

# Seeing Red!

## Explore

Check out the [Avoid the Edge](#) lesson. Build the model 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

Can you create a program and intentionally include a bug? Share with a partner and see if they can debug your code. Alternatively, can you use the Bar Graph Blocks to collect data related to your Avoid The Edge game?



```
when program starts
  if A is color red ? then
    A set speed to 52 %
    A run for 1 rotations
  wait 1 seconds
  start sound Goal Cheer
  set image to Amusement Park
```

## Challenge

A student wants their program to check when the red ball reaches the edge of the model in this lesson. They intend for their program to:

- Recognize the red ball using the Color Sensor.
- Cheer when the ball stops in front of the Color Sensor.
- Display the Amusement Park image when the ball reaches the end.
- Their code isn't working at all! Can you help fix their code