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 ›

* 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.

### 2 Find patterns
Learn how to create new behaviors for Byte and solve puzzles using functions.

### 3 Go loopy
Look for patterns, and use loops to help Byte collect all the gems.

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#### 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

#### 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

#### Open the Learn to Code 1 playground.
Watch the introduction to For Loops, then try these puzzles:
- Using Loops
- Looping All the Sides

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

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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 color when you tap.

Shapes
Open the Shapes playground. Try adding shapes, images, text, and animations in these pages:
• Shape Graphics
• Touches and Animations

A Quick Start to Code
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.