**Years 5 - 6 Scratch Individual**

Remi produced an innovative, engaging game to teach users about sustainability, the global impact of everyday decisions and strategies to reduce pollution.

The code included a range of nested decision-making, varied user input methods and repetition to provide resilient gameplay. The use of digital assets to change the appearance of Earth as the game progressed was original and engaging.

The video clearly explained how the game could be used to help people live sustainably and to understand the consequences of user actions on the environment. The range of elements included in the game added to the user experience and encouraged continuous play.

Well done Remi!