



KIDS & TEENS FREELANCING TRAINING

IOS Development Course Outline

MODULE 1: Introduction to iOS & App Development

- What is iOS? What do apps do?
 - Famous kid-friendly apps (games, tools, stories)
 - Overview of iOS development tools (Xcode, Swift Playgrounds)
 - App safety and ethical guidelines for creators
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MODULE 2: Getting Started with Swift Playgrounds

- Install and explore Swift Playgrounds (iPad or Mac)
 - Write first lines of Swift code
 - Learn variables, loops, and functions with interactive lessons
 - Solve puzzles to control characters and actions
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MODULE 3: User Interface (UI) Design for Kids

- What makes a good app design?
 - Drag-and-drop interface in Xcode or Playground
 - Buttons, labels, colors, and layout basics
 - Create a fun welcome screen
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MODULE 4: Building a Simple App (No Code)

- Create a simple quiz, calculator, or tap-to-play soundboard
 - Use assets: icons, sounds, images
 - Link buttons to actions
 - Test app using a simulator or iPad
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MODULE 5: Intro to Swift Programming (Text-Based)

- Learn about data types, if-statements, and events
- Build basic logic in your app (e.g., score counter or timer)
- Debugging: fixing common errors
- Use real Swift code in a Playground project

MODULE 6: Adding Interactivity & Sound

- Add sound effects and background music
 - Animate buttons or characters
 - Add user interaction (taps, slides, etc.)
 - Create a simple game or learning tool
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MODULE 7: Testing & Improving Your App

- Test app features step-by-step
- Ask for feedback from friends or family
- Improve layout, fix errors, polish graphics
- Save different versions of your app

MODULE 8: Final Project & Showcase Day

- Kids build a complete mini app (game, quiz, storybook, etc.)
- Create an app icon and splash screen
- Present to class, family, or school
- Earn “Junior iOS Developer” certificate