

MISSION: TURN RESEARCH INTO A MESSAGE

Create a short Scratch PSA that explains one ocean sustainability issue, shows why it matters, and gives the audience one realistic action to take.

Your evidence

A completed research table, a three-scene storyboard, a Scratch project file or share link, and a short reflection.

1. Research three possible issues

Use current, trustworthy information. Record what the source helped you understand. You may begin with these authoritative sources:

NOAA: [Learn About Marine Debris](#) - what marine debris is, where it comes from, and how it affects ocean life.

NOAA: [Coastal Pollution Tutorial](#) - marine debris, oil spills, and harmful algal blooms.

NOAA Ocean Service: [Marine Debris](#) - impacts and solutions.

Source or URL	What I learned or want to investigate
Source 1	
Source 2	
Source 3	

2. Define your message

The issue I chose:

What should the audience understand, and why does it matter?

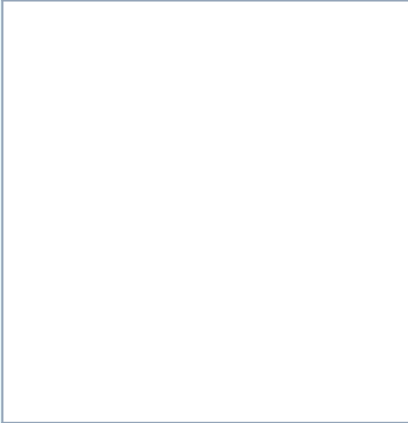
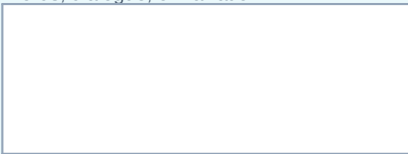
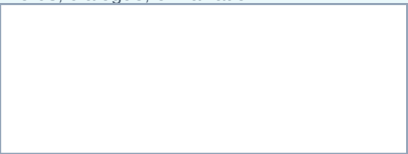
DESIGN THE MESSAGE

A PSA does more than name a problem. It helps a specific audience understand the issue and gives them a next step.

Message frame The audience should understand _____ because _____. They can help by _____.

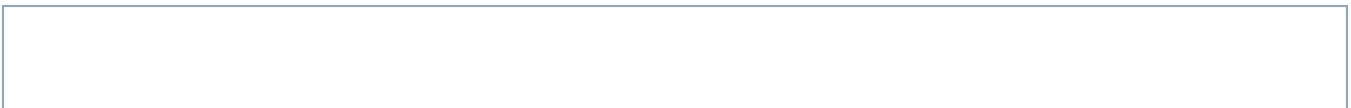
3. Plan a three-scene storyboard

Each scene needs one job. Keep the message short enough that a viewer can follow it the first time.

SCENE 1 - NOTICE	SCENE 2 - UNDERSTAND	SCENE 3 - ACT
		
Show the issue. What should the audience notice first?	Explain one cause, impact, or piece of evidence.	Give one realistic action or next step.
Words, dialogue, or narration: 	Words, dialogue, or narration: 	Words, dialogue, or narration: 

Source plan

List the outside image, fact, sound, or information you will credit in the project notes.



BUILD IT IN SCRATCH

This route works directly from the packet. You do not need a separate Canvas tutorial.

Open Scratch	scratch.mit.edu/projects/editor - sign in if your teacher wants a share link, or save the .sb3 file to your device.
1	Start Choose or draw a backdrop and sprite. Add when green flag clicked .
2	Scene 1 Use switch backdrop , say , and wait blocks to introduce the issue.
3	Scenes 2 and 3 Continue the script, or use broadcast messages to start new scenes. Show the evidence and the audience action.
4	Test Click the green flag. Check the order, reading time, volume, and whether the action is clear.
5	Save Use File - Save to your computer for an .sb3 file. If your teacher uses links, share the project and copy its URL.

Need a visual walkthrough?

Official Scratch [Create a Story tutorial](#) - choose a backdrop, add characters, switch scenes, and make characters talk.

Official Scratch [video tutorials](#) - Getting Started and Make a Story.

Done when	Your PSA has at least three scenes, explains one issue, uses one fact or source, gives one audience action, runs in the correct order, and includes credits for anything you did not create.
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TEST, SHARE, AND REFLECT

Run the project for a partner before you submit it. The partner should understand the message without your explanation.

Partner test

The issue I think this PSA explains is:

The action it asks the audience to take is:

One moment that was confusing, too fast, or hard to read was:

Revision

One change I made after the test:

Reflection

1. What is the algorithm in your program? Describe the order of at least three actions.

2. What message should the audience remember after the PSA ends?

3. If you had more time, what would you improve and why?

Submit

Turn in the completed packet plus the Scratch .sb3 file or a working share link, using the route your teacher selected.

Source note: NOAA Marine Debris Program and NOAA Ocean Service education resources; Scratch Create a Story and Scratch video tutorials. Accessed August 15, 2026.