

## Tyler tutorial grid

All right. Here's Tyler. He's going to introduce the grid in Swift Playgrounds Learn to Code 1. So this is a tactile graphic representation of the world on the iPad screen, what voiceover would announce. It's laid out with five columns and five rows, labeled numbers zero through four, and two different heights, zero and one.

This graphic shows the different blocks, the column and height, and different symbols for different objects, and also has Braille. In the top left of most blocks, there'll be a number. That represents the height. On the bottom, the numbers represent the columns. And on the side, they represent the rows.

If a block does not have a number in its top left corner, that means it's a water block. And water does not have a height. Arrows represent the character's starting position. And the direction it points will be the direction it faces. Three lines represent stairs. And a star represents the gem that the character needs to collect to complete it.

And there is a key, too, you can use.

Yeah. But the left three objects on this key, this first one doesn't use.

The first playground issuing commands?

Yeah.

Right.

But later ones in the Learn to Code 1 Playground document will use it. So what you do is you write code to move your character on this puzzle world. Code is a set of instructions that tell a computer, or iPad in this case, what it should do.

Excellent. OK. Great introduction to that. Thank you, Tyler.