**Years 3 - 4 Scratch Individual**

Thomas created a course for primary school students focused on reducing organic waste.

It featured multiple learning modes, including poems, stories, games, and quizzes. The solution also featured original design elements, intricate nested logic, and a personalised user experience that was responsive to interactions like mouse movements.

This was further complemented by Thomas’ detailed explanatory video, showcasing its structural features.

Well done, Thomas!