



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

SDGs Discovery Game - #kids2030 Challenge

This Scratch game will help students become familiar with all 17 SDGs, their colours, icons, numbers and names.

Link to an example of what the finished product may look like - [Scratch Finished Project](#).

Duplicating and Modifying existing code (20-40min.)

The concept of reusing or recycling code is powerful as it speeds up development and minimizes errors. You are provided with a Starter Project to guide you in the process.

This project will require you to go to the [Sustainable Development Goals](#) website and get the icons directly from this site.

1. Open this link to the [Scratch Starter Project](#), log in to your Scratch account and click the green **Remix** button to start.
2. Right click on the Sprite labeled **1** and select **duplicate**.
3. The duplicated Sprite will automatically have the name **2**. This is perfect as this is the name we want.
4. Change the number in the **when I receive** block to the current name of the Sprite (2, in this case)
5. Modify the Sprite's **Costume** by using the downloaded icons from the SDGs website:
 - a. Create a **Reveal** Costume and include the downloaded image
 - b. **Duplicate** the **Reveal** Costume, erase the name of the SDG and rename it **Hide**

Make sure your SDG Sprites have the same number as the actual SDG

Repeat these steps to include all 17 SDGs and get ready to play.

For an extra challenge try **erasing** the icons on the **Hide Costume**, leaving only the number and colour of the SDG as clues.