**Years 5 - 6 Scratch Pairs**

Walter and Connor crafted an interactive game centred around a drone-powered rubbish collection process.

Their game featured original visual assets and an appealing user interface supported by clear and concise instructions that were also narrated to enhance User accessibility. Walter and Connor made thoughtful use of nested decision-making and user input which greatly contributed to the flow of their digital solution.

The video was entertaining, educational, and explained creative ways to use drones to clean up litter.

Excellent job and great teamwork, Walter and Connor!