

# Counting Catastrophe

## Explore

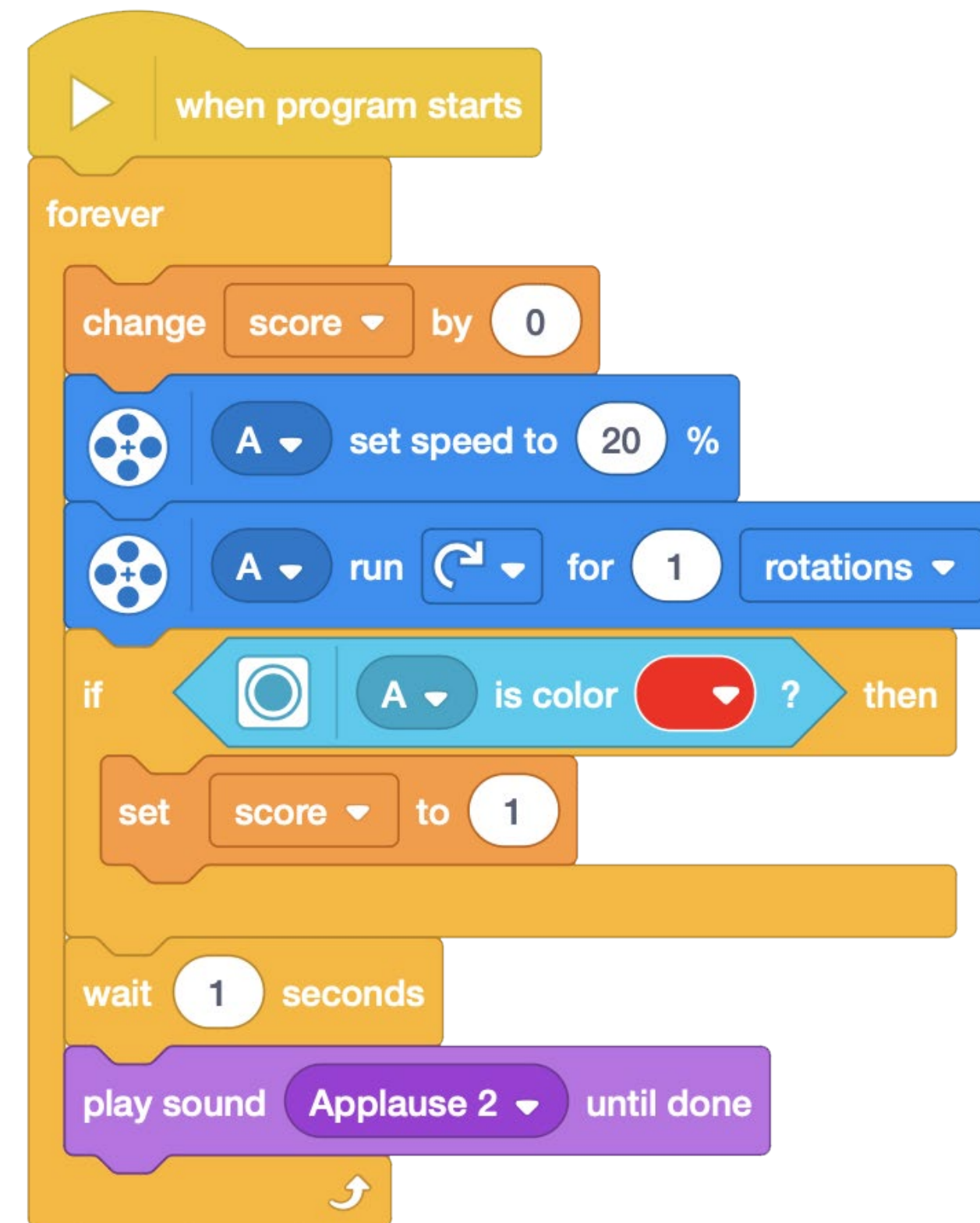
Check out the [High Stick Hockey](#) lesson. Build the model and practice coding. Then, try this debugging challenge!

## 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 create another game with a score keeping mechanism that utilizes variables in your program?



```
when program starts
  forever loop
    change score by 0
    A set speed to 20 %
    A run for 1 rotations
    if A is color red ? then
      set score to 1
    wait 1 seconds
    play sound Applause 2 until done
```

## Challenge

A student wants to add a score keeping mechanism to their High Stick Hockey game. They added the Color Sensor to detect when the red ball is in the goal. They intend for their program:

- Start the score keeping counter at zero at the beginning of the game.
- Recognize the red ball using the Color Sensor when a goal is scored.
- Increase the score by 1 for each goal using a variable in their program.
- Play the "applause 2" sound after each goal.
- Their code isn't working at all! Can you help fix their code?