



# HOUR OF CODE

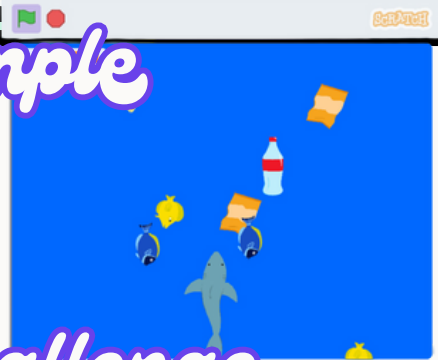


## TASK

As a Digital Leaders for Sustainability - How can you encourage others to be more sustainable?

Use Scratch to learn about our planet and how to protect the environment for future generations

## Example



## Challenge

**ADD POWER-UPS:** INTRODUCE SPECIAL ITEMS THAT THE PLAYER CAN COLLECT TO TEMPORARILY PROTECT THE SHARK FROM OBSTACLES OR INCREASE ITS SPEED.

**SCORING SYSTEM:** IMPLEMENT A SCORING SYSTEM THAT INCREASES WITH EVERY OBSTACLE AVOIDED, AND DISPLAY THE SCORE ON THE SCREEN.

**LEVELS WITH INCREASING DIFFICULTY:** CREATE MULTIPLE LEVELS WITH PROGRESSIVELY FASTER OBSTACLES OR NEW TYPES OF CHALLENGES.

**OBSTACLE VARIETY:** ADD DIFFERENT TYPES OF OBSTACLES, EACH WITH UNIQUE BEHAVIORS.

**MULTIPLAYER MODE:** ALLOW TWO SHARKS TO PLAY AT ONCE WITH SEPARATE CONTROLS FOR A COMPETITIVE TWIST.

LET'S GET CREATIVE!

## Instructions

1. CREATE A GAME TO SAVE THE SHARK FROM PLASTIC POLLUTION AND IMPROVE ITS HEALTH

- [STARTER PROJECT](#)
- [RASPBERRY PI WRITTEN INSTRUCTION](#)

2. REMEMBER TO SIGN INTO SCRATCH IF YOU HAVE AN ACCOUNT

3. REMIX THE PROJECT LINK TO GET STARTED

4. FOLLOW THE TUTORIAL TO COMPLETE YOUR PROJECT

5. CHALLENGE YOURSELF TO IMPROVE YOUR PROJECT

4. **\*\*ENHANCE YOUR IMPACT\*\*:**  
-SHARE YOUR GAME WITH YOUR PEERS

-SHARE THE HOUR OF CODE WITH OTHER CHILDREN IN YOUR SCHOOL  
#DIGITALLEADERS4SUSTAINABILITY.

LET'S MAKE A DIFFERENCE!

Educator Guidance

Follow Along Video



Raspberry Pi  
Foundation

[Raspberry Pi - Sustainability Series Walkthroughs](#)



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