



Bringing Coding to Life

Emily Bricker, Josh Doran, Phil Freeman

Our Team



Emily Bricker



Josh Doran

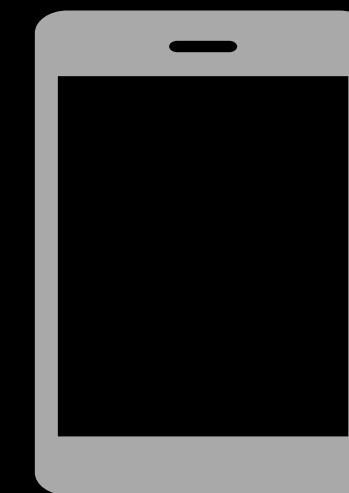
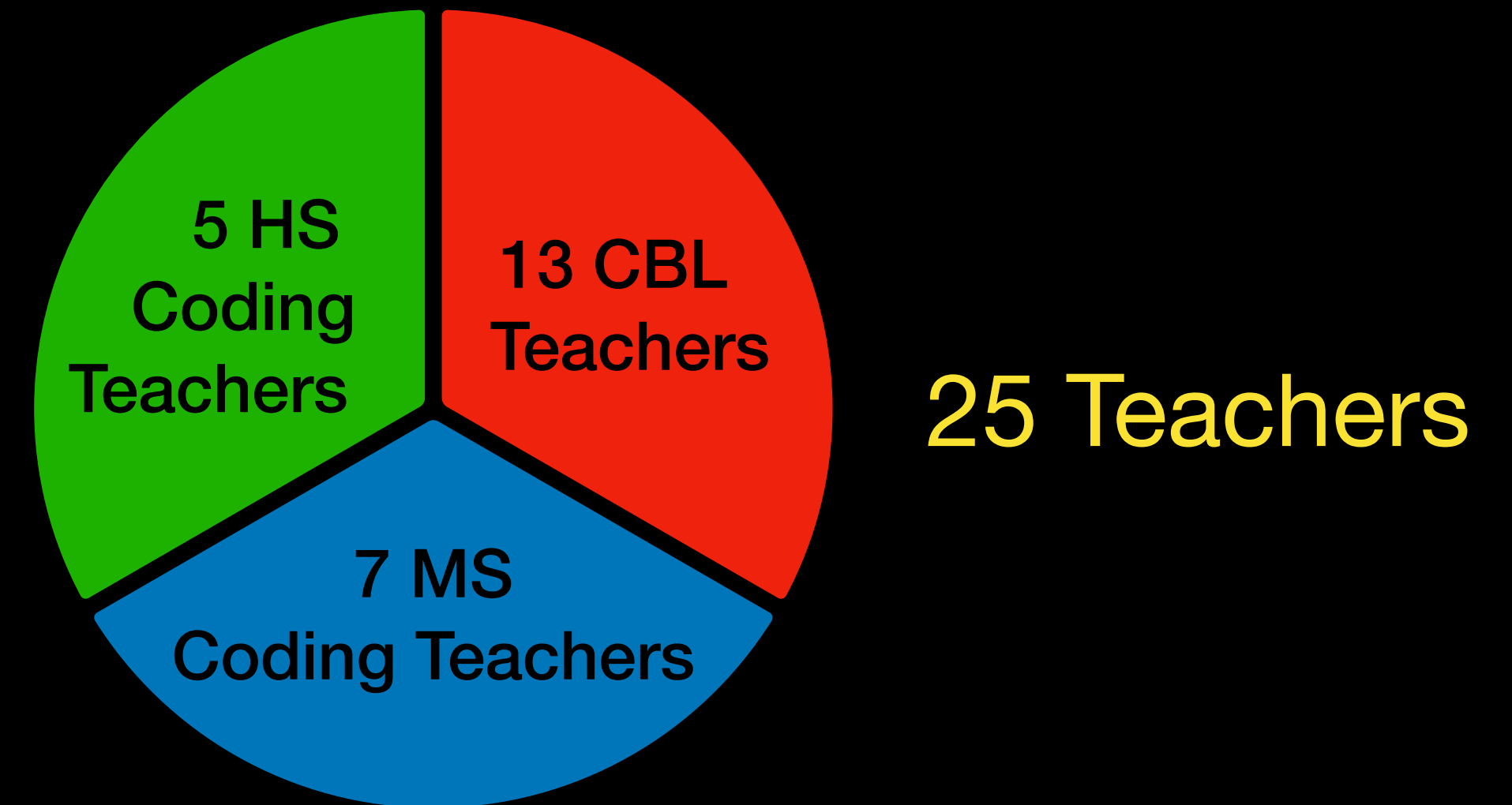


Phillip Freeman

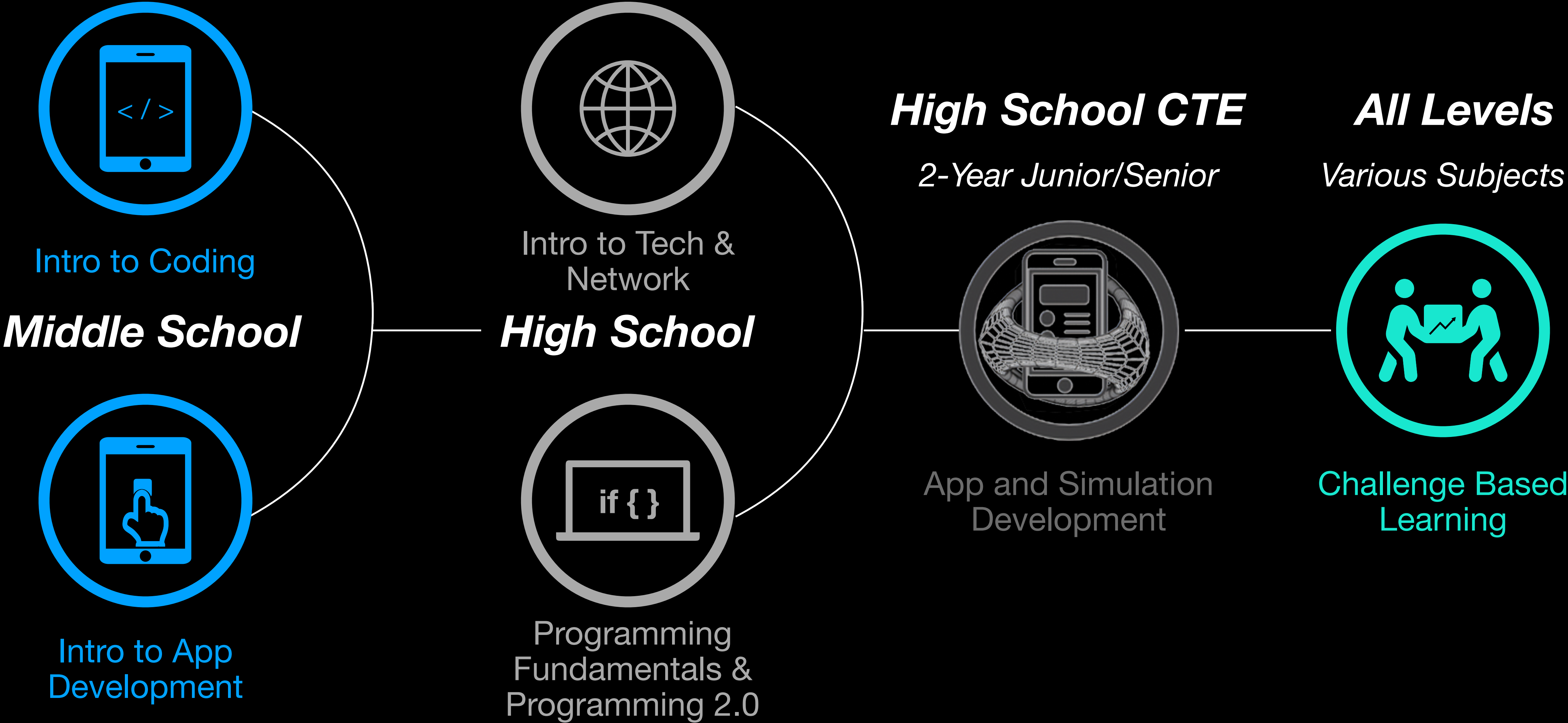
Support System

Apple Ambassadors

- **Emily Bricker**
Middle School Math Teacher
Apple Ambassador
- **Josh Doran**
SWCSD Technology Liaison
Apple Ambassador
- **Phill Freeman**
High School Coding Teacher
Apple Ambassador

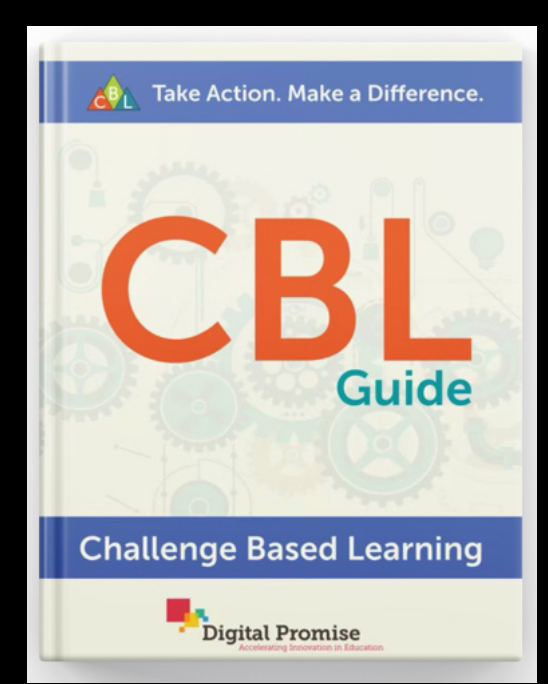
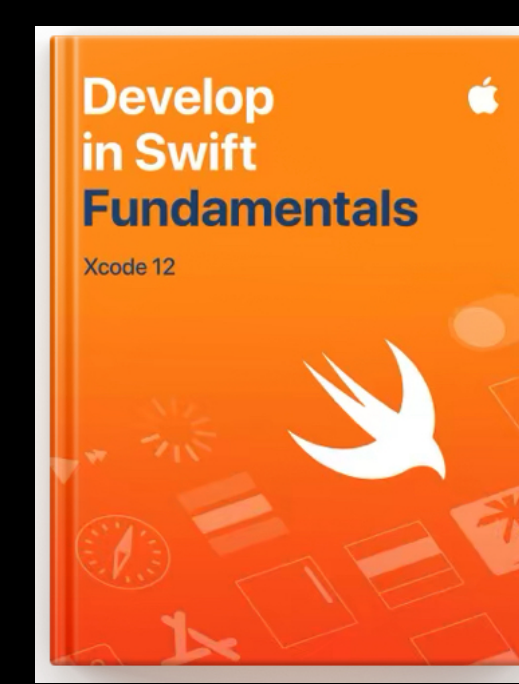
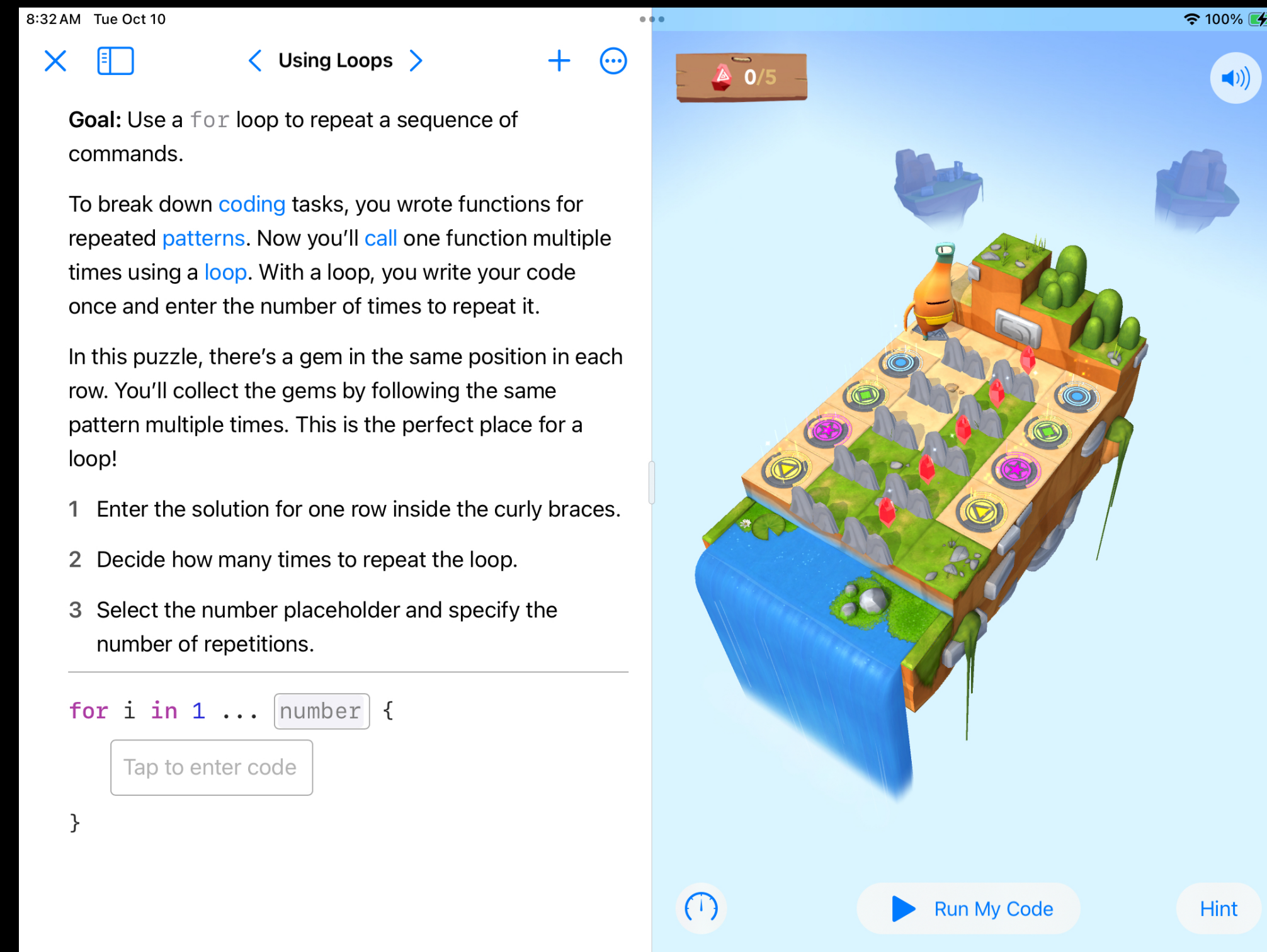


How we started.. Now Offering Interactive Media Design as Well



Curriculum

- Swift Playgrounds
 - Everyone Can Code Puzzles
 - Get Started with Apps
 - Keep Going with Apps
 - Sphero EDU & MeBots
 - Everyone Can Create
- Xcode / MobileMakersEDU
 - Develop in Swift
- CBL Framework
- Teacher Creativity





Swift

Swift. A powerful open language that
lets everyone build amazing apps.



Swift

Swift is easy to use and open source,
so anyone with an idea can
create something incredible.



Learn to Code 1

Commands

CodeLogical Operators

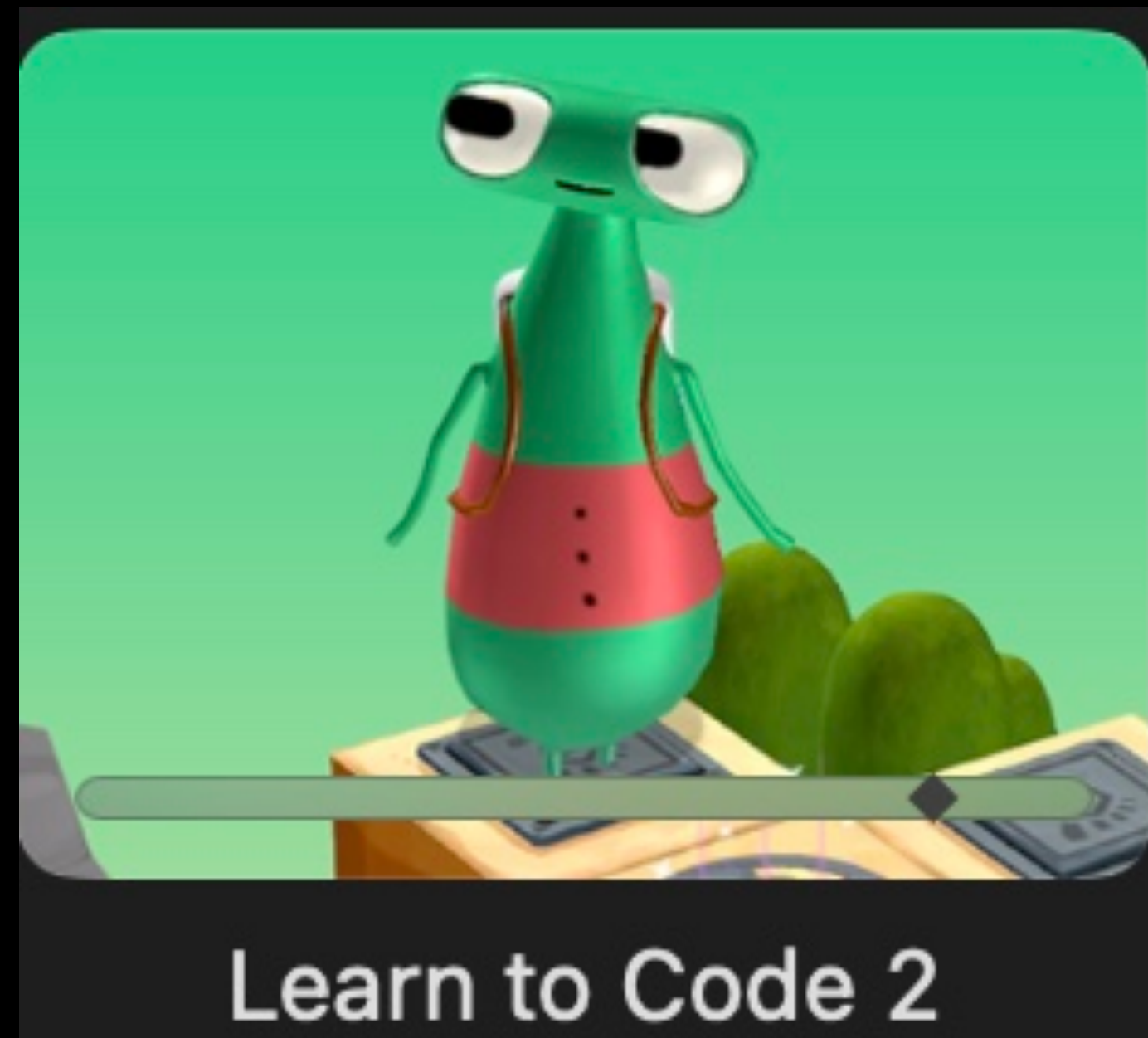
Functions

While Loops

For Loops

Algorithms

Conditional Code



Learn to Code 2

Variables

Parameters

Types

World Building

Initialization

Arrays



Learn to Code 3

Coordinates

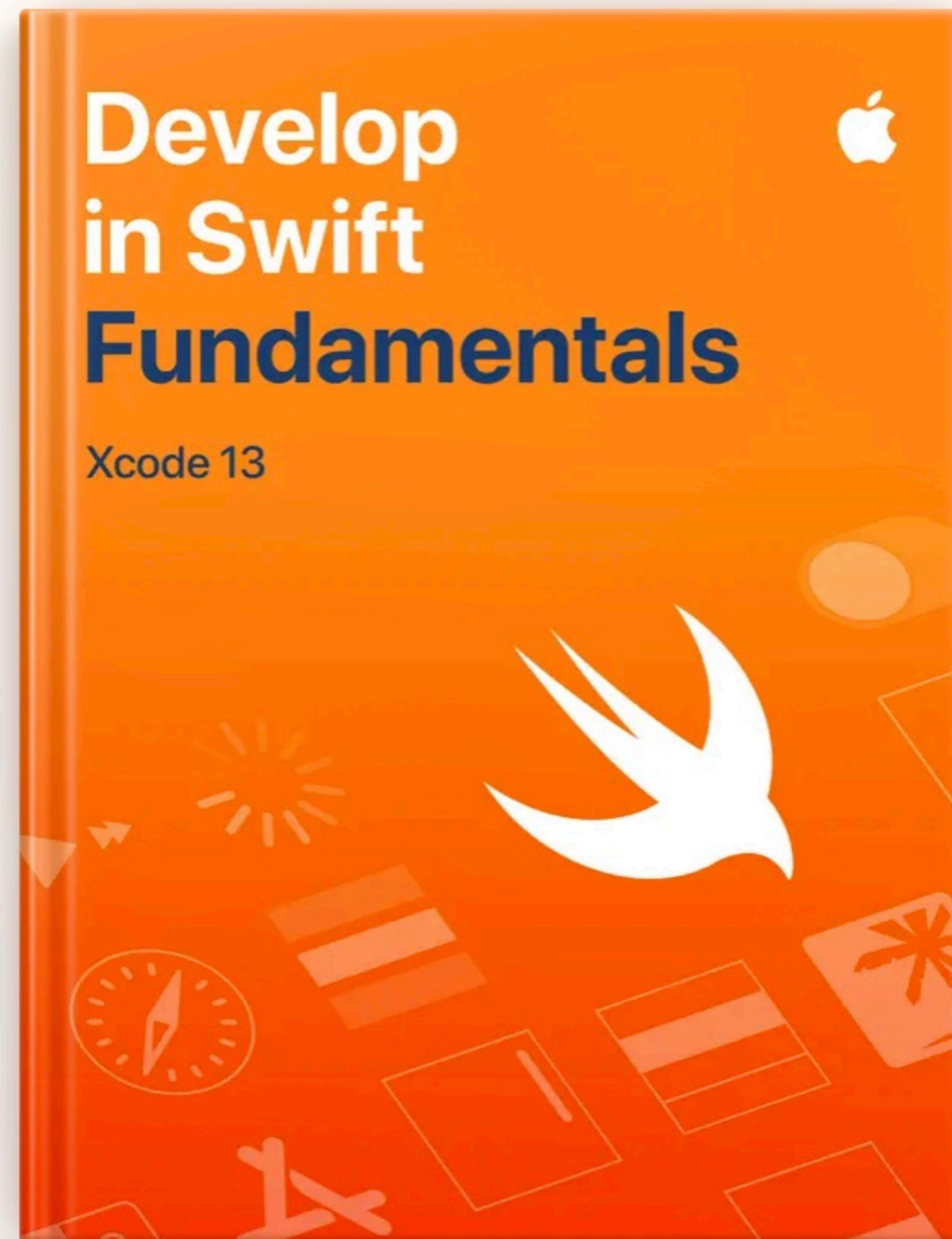
Events Handlers

Touch Events

Finale

Curriculum

Apple Books Preview



Develop in Swift

Develop in Swift Fundamentals

Xcode 13

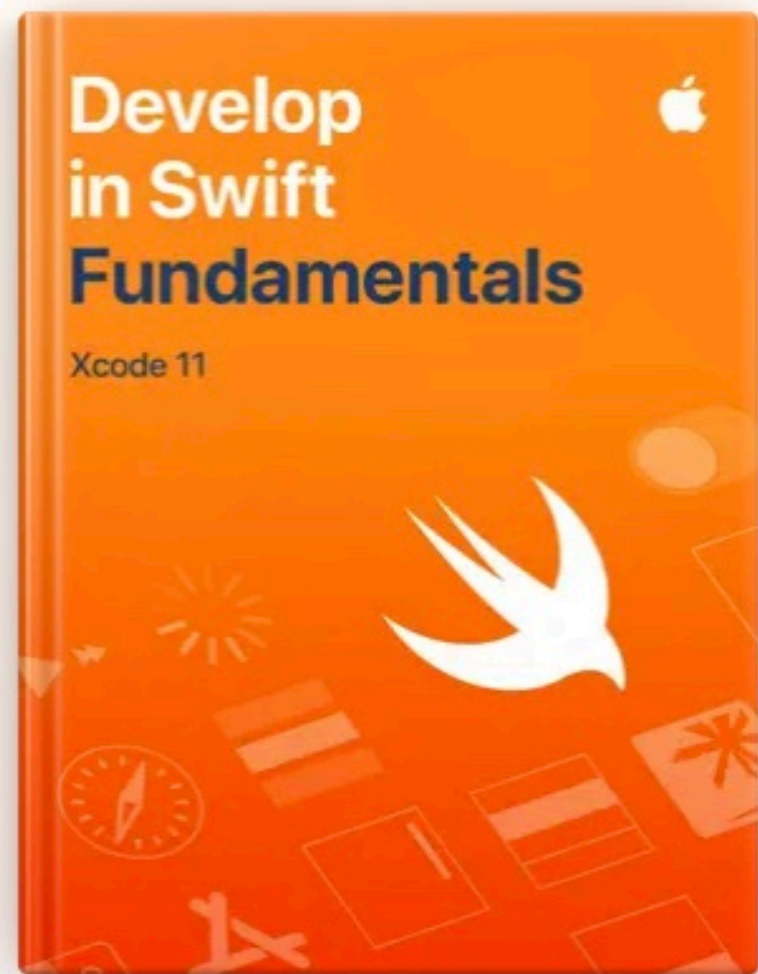
Apple Education

★★★★★ 4.3 • 78 Ratings

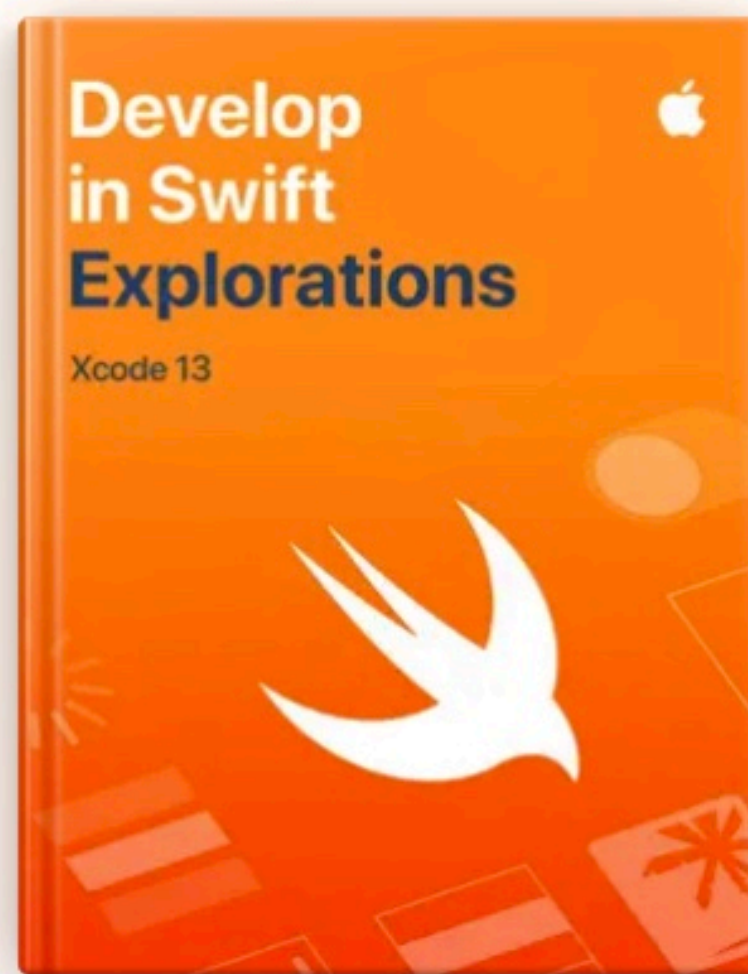
[View in Apple Books ↗](#)

Curriculum

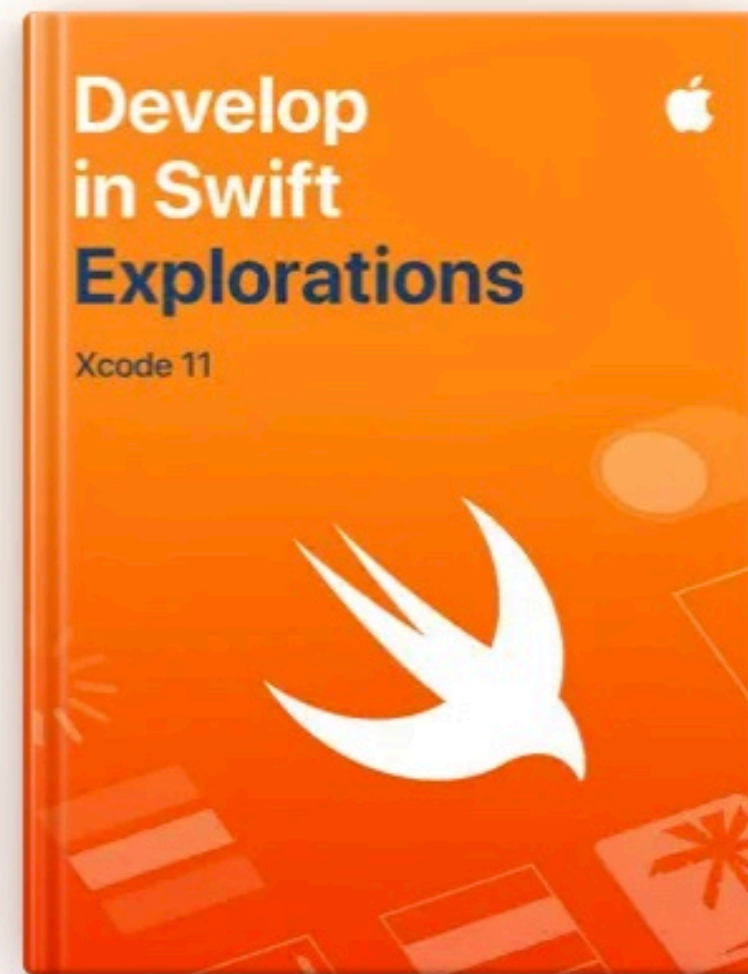
Other Books in This Series ›



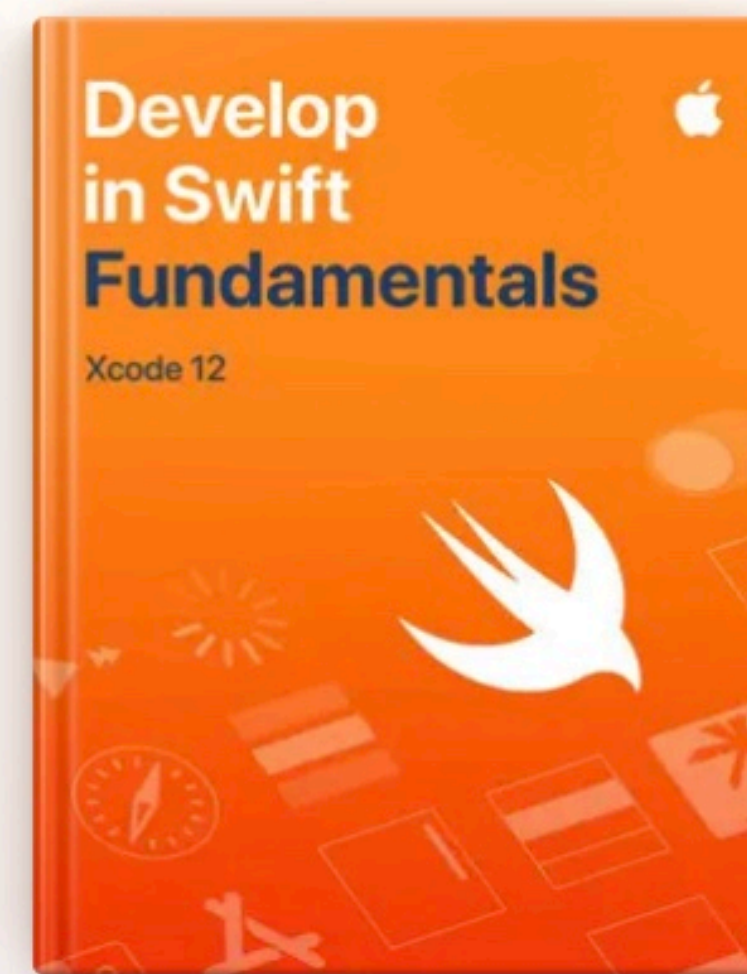
Develop in Swift
Fundamentals
2020



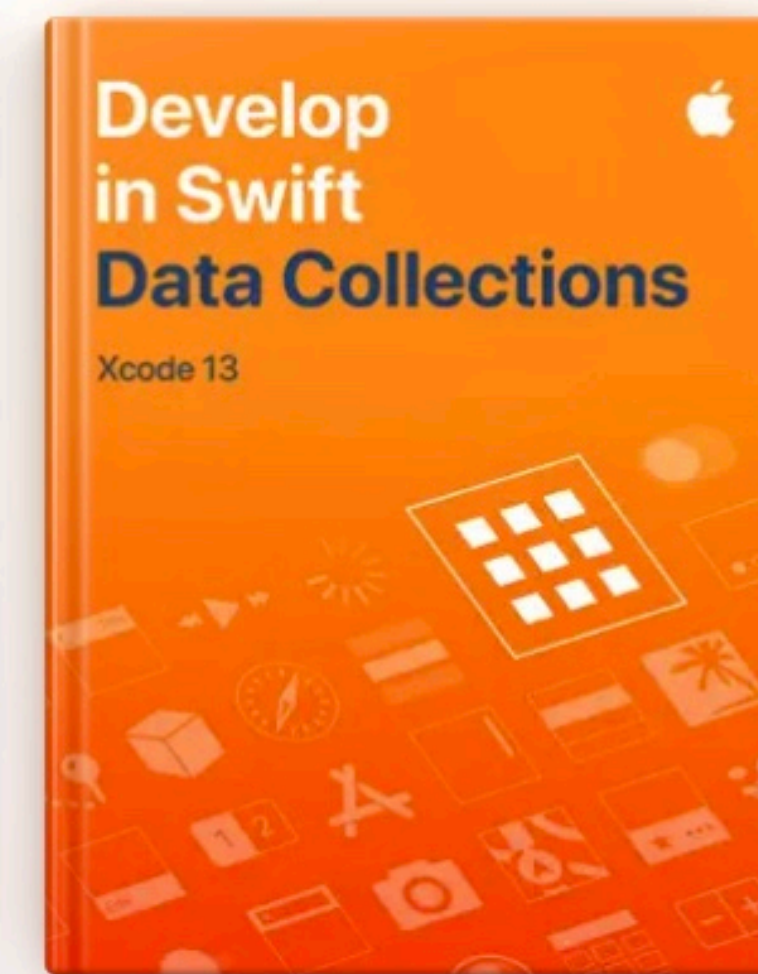
Develop in Swift
Explorations
2021



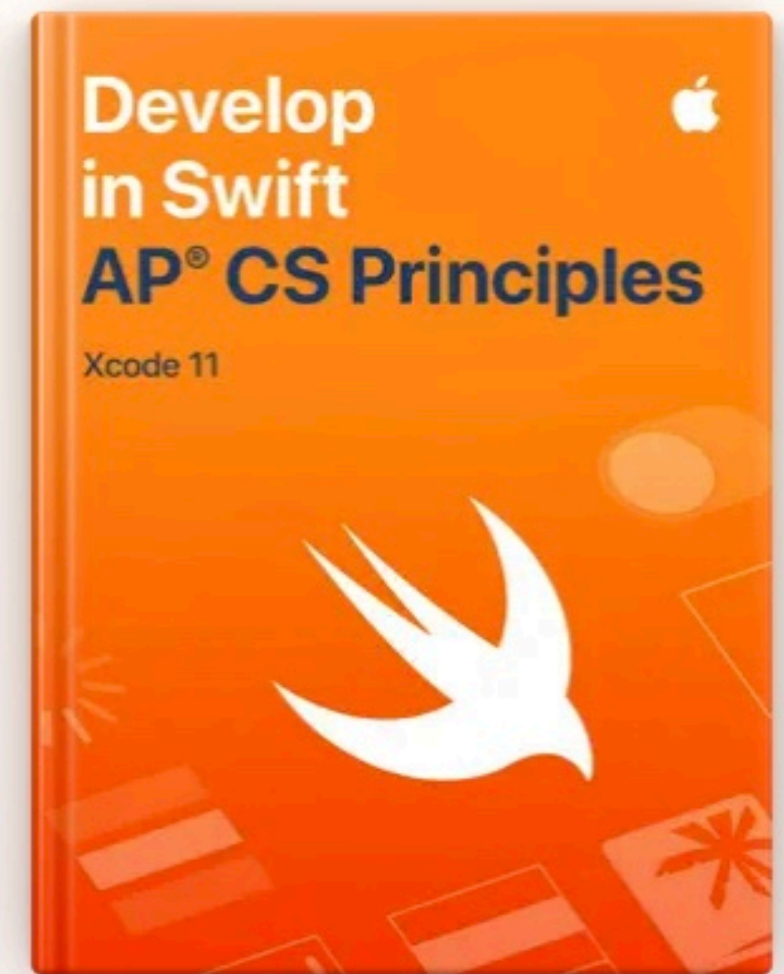
Develop in Swift
Explorations
2020



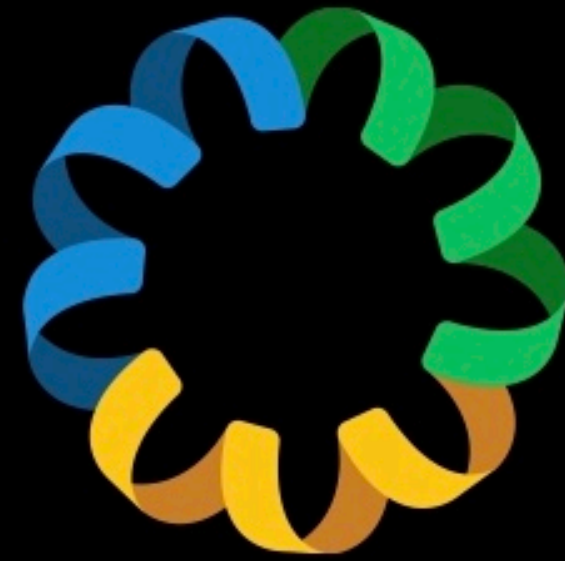
Develop in Swift
Fundamentals
2021



Develop in Swift Data
Collections
2021



Develop in Swift AP CS
Principles
2020



Challenge
Based
Learning

Challenge Based Learning

Challenge Based Learning, or CBL, is a framework created by Apple to leverage technology in meaningful ways and make learning relevant. By design, CBL is a flexible framework that empowers learners to co-own and co-author learning experiences. CBL provides a simple way for anyone to address personal, community, and global challenges while acquiring content knowledge in areas such as literacy, math, science, technology, and the arts.

Challenge Based Learning

Video 1

Challenge Based Learning

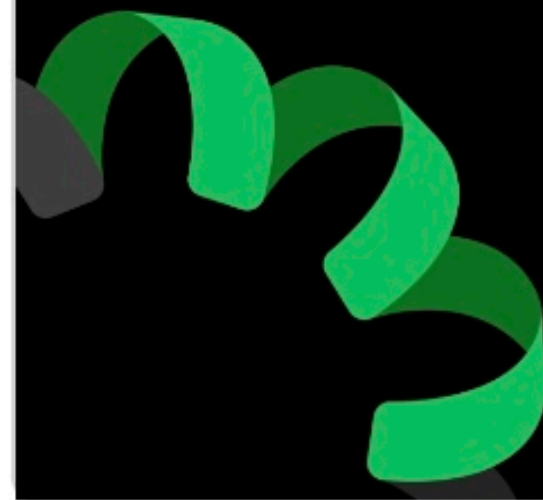
Framework overview



CBL: Framework Overview

Video 2: Engage

Create Your
Own Challenge



CBL: Engage

Video 3: Investigate

Participate in
a Challenge



CBL: Investigate

Video 4: Act

Create and
Implement
Your Solution



CBL: Act

Video 5: Document,
Reflect, and Share

Facilitate the
CBL Process



CBL: Document, Reflect, and Share

Challenge Based Learning



Challenges

What do you do if a student comes to you with some knowledge about coding?

How can I meet all of the needs of the students in the classroom?

How do you have fun and learn at the same time?

State Testing



All students passed the Ohio End of Course state test for Programming.

Programming 145060

Learn & Play



Thank You!

Questions?

Connect with us?

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