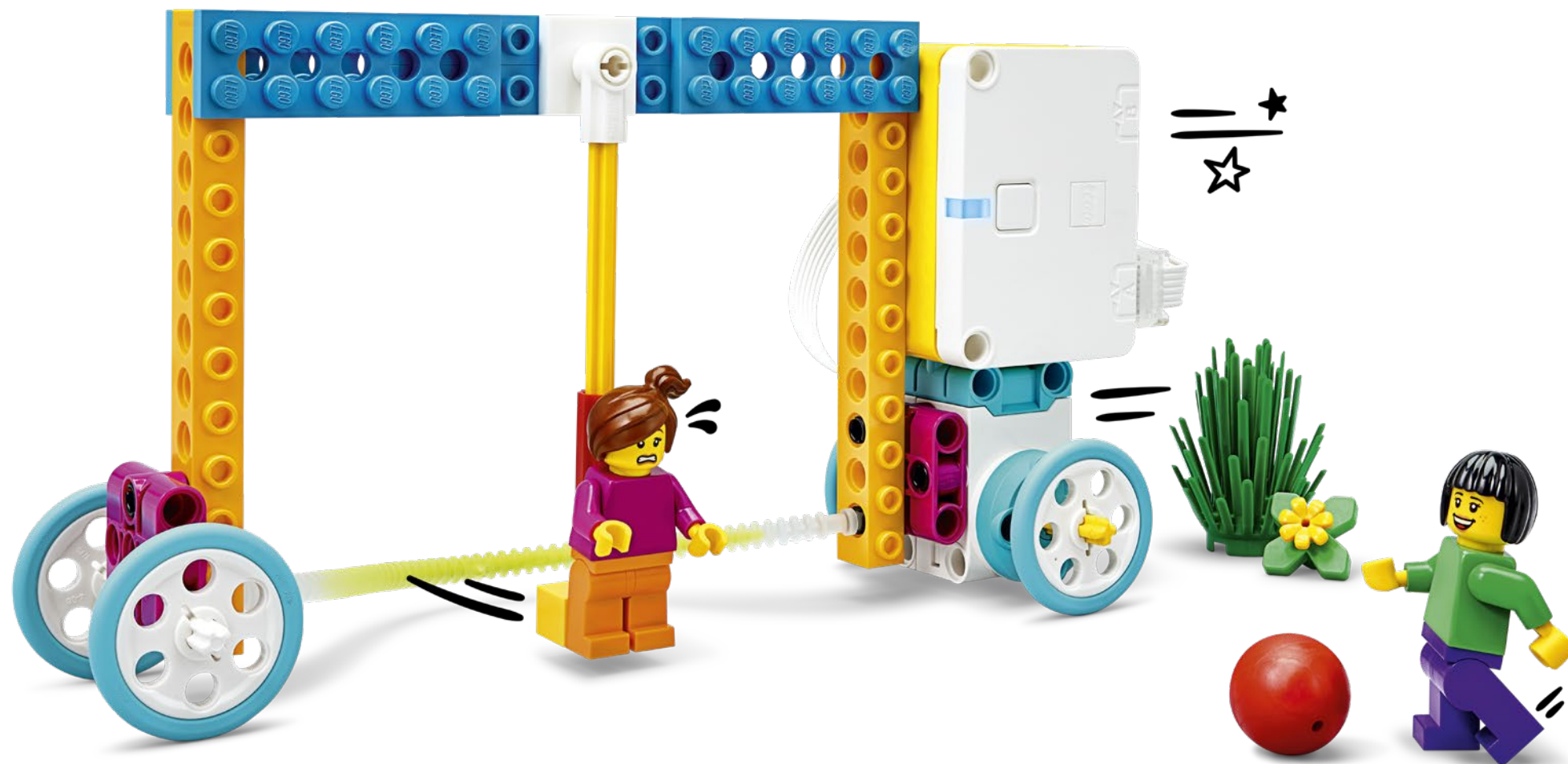# Make It Random

Explore
Check out the **Winning Goal** lesson. Build the Driving Base and practice coding. Then, try this debugging challenge!

Debug
A bug is an error in a program that doesn't allow it to function properly. Debug means to identify and fix the error in a program.

Extend
Add a sensor to your model and your program. Consider using the color sensor to respond to a goal being scored. Alternatively, explore more "Operators" – apply your learning to use the "random" block in your program in a new way.

Challenge

A student intended to program their goalkeeper to move a random distance in each direction to try to block a shot on goal.

They included a "Pick Random Number" block in their code, but it didn't accomplish the intended action.

- Can you help fix their code to work properly?

- Program the goalkeeper to move a random distance in one direction and then a random distance in the other direction. Then, repeat the random movements.

```
when program starts
A ▾ set speed to 60 %
repeat  pick random 1 to 10
    A ▾ run ↻ ▾ for 0.5 rotations ▾
    A ▾ run ↺ ▾ for 0.5 rotations ▾
```