

Prize Winner

Programming, Apps & Robotics Year 5-6

Lydia Couper

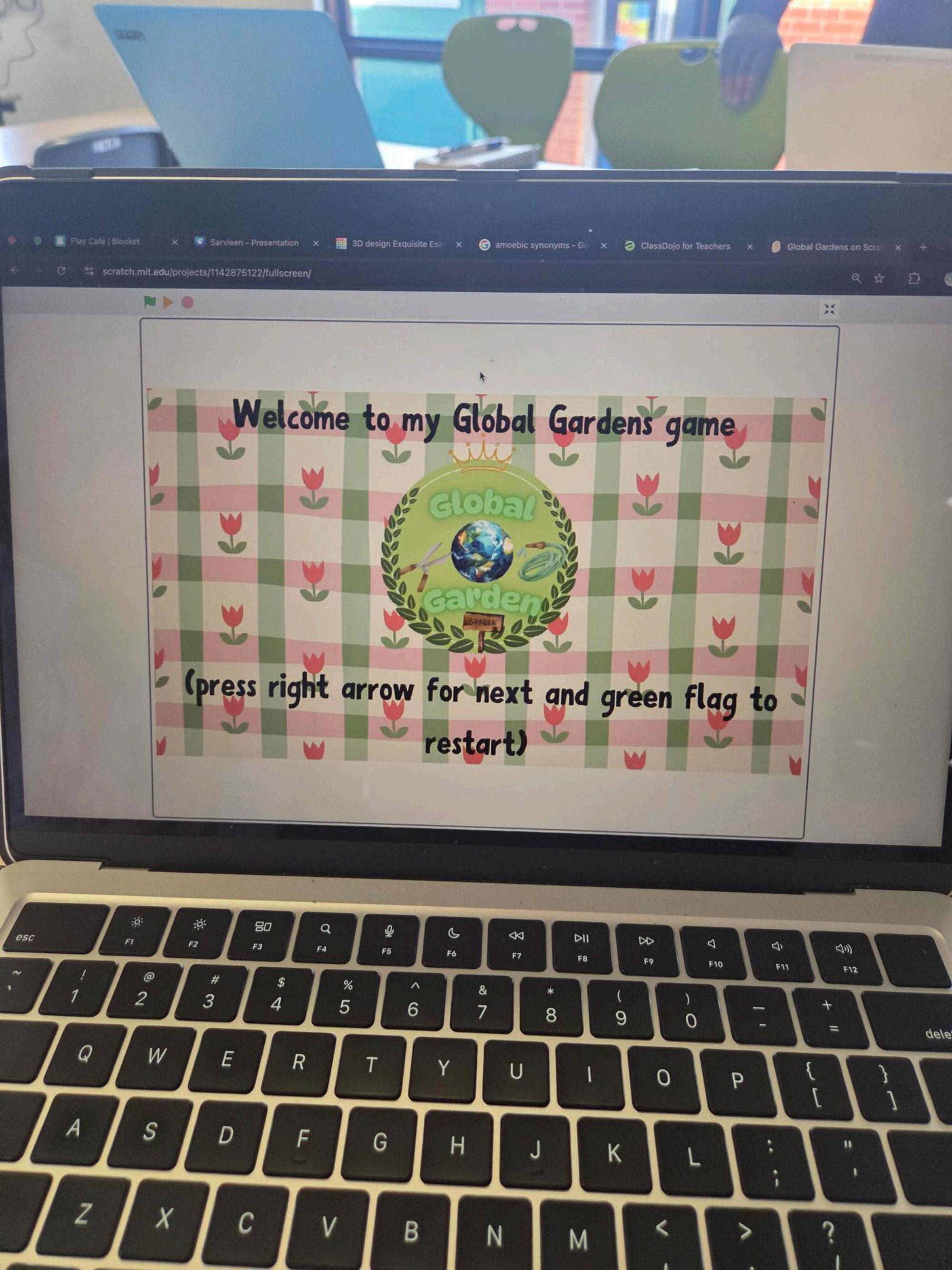
St Joseph's School - Hectorville











Programming, Apps & Robotics Written Report Lydia Couper

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The aim of the entry, and its scientific purpose and potential applications

The point of this app is to teach people about how to plant their plants in the right place and conditions so people can know how to plant their plants. I also made it for people who are curious about plants, plus my game is in the Australian curriculum.

The type of robot or computer/device required to run the program

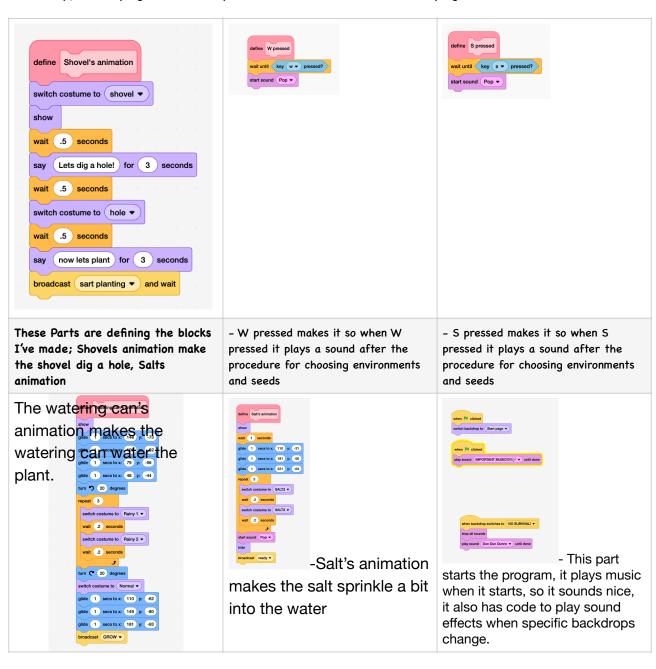
Just any laptop with a web browser (Chrome or Safari)

Clear instructions on loading or using the entry

Just click on the Scratch link and follow the instructions

https://scratch.mit.edu/projects/1142875122/

A hard copy of the program and an explanation of what the sections of the program do



Acknowledgment of any external support provided to the entry

My mum helped me find inspiration photos for my art (plants), My G&T teacher Mr. Do guided me in the right direction.

A bibliography that acknowledges relevant sources of information.

 $\ensuremath{\mathrm{I}}$ used the google AI and chat GPT to get my information.