



Seth - Scratch game explores palm oil and deforestation

What was your goal and what have you achieved so far?

This year I met new friends and made a new scratch project which I haven't done in some time. My aim was to let people know more about what deforestation is and how we can prevent it. I worked with my mum a few times but mostly I was working on my own. I haven't promoted it yet but I will soon. It is an animation which includes coding. The coding contains drop boxes or click boxes and you can alter certain things in it. There are characters in it and it is interactive, so you try to learn how to prevent deforestation. It includes what you can use instead (*of products with palm oil*), so it's raising awareness then looking at some solutions.

Biggest success?

My biggest success would be completing it. I've done a couple, and all the coding was deleted and I had to redo it. Two times half of it was deleted but every time it got deleted, I improved on what I'd made and so I made it the best it could come out as. I know it could be better but it was ready to be shared. It's finished I hope and then I'll work

on some more environmental things or I can make other scratch things.

Your advice to other students?

My advice would be if it breaks down or flops, you don't need to worry. It may take a long time but at the end it will last and it will be amazing! If you don't understand everything, research more into it and go into more depth. My topic was deforestation which is why I worked specifically on palm oil, so I had to research into palm oil for what I could use in the game.

What have you enjoyed most?

I've enjoyed going back into this because I haven't done scratch in a couple of years. It's enjoyable to refresh my mind on what to do. I learned a few new skills - I didn't know how to ask questions in scratch the first time but now I know how.

This case study was transcribed from an interview. These are Seth's words and opinions.



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