How to create a timer in Scratch

Scripts	Costumes	Sounds						
Motion Looks Sound Pen Data	Ser Ope	ents htrol hsing erators re Blocks						
Make a Variable Make Variable name: timer								
 For all sprites Cloud variable (requires sign in) OK Cancel 								

Step 1 - Create a new variable called timer.

Step 2 - Make sure you have two backdrops for your stage (The main background for your game and a Game Over background).



Step 3 – Add the following code to your stage:

when 📜 clicked					
switch backdrop to MainBackground	This block initialises your timer to 60 seconds.				
	You can change this value if you				
wait 1 secs	need to.				
change timer by -1					
switch backdrop to GameOver					
stop all V					