



@ashleyanntewes



Subtracting Integers Race Game - #CSandMath

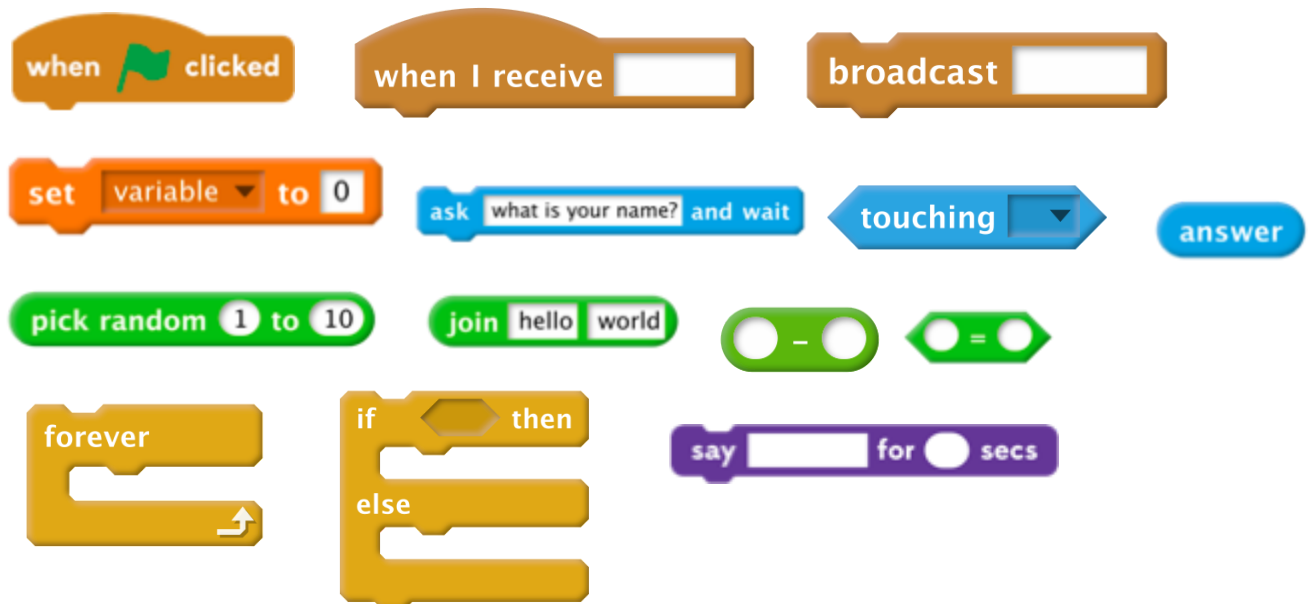
Project Goal:

Create a race game against a Sprite. The user will practice subtracting positive and negative integers. If you get an answer correct you move forward, if you get an answer incorrect you do not advance. The goal is to beat the opponent across the screen.

Standard:

3.1.2.1 Add and subtract multi-digit numbers, using efficient and generalizable procedures based on knowledge of place value, including standard algorithms.

Blocks:



Student Handout:

[Subtracting Integers Race Game Introduction](#)

Teacher Guide:

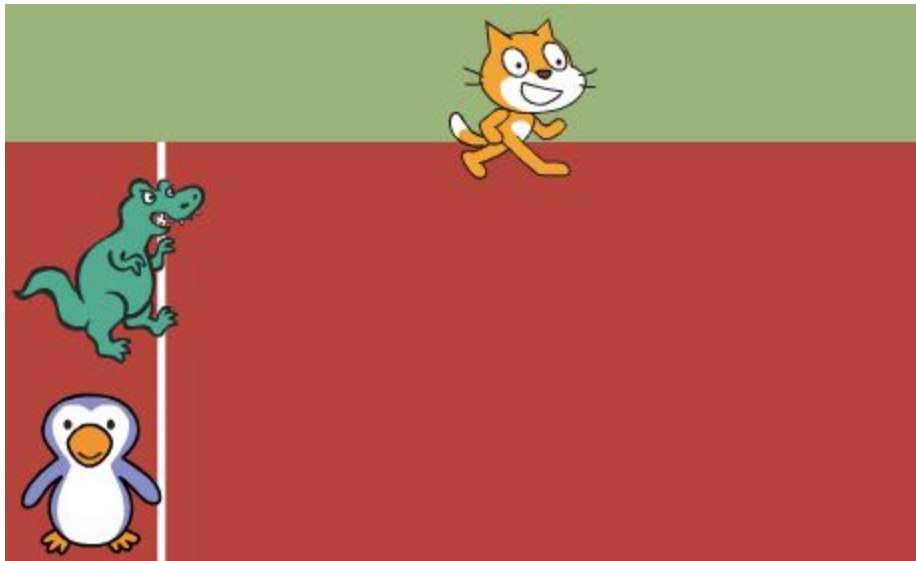
[Step-by-Step Instructions](#)



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Solution:



```
when clicked
  go to x: 23 y: 129
  forever
    set Number 1 to pick random -50 to 50
    set Number 2 to pick random -50 to 50
    set Correct Answer to Number 1 - Number 2
    ask join Number 1 join - Number 2 and wait
    if answer = Correct Answer then
      broadcast Go!
      say Correct! for 2 secs
    else
      say Incorrect! for 2 secs
```



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Computer Sprite:



```
when green flag clicked
  go to x: -191 y: 43
  forever loop
    move 2 steps
    wait 1 secs
    if touching edge? then
      say You lose! for 2 secs
      stop all
```

Player Sprite:



```
when green flag clicked
  go to x: -193 y: -58

when I receive Go!
  move 30 steps
  forever loop
    if touching edge? then
      say I win! for 2 secs
      stop all
```