## 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								
<ul> <li>For all sprites</li> <li>Cloud variable (requires sign in)</li> <li>OK</li> <li>Cancel</li> </ul>								

**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					