



Highly Commended

Programming, Apps & Robotics Year 5 - 6

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P:polocean.com

Home

Our game:

about us

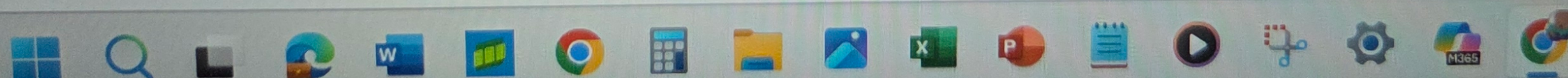
How you can help

Our game: The sea sweep game.

This is our game about plastic pollution. these are the rules:

- As the player you need to swim around collecting garbage.
- After a bit of time a question will pop up and you have to answer to continue playing.
- There's a timer if it runs out you lose
- There's a lot you have to reach and that's it. have fun!

<https://scratch.mit.edu/projects/1334384673/>



9:48 AM
25/07/2026

Polocean

Aim & Use

Polocean is a website which aims at helping school children learn about plastic pollution in oceans and understand its impacts on marine animals, ecosystems and humans. We also want them to learn how they can simply reduce pollution.

Our scientific purpose is to increase awareness of an important environmental issue through interactive learning because we believe when people understand a problem, they are more likely to make positive choices.

The website can be used as an educational resource for schools and can be accessed and explored independently on any laptop/tablet with an internet connection by clicking on the following link:

<https://sites.google.com/schools.sa.edu.au/polocean/home>

The Sea Sweep Game

One of the main features of Polocean is our game called *The Sea Sweep Game*. The game teaches players about pollution in a fun and interactive way.

How to Play

1. Click **Start**.
2. Catch the moving trash to increase your health and help clean the environment.
3. Avoid touching other objects as they will reduce your health.
4. Answer pollution-related questions that appear every 5 seconds to earn points.
5. Try to achieve the highest health and score before the timer runs out.
6. When the game ends, your final health and score will be displayed.

Acknowledgements

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- Our technology teacher, Miss Lucy Jachacy
- Our families, especially Taha's mother for helping with the enrolment process and Monty's brother for helping solve technical problems.

Bibliography

- Williams. *Adrift*
- Britannica Kids
- Our Oceans
- UN environment program (Plastic Pollution)
- Scratch