



Erasmus+

Erasmus+ project **CODE FOR CLIMATE CHANGE**

**KA210-SCH-9E17698F**

**Mobility in Latvia**

**SCRATCH GAME CODING**

**OUTCOMES**

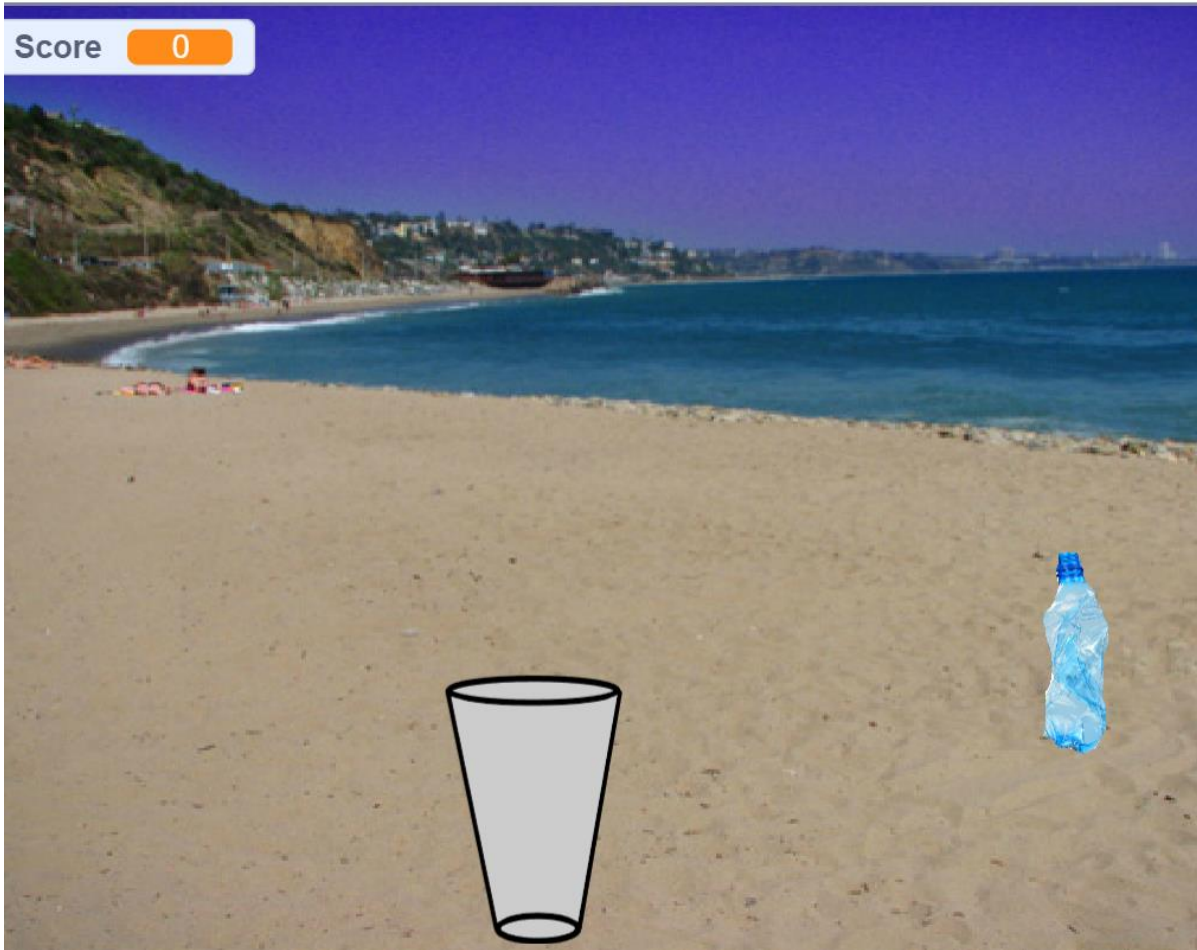


# OUTCOMES

While meeting in Latvia, students worked in mixed, international teams of four with the SCRATCH program, creating games about climate change and how this global problem could be solved or influenced. The process was not easy, the students had to look for different solutions to the obstacles that happened in the process, adapt actions to others, cooperate, use critical thinking, planning and actively apply problem-solving skills.

As a result, four games were created, about which the students themselves have told a little.

# Trash bin

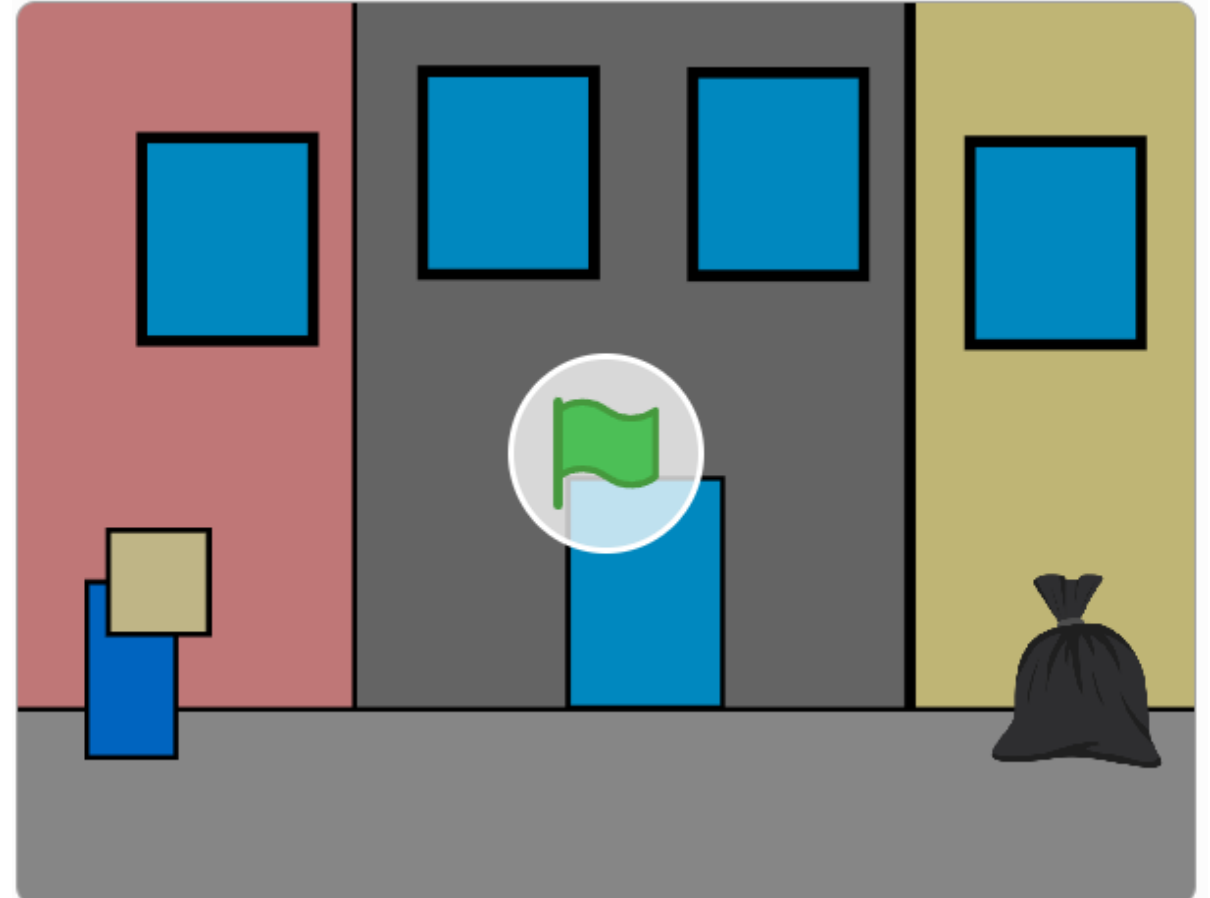


When you press the green flag, you use the arrows (left & right) to navigate the trash can. The plastic bottles are falling from the sky and your objective is to catch them with the trash can, every time you catch a bottle a point is added to your score.

# Trash Picker

## Movement:

- Right and left arrow
- Once you get to 50 coins you will finish the game or move on to the next level.
- Collect 50 trash bags.

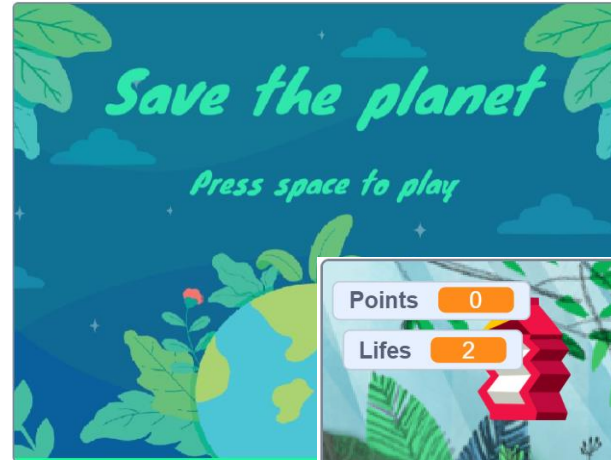


# SAVE THE PLANET

Objective: Collect trash that is falling from the sky.

Game span: 1 minute

Collect all the trash in time 1 minute otherwise the planet will explode!!!



# RECYCLING

You don't have to do much to play the game, just a few things, all you need are four keys and knowledge of waste sorting.

The goal is to divide the waste into the right containers so that in the landfills it's easier.

The game can be played with A, B, C and D keys. There is waste that falls one by one and there are four containers: plastic, paper, organic and glass. The plastic is yellow and you can put plastic things in it by pressing the A key. The paper is blue, the paper container must be filled with paper items that can be placed with the B key. Organic is in gray and you have to put, for example, fruits, vegetables and food scraps, which can be done with the C key. And there is also the green container, which is glass, and the glass can be inserted with the D key. If you press the right key and he enters the right container, you get a point, but it can also happen when you don't press the right one and then the point is removed, the removed points can also go to minus. You can get a total of five points and you can also get minus five points, but the goal is to get plus five points and not minus.

