Celebrating You

Educator Guide

Learners personalize an app in Swift Playgrounds that celebrates a place or tradition that's important to them.

Explore and Personalize

1–2 hours

Modify the About Me sample project to share a place or tradition.

Expand

2–5 hours; optional

Add a photo gallery tab, or work in groups to design and prototype a Celebrating Us app.

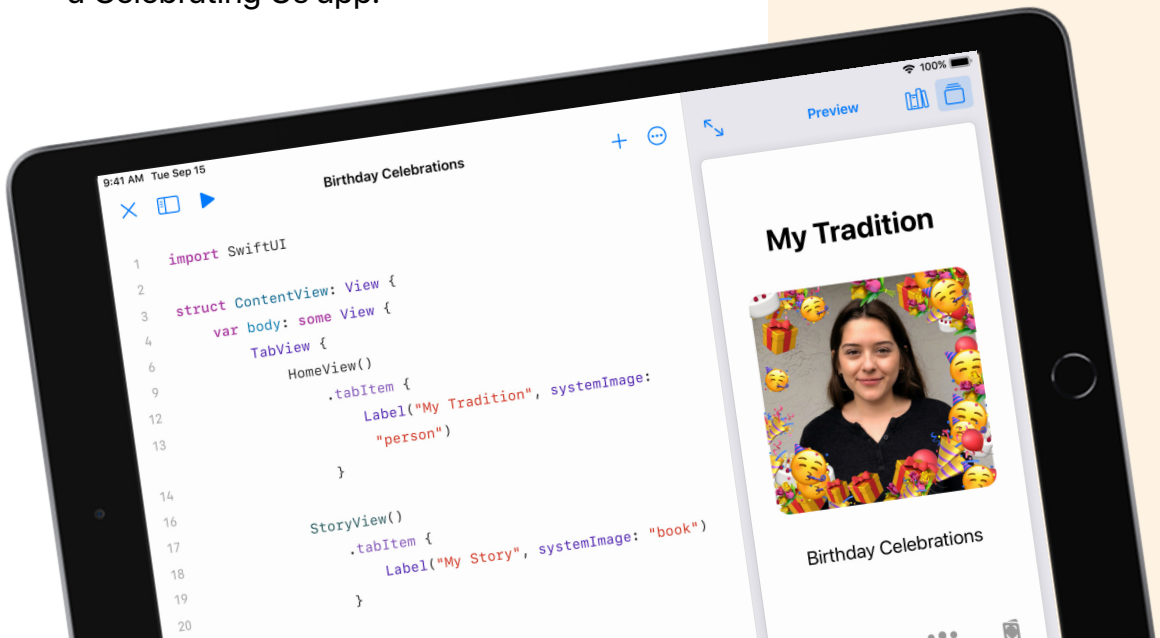
Use Swift Playgrounds on iPad or Mac

- Swift Playgrounds with iPadOS 15.2 or later
- Swift Playgrounds with macOS 12.4 or later
- About Me sample project in Swift Playgrounds

10+

Suggested for ages 10 and up.

Tip: *Sharing stories is just one way to use and modify the About Me sample project. Learners can follow these same steps for many other topics, such as a local environmental issue or a character in a book.*



Quick Reference for Swift Playgrounds

Get familiar with the buttons and features for app projects in Swift Playgrounds.

Files. Open the sidebar to add a new file or to show all files in the project.

Play. Enter the full-screen mode to interact with the app.

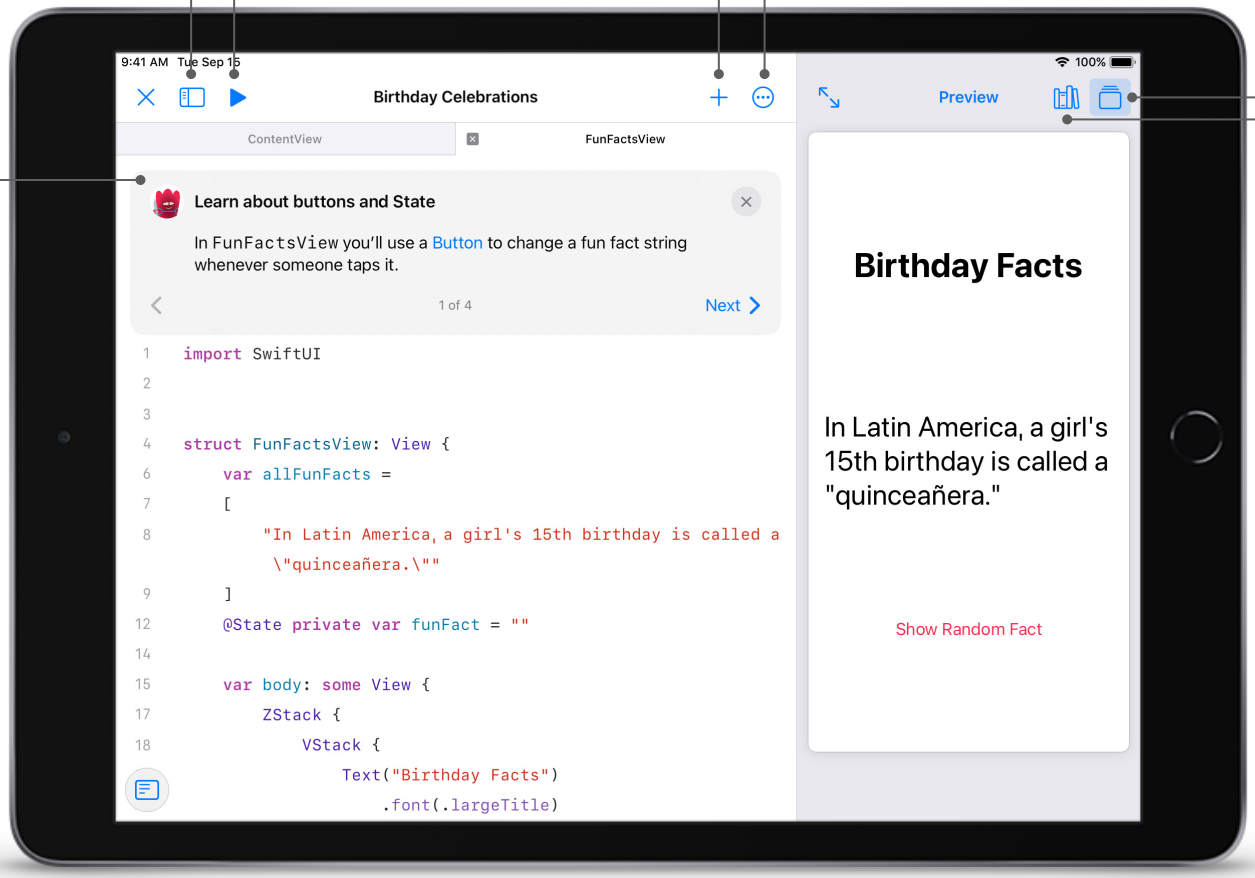
Add. Insert code snippets, SF symbols, and colours directly into the code.

More. Find built-in help, documentation, and sharing options.

Walkthrough. Read about the code that's highlighted in blue.

App preview. Watch the simulation of the app update as you code.

Guides. Review project walkthroughs and experiments.



Explore and Personalize

(1–2 hours)

Project Prompt

Create an app that shares a place or tradition that helps shape who you are.

1 5–10 min.

Discuss. As a group, talk about how technologies can facilitate conversations that open people's minds and hearts about places or traditions. Here are a few potential prompts to get started:

- How have you used social media or other technologies to share about a place or tradition — for example, a place you visit every year or a way your family celebrates a holiday — that's special to you?
- What apps or websites have helped you learn about a new place or tradition?
- What has your experience been with using these technologies to share your stories?

2 10–20 min.

Brainstorm Content. Ask learners to think about their chosen place or tradition, then plan what they want to share in Keynote, in Notes, or on paper.

3 5 min.

Tinker. Ask learners to open and explore the About Me sample project in Swift Playgrounds. Encourage them to share what they discover. Make sure everyone can locate the App Preview, the files, and the walkthroughs and experiments in the guide.

4 10–20 min.

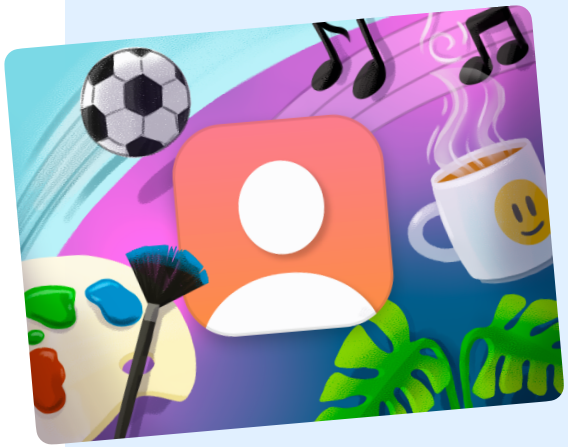
Explore Code. Have learners choose a walkthrough and experiment — such as Home Tab — and try all the suggested changes. Pair learners up and ask them to share their changes, if they found anything unexpected, or what they learned. Encourage learners to add or delete code to see the effect on the running app. Remind them to save copies of their project frequently so they can try new things while having the option to revert back to a working version.

Instructional Tips

Create a shared document where all learners can add common errors and ways to fix them, how to perform common tasks, and questions they need help answering.

As a group, come up with norms around creating a safe space to share personal stories. You can ask learners:

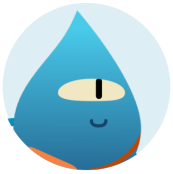
- What are the pros and cons of sharing personal stories?
- How can you create a culture of respect where everyone feels safe sharing their stories?
- What are some approaches for listening or sharing, such as using "I" statements?



5

25–40 min.

Personalize Code. Have learners customize the About Me sample project by changing the text, images, colours, and more to tell their unique story.



Customize the Home tab

Change the `Image`, `Text`, and background modifiers.

Experiment with various layouts and attention grabbers

Add content to make a scrolling narrative.

Customize the favourites tab

Play with `Spacer`, `ScrollView`, and `DisclosureGroup`.

Make it yours

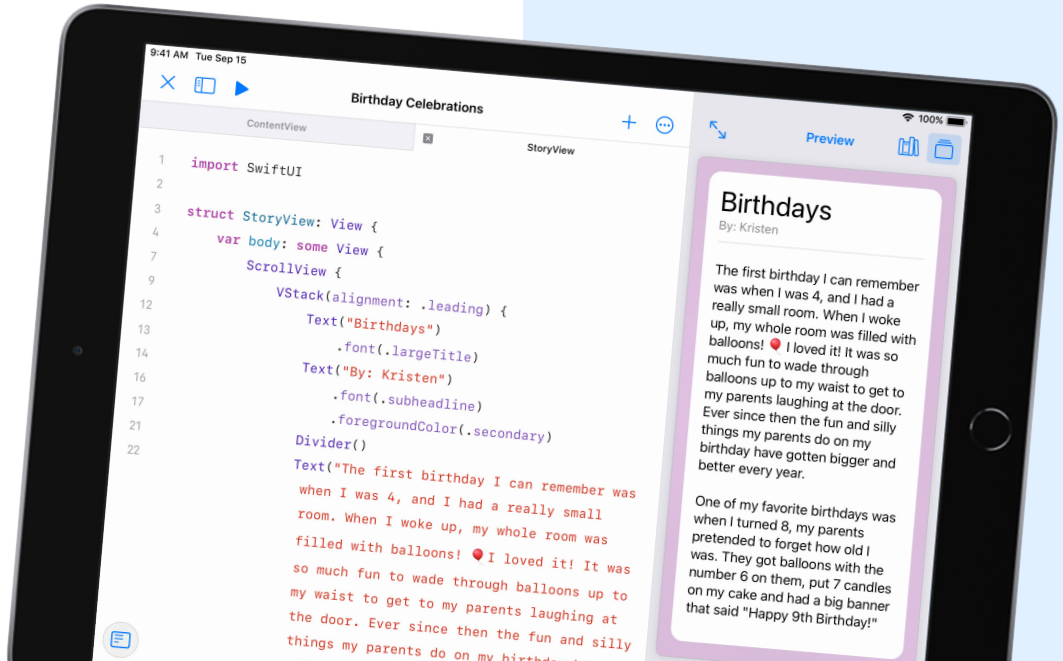
Edit an array and apply what you've learned to make this page unique.

6

10–20 min.

Share and Reflect. Demonstrate how to share a project (see Quick Reference for Swift Playgrounds). Have learners share, explore, and discuss their apps in small groups. Ask them to reflect on these questions:

- What did you learn about each other's places or traditions?
- Were there similarities or differences among the apps in your group?
- What were the benefits and limitations of this kind of app for telling stories and fostering conversations about places and traditions?



Instructional Tips

Help learners build skills to find answers on their own. You can ask them to:

- Find an example piece of code to copy and paste.
- Try using code completion to see what options come up.
- Check with others to see if anyone else has found a solution.

To share projects on iPad, tap the More button ⋯, tap Share Project, then choose to share using AirDrop, Mail, Messages, or another app.

Expand

(2–5 hours)

Continue projects with two additional activities designed to deepen understanding of code and help learners see how they can use technology to celebrate their stories.

Celebrating You Photo Tab

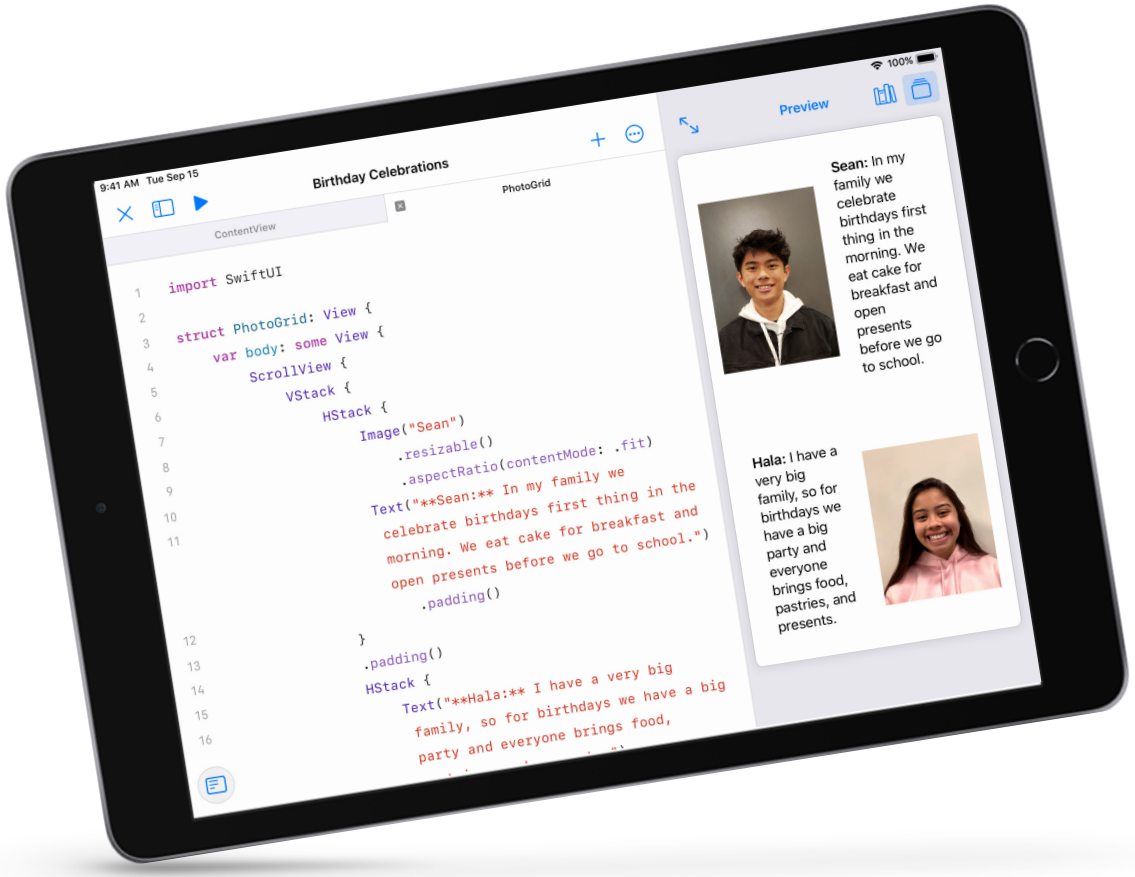
Objective: Design a new tab to showcase photos.

- 2–3 hours
- Stays within the About Me sample app in Swift Playgrounds
- Completed individually

Celebrating Us App

Objective: Design an app that can feature multiple stories.

- 3–5 hours
- Uses the Inclusive App Design activity
- Completed in small groups



Expand: Celebrating You Photo Tab

(2–3 hours)

Project Prompt

Add a photo gallery tab to your app.

1 15–20 min.

Discuss. Ask learners to talk about how photos could enhance the stories of their chosen place or tradition.

2 15–20 min.

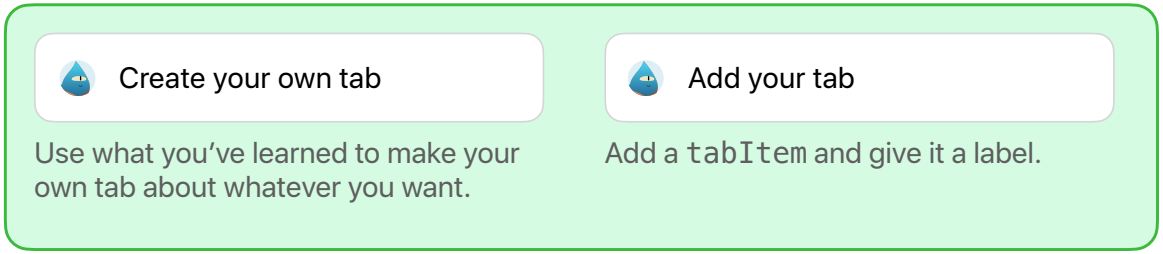
Plan. Have learners plan their new tab — including the layout, image descriptions, and how users will interact with the photos, such as scrolling through or tapping them.

3 15–20 min.

Collect Images. Give learners time to gather images and add them to the asset catalogue. See the "Customize the Home tab" experiment in the About Me sample project for help.

4 30–60 min.

Code. Ask learners to add a new file and tab for the photo gallery or edit an existing one. Once learners have created a new tab, encourage them to help others. Here are a few experiments that learners can refer to while building their photo tab:



5 30 min.

Share and Reflect. Have learners share their app projects in small groups. Here are a few questions they could reflect on:

- What's similar or different about the photo tabs you all created?
- How did seeing someone's photos help you think differently about a place or tradition?

Instructional Tips

Have a conversation about the benefits and challenges of using photos to tell personal stories. You could cover topics such as copyright and attribution, how to choose photos, or privacy concerns.

For more in-depth app design, have learners use the Prototype section of the App Design Journal.

Encourage learners to go further by leaving the About Me sample project and exploring the Image Gallery sample project to get inspiration.

Expand: Celebrating Us App

(3–5 hours)

Project Prompt

With your group, design and prototype an app about the places or traditions that shape you all.

1
30–45 min.

Introduce and Brainstorm. In small groups, have learners reflect on what they found out about each other from their individual apps. Brainstorm ideas for what to highlight about the places or traditions that shape their group. Discuss how an app could spark users' curiosity or awareness about a variety of backgrounds.

2
45–60 min.

Plan and Prototype. Using the Introduce, Plan, and Prototype sections of the Inclusive App Design activity, guide learners through designing and prototyping one to three screens for a Celebrating Us app on paper or in Keynote.

3
1 to 2 hr.

Code. Ask learners to code as much of each screen as they can. In Swift Playgrounds, learners can start with the About Me sample project, a different sample project and modify it, or the blank app template to begin from scratch.

If learners' ambitions exceed what they're able to do, encourage them to find ways to create an illusion of their desired design or functionality. For example, they can use images to simulate user interface elements that they don't know how to code. If learners want to build their SwiftUI skills, point them to Get Started with Apps and Keep Going with Apps tutorials in Swift Playgrounds.

4
30–60 min.

Share and Reflect. Have learner groups share their prototypes with community members, such as family, friends, and other educators. Ask learners to think about some of the following:

- Conversations that their app facilitated
- How the app met their intended goals or surprised them
- The benefits and limitations of this app type for supporting informed conversations about places and traditions that matter to them

Instructional Tips

Discuss how their Celebrating Us app could debunk myths or change negative perceptions about places or traditions that are important to them.

Help learners explore different roles in developing the app, such as the designer, programmer, and quality assurance engineer.

Pair programming can be challenging. Consider using a timer so learners can take turns with the device in their hands.

Next Steps

To help you take learners further on their coding journeys, we offer a wide range of resources designed to support educators in using Swift Playgrounds and Apple products.

Everyone Can Code Resource Guide

This guide provides essential information to help educators evaluate the Everyone Can Code resources for use at their schools and how it aligns to Provincial Coding Curricula. It contains a curriculum overview, course outlines, and information about teacher support resources. Download the Everyone Can Code Resource Guide >

Apple Teacher

Apple Teacher is a free, self-paced professional learning program that offers unlimited access to learning materials and content for using Apple technology in education. Learn more >

Apple Professional Learning

Apple Professional Learning Specialists lead hands-on, immersive experiences that help educators develop innovative instructional practices and engage students in deeper learning. To learn more, email apl_canada@apple.com.



App Showcase Guide

Help learners share their apps and app ideas with the broader community through events, such as project demonstrations or app showcases. The guide provides practical support to help you plan and host a showcase event. Download the App Showcase Guide >



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