Project and Lesson Overview
Level 1: Fundamentals

Level 1 lets students dive into creating a basic iOS app with minimal code, providing motivation to spend time building a foundation of Swift knowledge.

WordCollage (Four Lessons)
Display a word collage on the screen with buttons to change colors. Learning outcomes include:
• Running and modifying an iOS app
• Gaining a comfort level with Xcode
• Apply Auto Layout constraints to create adaptive user interfaces
• Discovering how to connect user interface controls to controller code
• Understanding the tools and technologies used to create iOS apps

SpaceAdventure (Fifteen Lessons)
Spend time learning Swift by creating an exploration of the solar system. Learning outcomes include:
• Practicing the fundamentals of Swift syntax
• Practicing object-oriented programming with Swift
• Defining classes, working with objects and calling methods
• Discovering Swift datatypes and collections
• Analyzing code quality, and discovering advanced Swift topics

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