A Quick Start to Code

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

1. Meet Byte
2. Find patterns
3. Get groovy
4. Go loopy
5. Code your camera
6. Track the gems
7. Draw with spirals
8. Control the portals
9. Play your own game
10. Create with shapes

Meet Byte

Find patterns

Get groovy

Go loopy

Code your camera

Track the gems

Draw with spirals

Control the portals

Play your own game

Create with shapes
To get started, download and install Swift Playgrounds on iPad or Mac.

1 Meet Byte

Learn about using 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 Get groovy

Use Swift code to create a dance routine for your virtual MeeBot.

MeeBot 2.0 Dances

Tap the UBTEch Jimu playgrounds, then get the MeeBot 2.0 Dances playground. Watch the introduction, then try these puzzles:
• Basic Moves
• Dance Routine
• Make Your Own Moves

4 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 Sides
5 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:
- Starting with a Camera
- Seeing Your Photos

6 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

7 Draw with spirals

Create unique spiral art by changing variables.

Spirals

Open the Spirals playground. Explore the overview, then skip to Playtime to make your own design:
- Overview
- Playtime
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

Play your own game

Code your own personalized Rock, Paper, Scissors game.

Rock, Paper, Scissors

Open the Rock, Paper, Scissors playground. Read the game rules, then explore:
- Creating a Game
- Sample Game

Create with shapes

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

Shapes

Open the Shapes playground. Experiment with adding shapes, images, text and animations in:
- Shape Graphics
- Touches and Animations

Drag the live view across to play your game in full screen.
Keep learning

Everyone Can Code
Download Everyone Can Code Puzzles in 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, or teachers to start your own after-school, lunchtime, or summer coding club with Swift Playgrounds.