



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

Plastic Solutions – #kids2030 Challenge

In a fun and interactive way, you will learn how to make informed choices as a responsible consumer as it relates to the #kids2030 Challenge. What are your ideas to help solve the plastic waste problem?

“Recycle” a project (15–20mins)

Open up this [Scratch project](#) and play from beginning to end.

1. Take a look at the code and try your best to figure out how it works. Then, click the green “remix” button to start coding.
2. Add a fourth plastic object sprite; paint your own, find one in the Scratch library or use the Utensils sprite available in the project.
3. Create or pick a second costume for your Sprite. This new costume must represent an alternative solution that will reduce or eliminate the plastic waste.

“Recycle” the code ! (30–40 mins)

Your new sprite needs code! Your new object will need a very similar code to the three existing object sprites (Bag, Bottle and Soap).

1. From the **code** section of one of the pre-existing sprites, **drag and drop** the desired sequence of blocks onto your new sprite: click and hold the top portion of a sequence of blocks and drag them until the cursor hovers over your new sprite located on the bottom right.
2. Your sprite will now have a working code, but it’s not over. You will need to make the following adjustments:
 - The green flag event should show the initial costume (plastic waste) and set the sprite starting position (X and y coordinates)
 - Under the event “when sprite is clicked”, adjust the text in the **ask** block and the **say** blocks according to your sprite.
3. The **answer given** variable purpose is to have the **recycle bin** sprite appear only once all answers have been given. Can you figure out what needs to be adjusted now that there are four sprites?