**Data Management**

**Unit 1 Line Master 9a**

 Statistics Game

 Block Coding Program

Click the link to access Scratch: Dice Game – Doubles:

<https://scratch.mit.edu/projects/484777128/>



The  starts the game, and the space bar rolls the dice.

Play until you win. Play again.
Compare your results with the class results when
students rolled number cubes.

**Data Management**

**Unit 1 Line Master 9b**

 Statistics Game (cont’d)

 Block Coding Program

**Examine the Code**

● Click **See Inside**. Look at the code. 
What do you think the different blocks mean?
How do they relate to the statistics experiment?

 

**Data Management**

**Unit 1 Line Master 9c**

 Statistics Game (cont’d)

 Block Coding Program

● Connect the blocks to what happened during the experiment.
For example,
 has Cat facing right (looking from Start to Finish).
 has Cat starting at (–100,50).

|  |  |
| --- | --- |
| Graphical user interface, application  Description automatically generated | has Cat go back to Start if the dice match. |
|  |
| If the dice don’t match, the numbers rolled are added. Then Cat takes that many steps. |
| Graphical user interface, application  Description automatically generated | has the roll tracked each time, and random numbers are chosen from 1 to 10. |
| Graphical user interface, application  Description automatically generated | has the Cat being declared the Winner! when the Cat touches the red Finish Line. |

**Note:**
Cat starts at –100 and ends up at 150.
Thinking about the distance on each side of 0,
100 pixels + 150 pixels = 250 pixels.