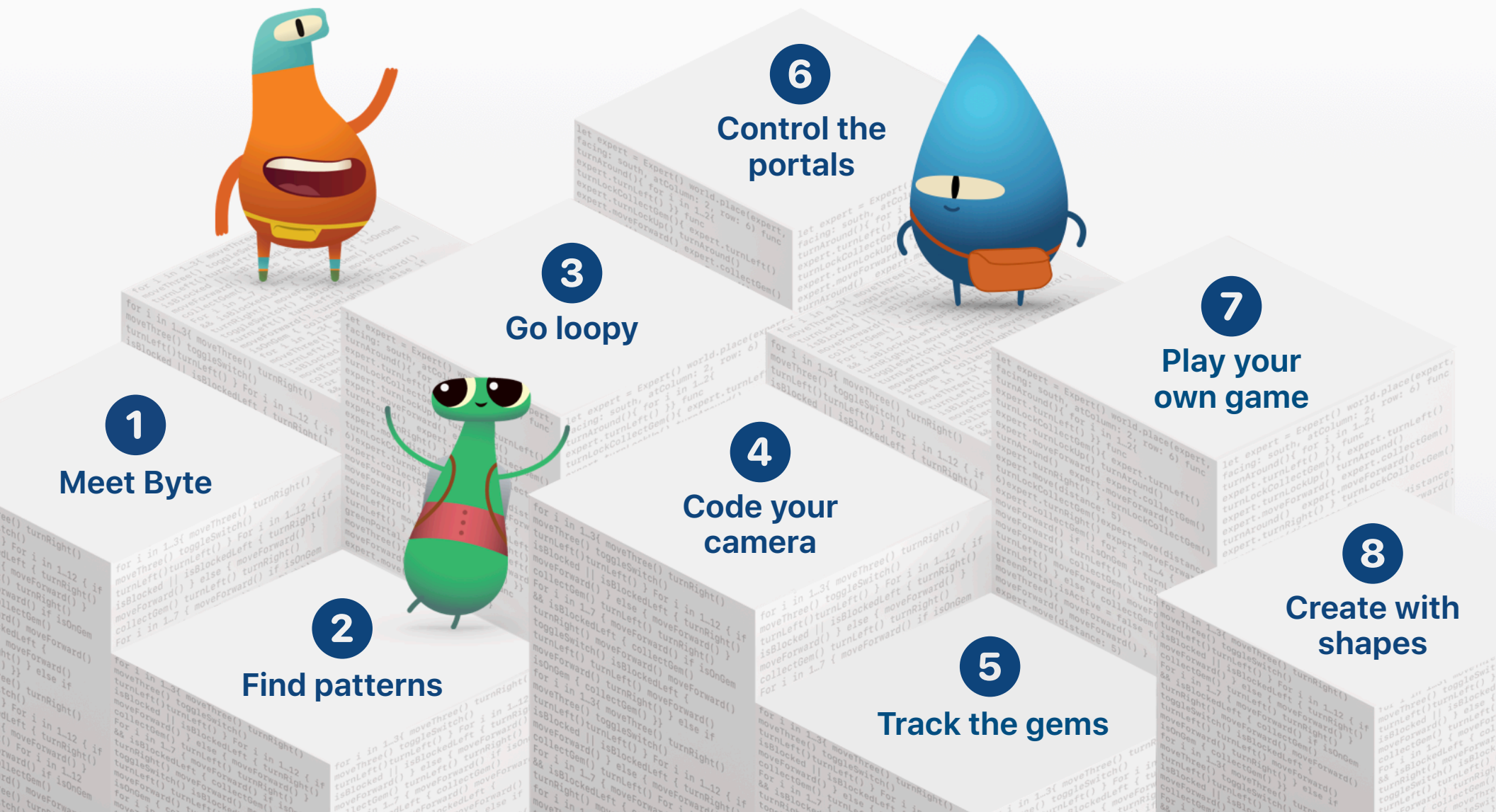




A Quick Start to Code

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



1
Meet Byte

2
Find patterns

3
Go loopy

4
Code your camera

5
Track the gems

6
Control the portals

7
Play your own game

8
Create with shapes

Get Swift Playgrounds

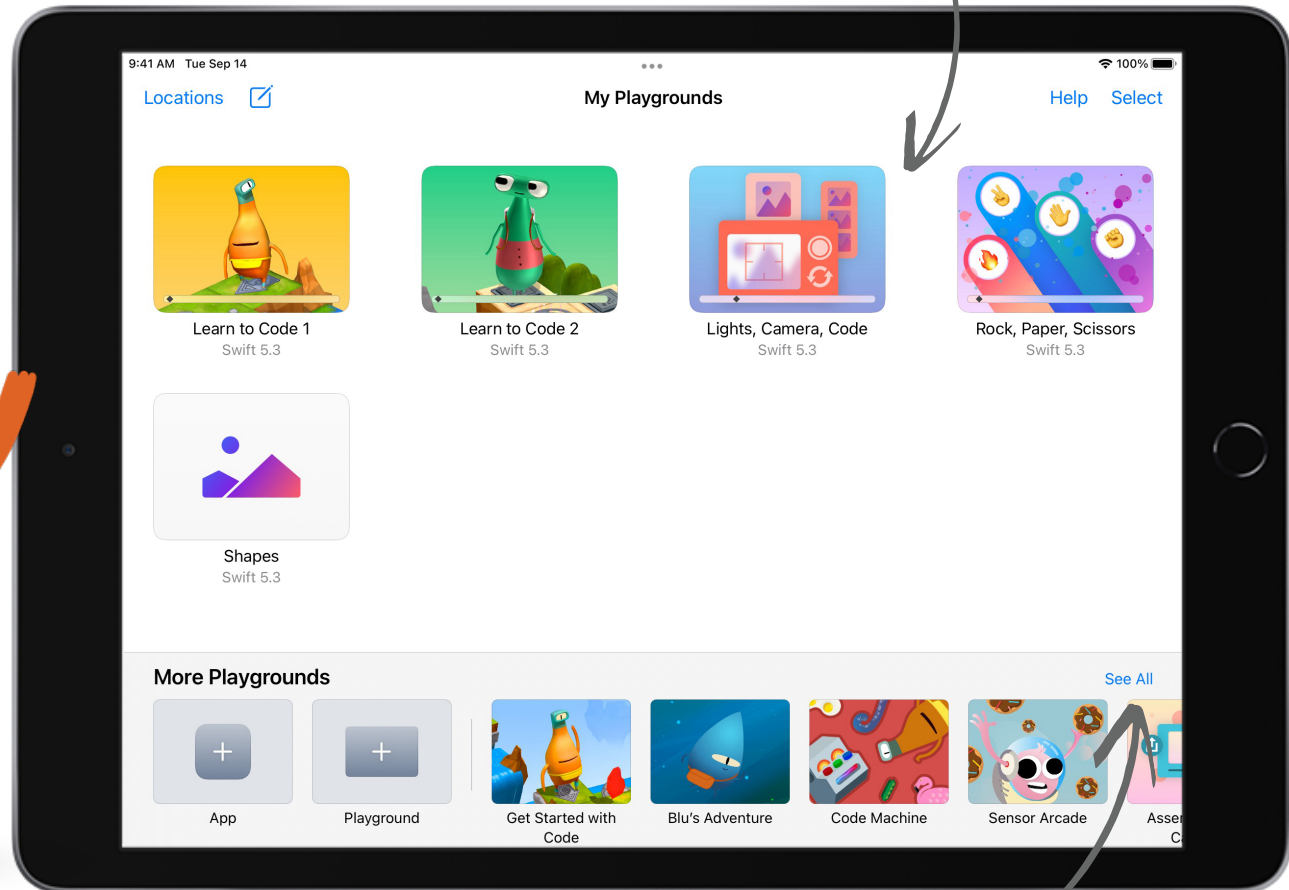


Download the Swift Playgrounds app.*

[Swift Playgrounds for iPad >](#)

[Swift Playgrounds for Mac >](#)

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



**The activities in this guide require Swift Playgrounds 3.4.1 or later, and a device running iPadOS 14.7 or later or macOS 11.5 or later.*

Tap See All to see more playgrounds.

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 Behaviour
- Creating a New Function
- Nesting Patterns

3 Go loopy

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

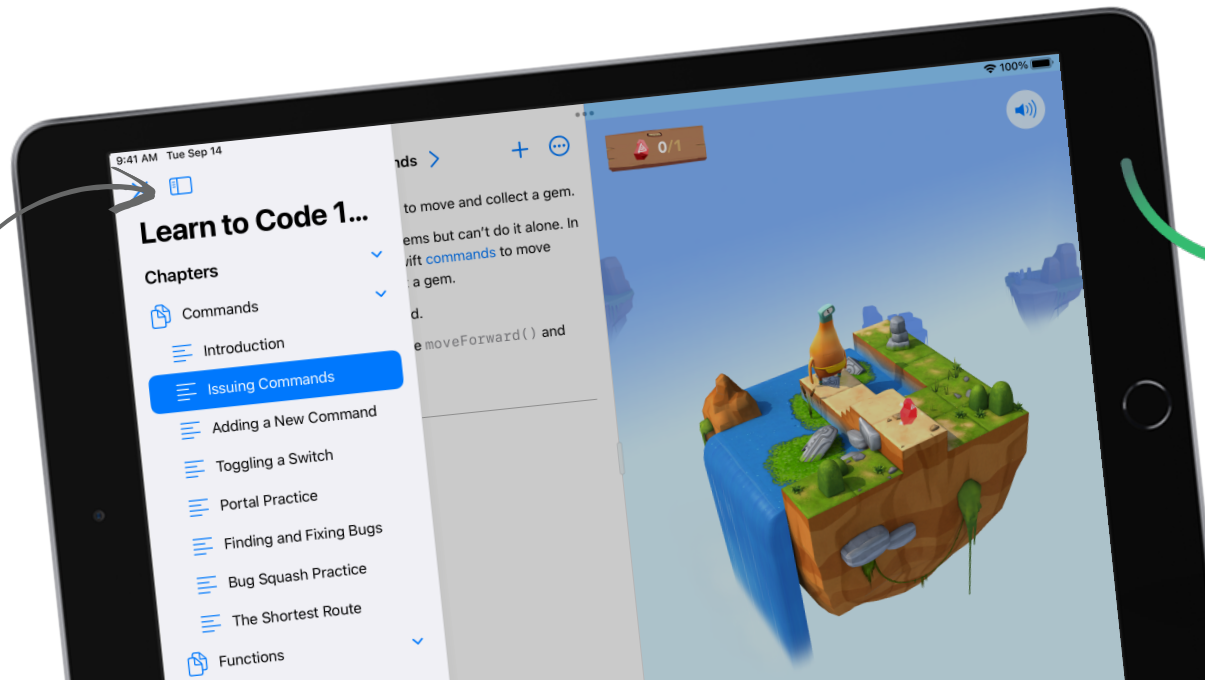
Learn to Code 1



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

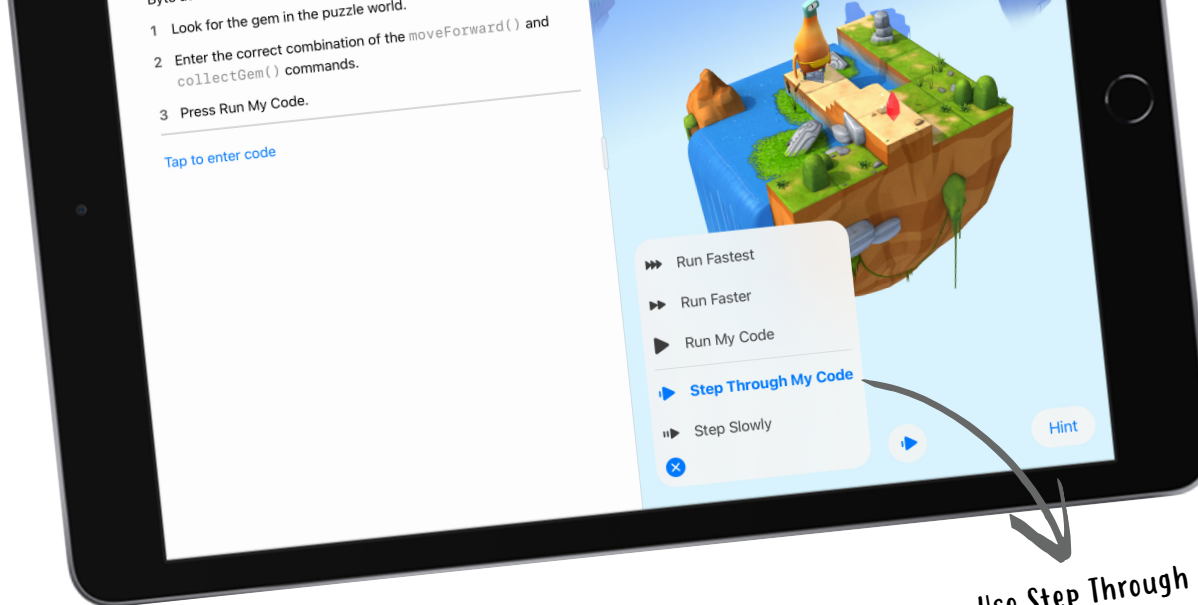
- Using Loops
- Looping All the Sides

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





Speed up or slow down your code by tapping the speedometer icon.



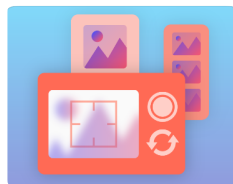
Use Step Through My Code to highlight each line of code as it runs.

4 Code your camera

Connect built-in components to create a camera and view photos on iPad.

Lights, Camera, Code

iPad only



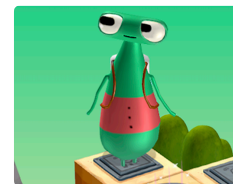
Open the Lights, Camera, Code playground. Watch the introduction, then try these pages:

- 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 how to 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 personalised 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 them.

Shapes

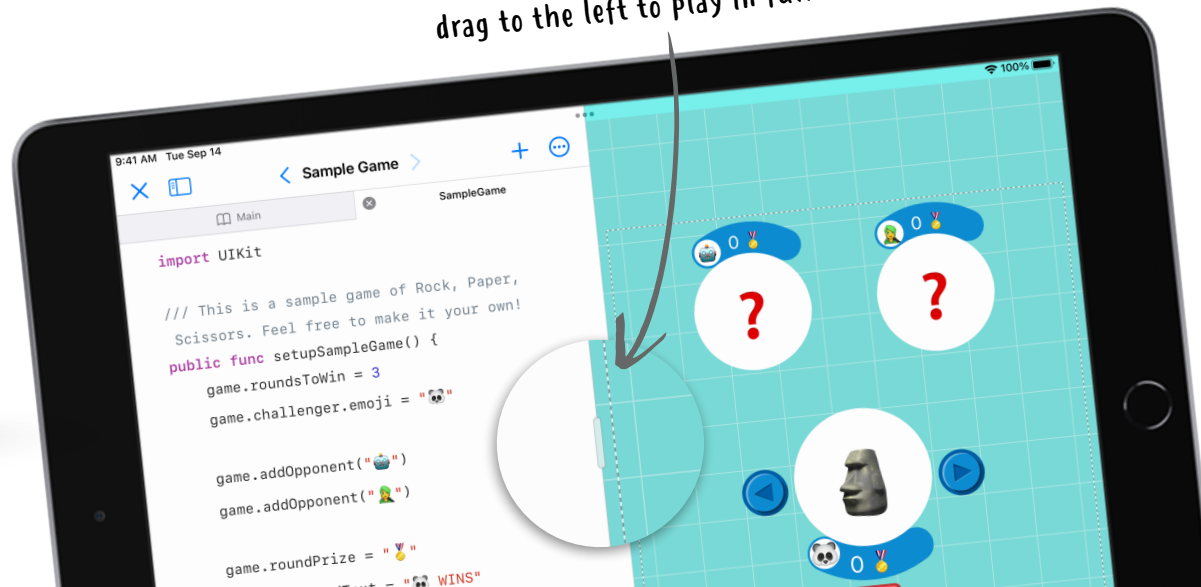


Open the Shapes playground. Try adding shapes, images, text and animations in these pages:

- Shape Graphics
- Touches and Animations



Touch and hold this handle, then drag to the left to play in 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. This 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? Take a look at the [Swift Coding Club](#) resources for kids, parents and teachers to start your own after-school, lunchtime or summer coding club with Swift Playgrounds.

