

# TIMER

## KEY BLOCKS...


You could add more LOOPS to your program.

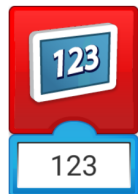
Can you make a **TIMER** that will keep you on time? These are the blocks that I found useful...



Add this block to **START** your program when '**A**' is pressed



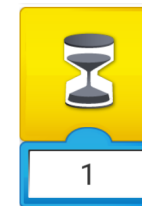
Add a **LOOP** block. This block  can be added to control the **NUMBER** of loops



Set the **DISPLAY** to a number. Hint – '0' might be a good one to start!



Use this block to add 1 to the **DISPLAY**



Add this block to **WAIT** a second