

Transcript

Hey, so this is kind of cool. I've been wanting to get back into Swift Playgrounds and haven't done it in a little while. And so I want to try it out one to play one to see what was new. Then some people have asked me and challenged me to do in 90 days of coding. I was like, yeah, sure, I'll challenge myself and really dig in for 90 days, and go at it and play with it. Not creating lessons or anything like that with this. I'm just gonna go and see what's there and enjoy the wonder and just explore it and try things out and have fun and just go on this journey with you. And so I'll talk about it do a little bit every day and then talk about it each day. Check back on that.

I just wiped out all of the playgrounds on my iPad, and started fresh and pulled up, Learn to Code 1 and start playing with it a little bit.

Here's adding a new command in Learn to Code 1.

Hello Byte has the exact same puzzle in it. Now I really love dark mode as well it's really cool looking at this with the night sky. So I got to the end of Hello Byte and finished it a whole lot quicker. It just had fewer things and allows me to differentiate in my classroom. You can see here that I've got fewer activities to go through. So it just gives me more options. I love it.

I spent some time exploring the new puzzles book.

The first lesson had a major aha for me. Just using markup to work through the puzzles is just amazing. I never thought about it. Welcome to my journey, and I hope that you stick it out with me and we're gonna have a lot of fun along the way. So we'll see you later. See you tomorrow.