

## Create a basic timer: Template

This template helps pupils identify that a timer is a game design element. This template can be attached to a program, placed ideally in the background. It is a basic example, set as a countdown from 60 seconds.



**Control = When Program started**

**Data = Set Variable - 'timer' to 60**

**Data = Show variable - 'timer' at X \_\_\_ Y\_\_\_** (To position the timer)

**Control = Forever** (This will create the "end of loop" brick on the bottom)

**Control = If "timer">0** (the value of the variable is greater than 0) **is true then**

**Control = Wait 1 second**

**Data = Change variable - 'timer' by -1** (minus 1 every second)

**Control = Else** (this will create an 'end if' brick below)

**Control = End if** (will automatically appear)

**End of Loop** (will automatically appear at the end of a forever loop)

