   Released by Apple, this is one of the best apps for learning to code. It also has one of the most appealing interfaces. It's easy to use, and students can track their coding progress on the screen.

2. **Scratch and ScratchJr**. [https://scratch.mit.edu/](https://scratch.mit.edu/)
   Developed at MIT, Scratch is a game that initiates children to coding. As they play, they also develop math and computing skills. Students create and modify blocks of code represented by colored bricks that they move around and arrange.

   Tickle was inspired by Scratch. Children learn how to program by controlling robots with names like LEGO, WeDo 2.0, BB-8, Dash & Dot and the drones Airborne Cargo and Sphero.

   Also inspired by Scratch, Tynker provides fun puzzles and step-by-step tutorials. Children can create their own games and quests as they learn to code.

   Kodable is a game that introduces coding to elementary students from age 4 up. It’s a relatively user-friendly app used with iPad. Children place command lines in logical order to make furry aliens come to life and move them around a game board. They learn programming basics and eventually REAL JavaScript.

   Cargo Bot is a puzzle game where you teach a robot how to move crates. Students guide the robot’s arms by dragging and dropping programming blocks. Programmed entirely on iPad, it can also be played directly on an iPhone.

   LightBot is an interactive game in which a robot is moved around a grid. Children have to program the robot so that it lights up all the blue tiles on the grid. Meanwhile, they’re acquiring some computer programming basics. It comes in a junior version for 4- to 8-year-olds and a regular version for older children.

   Move the Turtle is a graphic app that lets children program a complex environment with graphics, spatial orientation, and sound. As they move the turtle around the screen, children are introduced to basic programming concepts step by step.

   Again inspired by Scratch, Hopscotch is meant for children aged 9 and up. Users drag and drop programming blocks to create their own games and programs.

    Robot School targets children aged 7 and up. When R-obbie the Robot crash lands on a distant planet, you have to drag and drop programming instructions in order to direct him to the fuel he needs to return home.

11. **Code.org**. [https://code.org/](https://code.org/)
   Code.org is a non-profit organization that is dedicated to expanding access to computer science to every child in every school around the world. Not an app, it offers free computer science courses on its Code Studio. They are accessible online and via mobile devices. Contents include professional learning workshops for teachers, classes for students, tutorials for beginners, classroom lessons, teaching materials, educational apps, games, and more. They also organize activities such as the Hour of the Code.