



Swift Coding Club



Block-Based Kit

Welcome to the Swift Coding Club!

Learning to code teaches you how to solve problems and work together in creative ways. And it helps you build apps that bring your ideas to life.

Swift Coding Clubs are a fun way to learn to code and design apps. Activities built around Swift, Apple's coding language, help you collaborate as you learn to code, prototype apps and think about how code can make a difference in the world around you.

You don't have to be a teacher or a coding expert to run a Swift Coding Club. The materials are self-paced, so you can even learn alongside your club members. And you can all celebrate your club's ideas and designs with an app showcase event for your community.

This kit is arranged in three sections:



Get Started

Everything you need to launch a Swift Coding Club.



Learn & Design

Tips and activities for designing club sessions.



Celebrate

Helpful resources to plan and host an app showcase in your community.

Swift Coding Clubs

Block-Based Coding | Ages 8–11

Learn coding basics using visual apps on iPad.



Swift Playgrounds | Ages 11+

Use Swift code to learn coding fundamentals with Swift Playgrounds on iPad.



Xcode | Ages 14+

Learn to develop apps in Xcode on Mac.

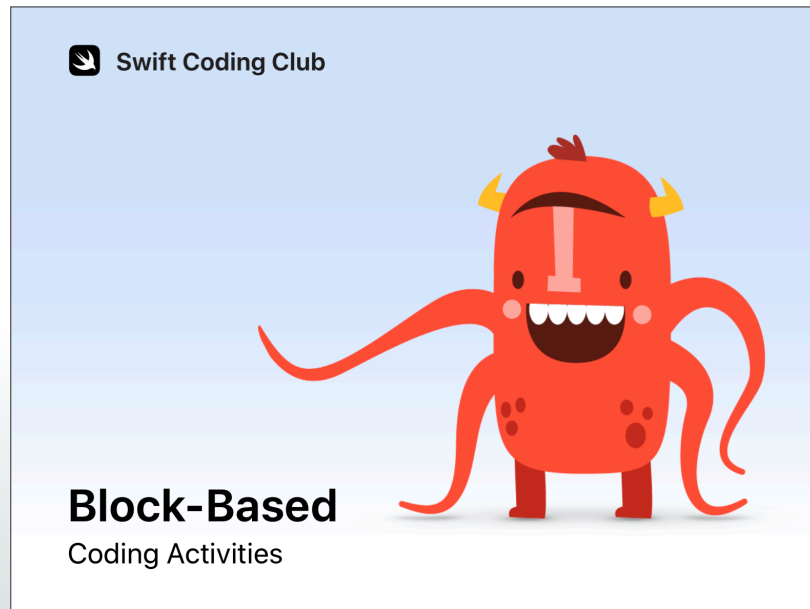


Get Started



1. Download club materials.

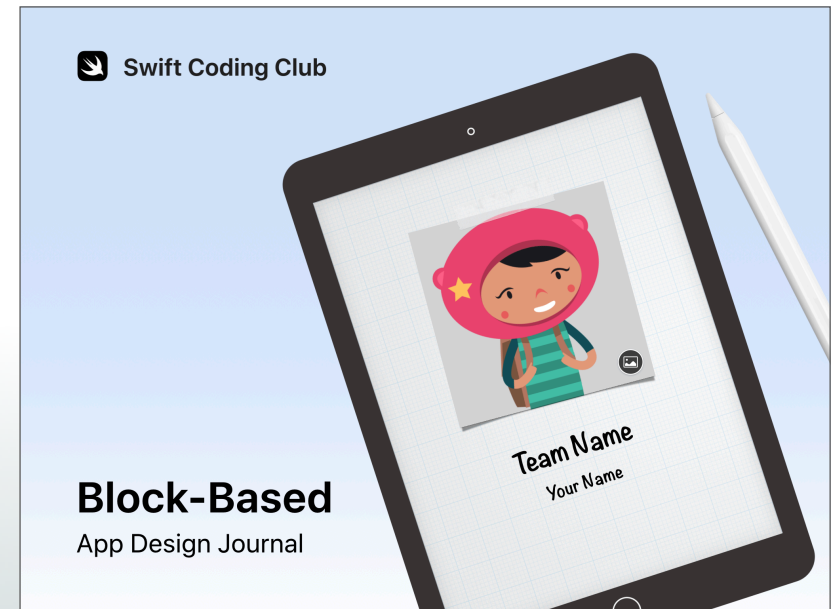
Use AirDrop to share these two guides with club members in your first club meeting. They're also included as part of this document.



Coding Activities

Learn coding concepts with these fun, collaborative activities, and use visual blocks to solve puzzles with apps like Tynker and Hopscotch on iPad.

[Download Block-Based Coding Activities >](#)



App Design Journal

Explore the app design process with this Keynote journal. Brainstorm, plan, prototype and evaluate your club's app ideas.

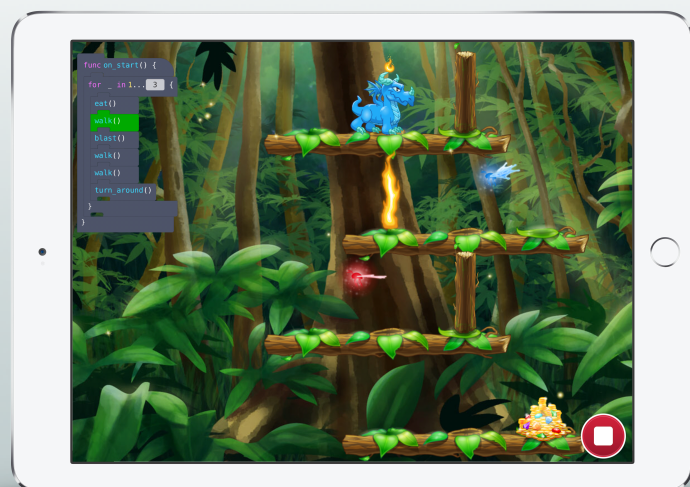
[Download Block-Based App Design Journal >](#)



2. Check your tech.

Before your first meeting, make sure you have:

- **iPad.** iPad mini 2 or later, iPad Air or later, or iPad Pro, running iOS 11 or later. It's best if each person has their own device, but they can also share and code together.
- **A block-based coding app.** We recommend [Tynker](#) and [Hopscotch](#). You can use one or both apps in club activities.
- **Keynote.** You'll use the Keynote app on iPad for your app prototypes.
- **Swift Coding Club materials.**



3. Make a plan.

Here are some things to consider:

- Who are your club members? What are their interests? Do they have experience with coding or are they brand new to it?
- How often will your club meet? If you're planning to meet over the summer holidays, how many hours of coding activities will you have?
- What technology is available for the club?
- What are the goals of your club?



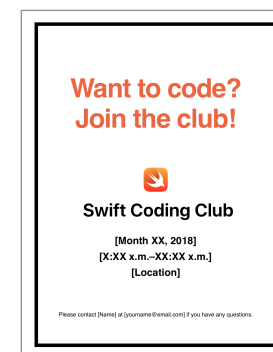
4. Spread the word.

Let people know about your Swift Coding Club. Here are some ideas and resources to attract new members to your club:

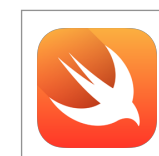
- **Announce your club.** Use email, social media, the web, flyers or word of mouth to let your community know about your club.
- **Host an informational meeting.** Ask potential club members about their interests and what types of apps they'd want to create. Talk about ideas for holding an app design showcase and how members can get involved. You can also share a short video about the club online.

These items can help you promote and personalise your Swift Coding Club:

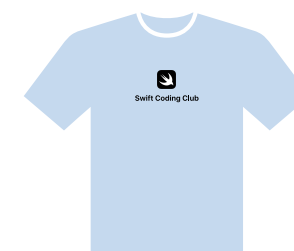
- **Posters.** [Download this free template](#), then personalise it to create your own poster. Print and display it, or make a digital poster to share online. Make sure you include details for when and where the club will meet and how to join.
- **Stickers and T-shirts.** Use these [Swift Coding Club stickers](#) to help promote your club. T-shirts are a great way to recognise members who participate in app showcase events. Download the [Swift Coding Club T-shirt template](#) to make shirts for your members.



Swift Coding Club poster



Swift Coding Club sticker

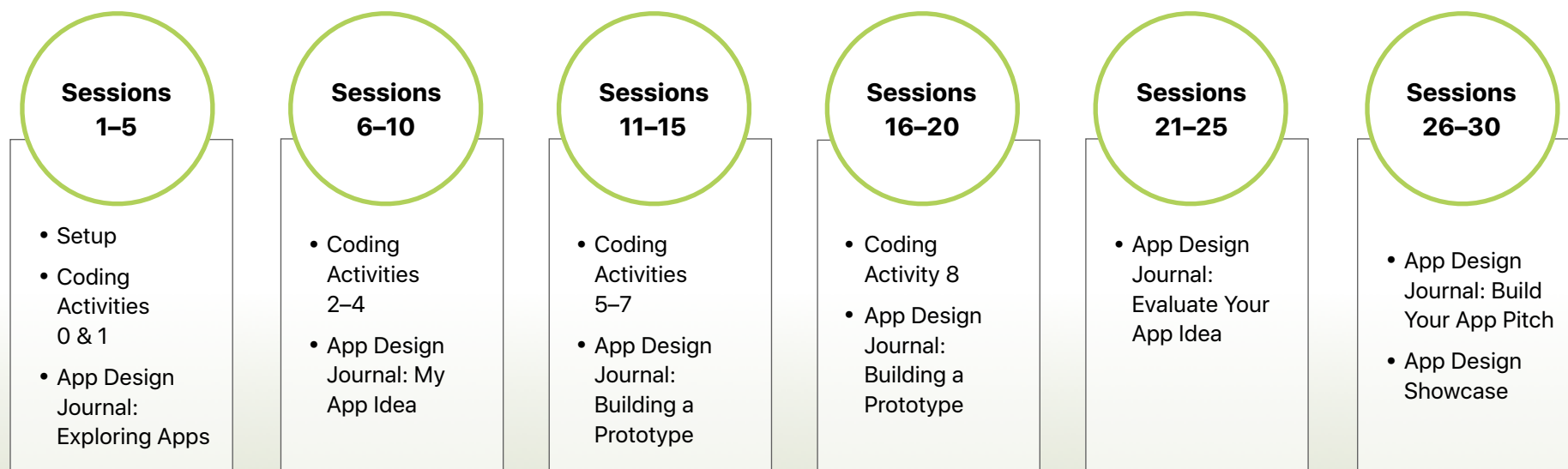


Swift Coding Club T-shirt



Learn & Design

The club materials are designed for you to interweave coding and app design activities. You can also add sessions that support your members' interests. Below is a sample schedule for 30 one-hour club sessions.



To expand on app design and coding activities, consider adding sessions like building a drone obstacle course or creating a robot rescue mission challenge. To prompt app design brainstorming, you might even want to add guest speakers or excursions.

Tips for Club Leaders



Build a leadership team. Having a group of members who help lead the club can make it much easier and more fun. Which club members have leadership potential?

Think about adding club officers for events, coding, app design and more.

Learn together. Club leaders don't have to know everything. Help your members work on their own research and problem-solving skills, and encourage them to help others.

Show off. An app showcase event is a great way to promote your club, app ideas and coding skills to friends, family members, teachers and the community. It might even help you recruit more members.

See page 11 to get tips for holding your own app showcase.

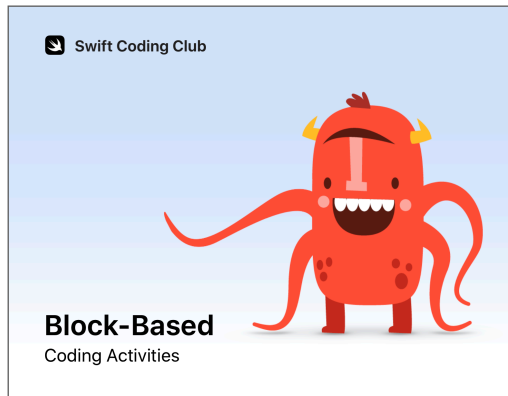


Share ideas. Some members will be interested in making games. Others might want to create apps to help people, tell stories or control robots. Think about ways for members to work together on projects they care about.

Mix it up. Sometimes members who are more advanced can leave others behind. See if those members can partner up with beginners for paired programming. Teaching someone else is a great way to learn!



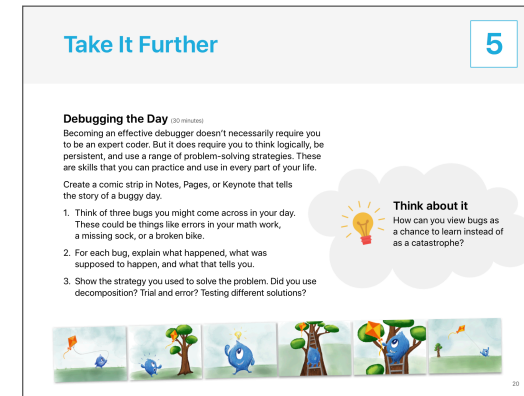
Block-Based Coding Activities



Coding activities: Built around block-based coding apps, these collaborative activities introduce fundamental coding concepts and skills.



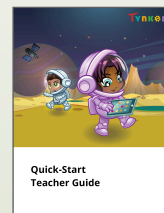
Coding concepts: In each activity, club members will learn about a fundamental coding concept and explore it in an everyday context. They'll then apply the coding concept to solve puzzles or create projects in a block-based app.



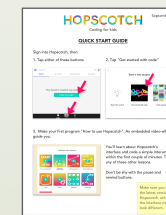
Take It Further: Each coding concept has a Take It Further activity that deepens understanding of the coding concept, and fosters communication and teamwork. Members use iPad to apply their understanding in a creative project.



Need more information or want to go deeper?
Coding activities are based on the Get Started with Code curriculum. [Learn more >](#)



Learn more about Tynker.
[Download the Quick-Start Teacher Guide >](#)



Learn more about Hopscotch.
[Download the Quick-Start Teacher Guide >](#)
[Download the Login Tutorial >](#)

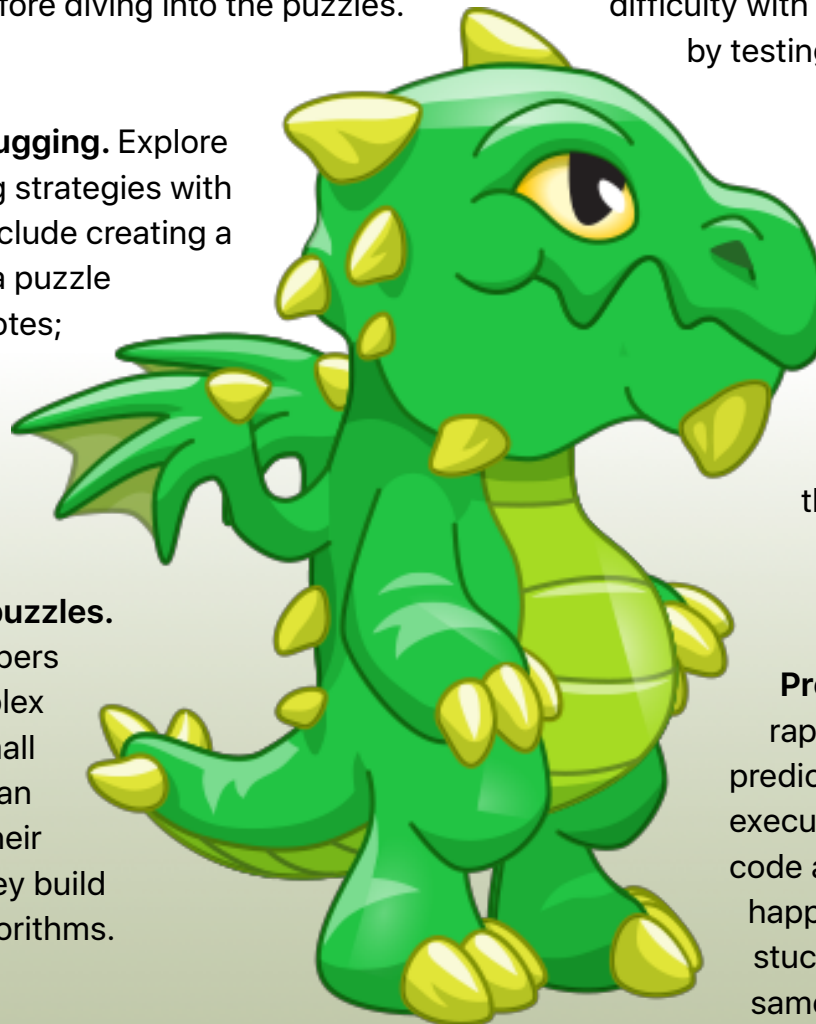
Tips for Learning with Block-Based Apps



Use AirPlay. Show the iPad screen to introduce code members to the app before diving into the puzzles.

Test solutions. If club members have difficulty with the game, they can learn by testing different solutions.

Focus on debugging. Explore different debugging strategies with members. Examples include creating a graphic representation of a puzzle on paper or as a sketch in Notes; physically acting out the code; or explaining the code as a story.



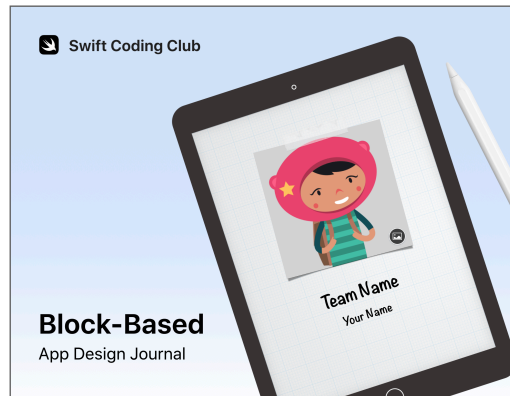
Solve in multiple ways. Each puzzle has many solutions. If members finish early, encourage them to think of different ways to solve the puzzles. They can take a screenshot of each solution, and provide an explanation of the solution they feel is best and why.

Break down the puzzles. Help struggling members break down more complex puzzles and solve one small piece at a time. They can take screenshots of their solutions to refer to as they build out their full algorithms.

Predict outcomes. Ask members who are rapidly progressing through the puzzles to predict the outcome of their code before they execute it. They can take a screenshot of their code and verbally explain what they think will happen. They can also help students who are stuck by checking their code and applying the same skills to predict the problem.



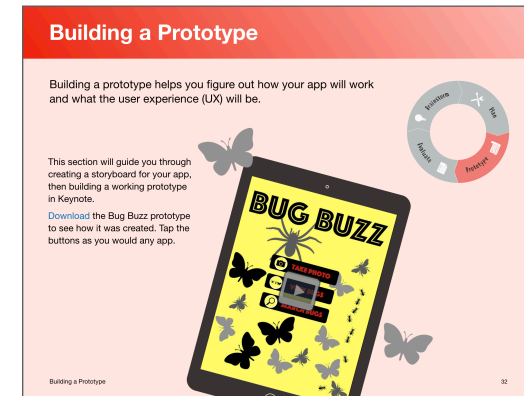
App Design Journal



Coders use this Keynote journal to learn about app features and design an app to solve a community problem.

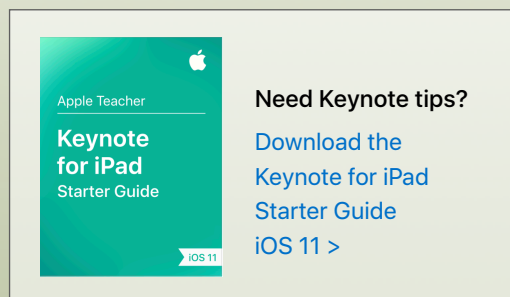


Club members learn how apps work. They explore app audience and purpose, and build a toolbox of iOS features to mix and match in their own apps.



Coders design and share an app prototype. They brainstorm and plan an app to solve a local problem, then create a working prototype in Keynote.

Members create a three-minute app pitch presentation or video, and celebrate their work in an app design showcase.



Celebrate



App design showcase

The app design process and the showcase are powerful opportunities to involve the broader community and explore the potential of apps for solving contemporary problems. The showcase is also the perfect way to show off the talents of your club members!

1. Plan the big event. Set a date for the showcase and invite students, teachers, parents and community members to attend.

Allow time for each team to present their app pitch and to hold a short Q&A session. If you have a large group, you can split the club into two rounds where members can watch each other's pitches.

Consider finishing the event with a fun slideshow of photos taken throughout club sessions.

2. Design awards. Friendly competition can be a great motivator. Inspire club members by offering awards that recognise specific strengths in app design. Consider awards for:

- Best Engineering
- Best Innovation
- Best Design
- Best Pitch

You could also encourage audience participation with a People's Choice award.



You can download and modify [this certificate](#) for different awards.



3. Recruit judges and mentors. Judges and mentors can be teachers or staff members, students with expertise in coding, experts from the developer or design industry, members of the school board, local community leaders or individuals who would benefit from the app idea.

Judges don't have to wait until the showcase to meet the club. Consider inviting them as guest speakers to share their expertise when your club members are in the brainstorming or planning phase of their app design.

4. Pick a winner. Judges can use the rubric on the next page to help them evaluate the app pitches and provide feedback. You could also share the rubric with coders before the showcase as part of the evaluation phase of the app design process.

5. Share and inspire. You may want to record the showcase presentations. Share them with the broader community and create a highlight reel to inspire future club members.



Evaluation Rubric

[Download >](#)

	Novice (1 point)	Intermediate (2 points)	Proficient (3 points)	Mastered (4 points)	Points
Pitch Content	The pitch shares key information about the app, such as its purpose and target audience.	The pitch clearly explains how the app was designed and how it improves on existing apps that have a similar purpose and audience.	The pitch explains how the app was designed to meet a market demand and how its solution is unique.	The pitch provides evidence of market demand and explains how the app design process ensures app success with key stakeholders.	
Pitch Delivery	The team explains key points during its pitch.	The team delivers its pitch with confidence and enthusiasm.	The team delivers an engaging pitch using a range of audience engagement techniques.	The pitch is well articulated, creative, memorable and fluid across the team.	
User Interface	The UI design uses design features such as colour, font and images to appeal to the target audience.	The UI design complements the purpose of the app and has thematically consistent screens.	The UI design incorporates consistent, clear visual cues to help the user interact with the content. The prototype includes interactive elements that show how the app would behave.	The UI is elegant, concise and pleasing, with attention given to colour, layout and readability. It gives feedback to the user about their progress through the app, or the options available to them when they perform an action.	
User Experience	The prototype enables users to explore multiple screens of the app.	The prototype expresses a clear intent for the app and how users can interact with it to accomplish a goal.	The prototype uses consistent and standard navigation techniques to provide the user with a clear and intuitive path through its content.	The prototype enables users to view and interact with its content differently depending on their needs. The prototype addresses accessibility and includes features to protect user privacy or online safety.	
Coding Concepts	The team describes how coding plays a role in making an app.	The team describes how its app design would relate to its code, such as the kind of data it stores or how it reacts to different user inputs.	The team describes how basic coding concepts like data types, conditional logic and touch events relate to the design of the app.	The team describes specific coding tasks that would be necessary to implement the app, and how that code powers its screens and/or interactions.	
Comments				Total score	



Swift Coding Club

Block-Based Coding

Certificate of Achievement

Awarded to

For



Signature

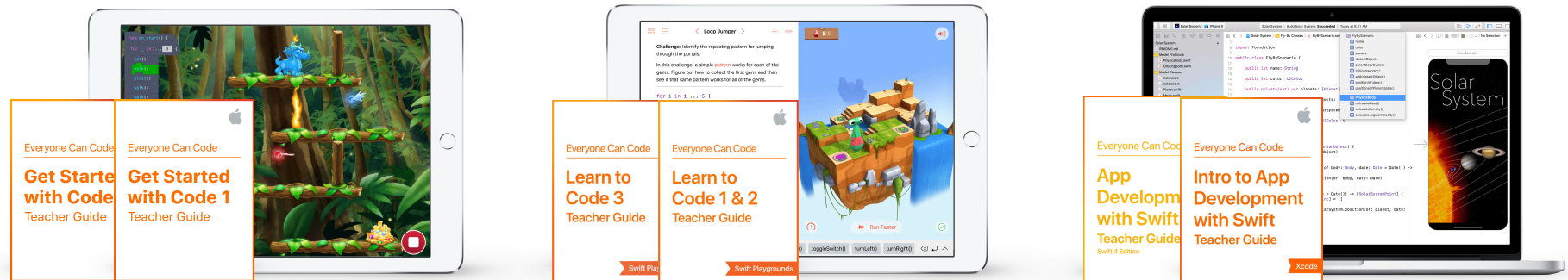
Date

Take It Further

Swift Coding Club is just the beginning of your coding journey. The Everyone Can Code curriculum provides fun, supportive resources to take coders from learning the basics on iPad to building real apps on Mac.

And you don't have to stop at club activities. Comprehensive Teacher Guides also enable teachers to bring coding into the classroom, with step-by-step, curriculum-aligned lessons for students from kindergarten to university.

[See all the Everyone Can Code resources >](#)



[Learn more about the
Get Started with Code
curriculum >](#)

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Swift Playgrounds
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