

# Countdown Timer

Count down to zero on the screen.



when zero

do something



-1

Time: 14

# Countdown Timer

Count down from 15 seconds. When the timer reaches 0, switch pages.

The image shows three rows of code blocks for a Scratch-style programming environment:

- Row 1:** WHEN + DO = [set score] [red score] : [10 points] [5 points] [once]. This block sets a score of 10 points in the red score field and 5 points in the blue score field, and then triggers an event once.
- Row 2:** WHEN [timer] [1 second] + DO [-score] [red score] : [1 point] +. This block starts a 1-second timer and subtracts 1 point from the red score when it reaches 0.
- Row 3:** WHEN [scored] [red score] = [0 points] + DO [switch to] [page 2]. This block checks if the red score is 0 points and then switches to page 2.