

Coding for Climate Sustainability

Pune, Maharashtra | August 2026

"The earth does not have a temperature; it has a climate," – NASA



Climate sustainability is one of the key goals in the list of the United Nations 17 SDG's (Sustainable Development Goals) till 2030.

In Geography, climate is defined as the

long-term average of temperature, humidity, rainfall patterns over seasons, years, or decades. Thus, a change in climate has its consequences for the life and eco-systems on our Earth.



Since the past few decades there has been a visible climate change leading to many natural calamities, destruction and loss of property and lives across the globe. This is a red alert from mother nature to us humans to stop polluting and disturbing the balance of ecosystems and nature. Thus, there is a dire need for awareness about the consequences of climate change on the environment.

Our school has a mission towards saving the environment by spreading awareness about issues like climate change, pollution, loss of biodiversity and eco-systems. The students from the ICT club of our school recently participated in the coding for climate project to understand and give solutions to climate change and its repercussions for life on Earth, which is also associated with the UN SDG Goal#13 Climate Action.



This was a six-week Coding for Climate Project 2026 organised by the global online educational platforms for students and teachers called the Take Action Global and Earthproject.org. There was an online global celebration for recognition of learning about climate change and action towards it in the meeting of four leagues of students and teachers across the globe, viz., Water, Energy, Ocean, and Land. The project was conducted in three phases as follows:

1. **Phase I:** Environmental topics exploration based on four leagues, i.e., Energy, Water, Oceans and Land.
2. **Phase II:** Coding for Climate using coding in any language and tools from HTML, Python, AI, Minecraft, Scratch, Canva etc.
3. **Phase III:** Climate Action Collaborations

The students researched about the environmental issues and built their own solutions by using their choice of programming tools and languages.



From our school, students participated in all four leagues. Following is the list of league wise solutions by our students with a link of their work:

Name of Student	Grade	League	Coding Language/Tool	Solution
Shreya Thakare	VIII	Water	Python	Water League – FloodShield
Aaradhy Satav	VIII	Energy League	C++,Python	Solaris Core
Devansh Kedari	VIII	Land League	Python, AI	TerraGuardX



Link to the solutions:

<https://drive.google.com/file/d/1P3-Ue6a7eSs1eQvqwykz8MzfC3hRepOh/view?usp=sharing>

Our students were praised by teachers across the globe for creating the solutions in their own unique innovative ways. All participating

students and teachers received certificates for their participation and sharing their solutions on the coding for climate platform: -



We extend heart felt thanks and best wishes to Koen Timmers, Jennifer Williams, Global Youth ambassadors, Speakers, and all global participants for encouraging and supporting our students and organising the Coding for Climate Project 2024.



We thank school Principal Dr. Bindu Saini, ICT club Incharge Ms, Richa Arora, ICT club member and teacher Ms. Manjusha

Shiraskar and IDS coordinator Ms. Anjali Gugale for facilitating and providing all kinds of support in successfully completing the Goals Project 2026.

