



Inspiring kids to build a better future with technology.
An annual challenge by **Kids Code Jeunesse**.

Underwater Plastic – #kids2030 Challenge

This Scratch game will help students become familiar with how to tell a story and make it come alive, by creating a simple game about water microplastics! This is an example of what a finished project might look like: [Scratch Finished Project](#).

Setting up your Story (20–30mins)

Create and code a set of pages (backdrops) to represent the ideas in your story.

1. Open this link to the [Scratch Starter Project](#), log in to your Scratch account and click the green **Remix** button to start.
2. Add, delete or redesign the existing backdrops by using the Scratch library, uploaded images or the Scratch paint editor. Rename them, appropriately, so they are easier to identify in your project.
3. Use the **set effects** block to create an animated effect for your *Final message* backdrop.

Setting up your Game (25–30mins)

Create and code your plastic object sprites.

1. Create or upload different plastic object sprites (ie. plastic bottle). Name them appropriately.
2. Use the paint editor to edit the sprite's size or colours.
3. In the Stage, position the sprites in their game-start location.
4. For *each* of your plastic object sprites, copy the *plasticbottle* sprite code. Use the **when green flag clicked** to hide the object on game start/reset and the **when I receive** block to activate *motion*, *looks*, *sensing* and *sound* using *control* and *variable* blocks.
5. Use the **Broadcast** block to activate the next plastic object sprite.
6. Add a **when I receive – Final Message** block to **hide** it once the game is done.

Note: You can right-click to **duplicate** the *plasticbottle* sprite to quickly make sprite (and script) copies for each of the other plastic object sprites. Then, replace the plastic bottle costume with an object of your choosing.