

Tablas de multiplicar del 1 al 9

Matemáticas a la disco

1º Ejecutar tablas de multiplicar al azar



Primer ciclo de código y probar

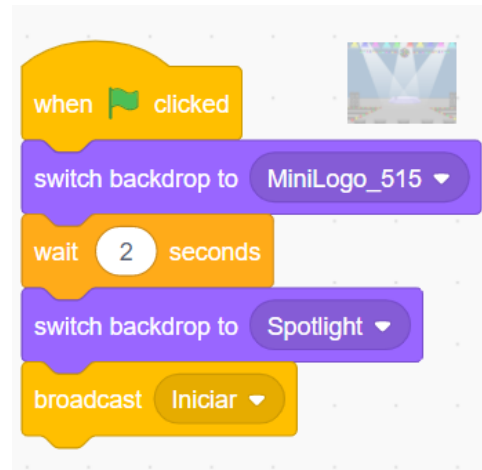
Variables

Make a Variable

a

b

c




when green flag clicked

switch backdrop to MiniLogo_515

wait 2 seconds

switch backdrop to Spotlight

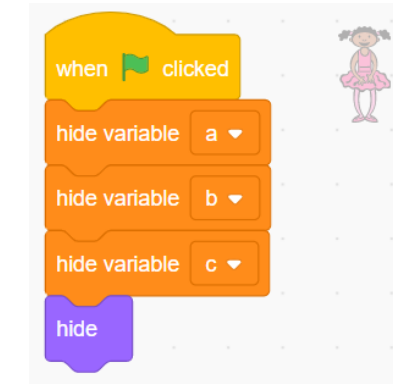
broadcast Iniciar



when green flag clicked

go to x: -77 y: -131

hide



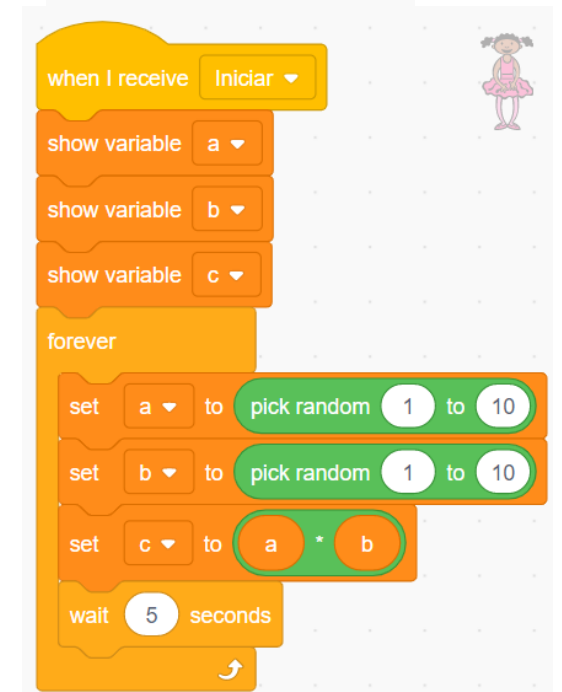
when green flag clicked

hide variable a

hide variable b

hide variable c

hide



when I receive Iniciar

show variable a

show variable b

show variable c

forever

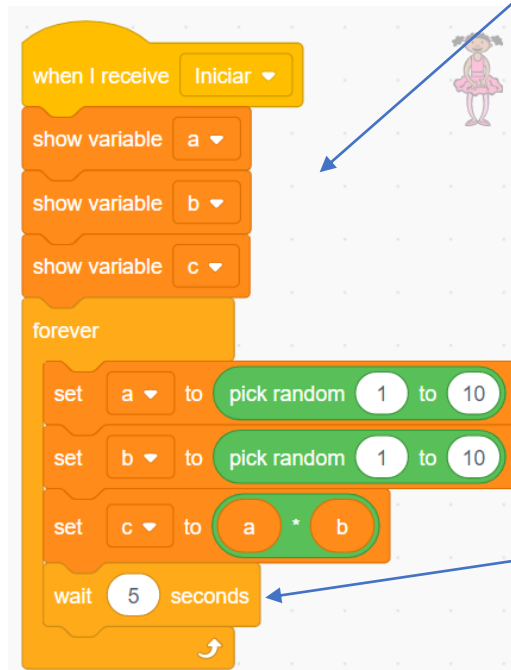
set a to pick random 1 to 10

set b to pick random 1 to 10

set c to $a * b$

wait 5 seconds

Preguntar a por b y validar si igual a c



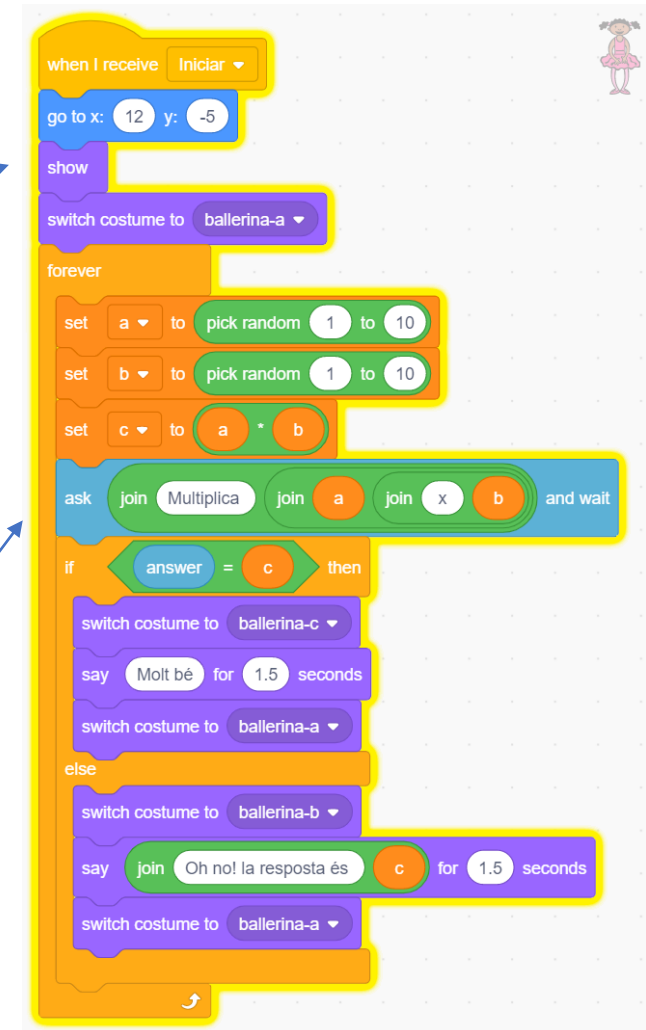
```

when I receive Iniciar
  show variable a
  show variable b
  show variable c
  forever
    set a to pick random 1 to 10
    set b to pick random 1 to 10
    set c to a * b
    wait 5 seconds
  
```

Se dejan de mostrar las variables a, b y c

Se presenta el personaje

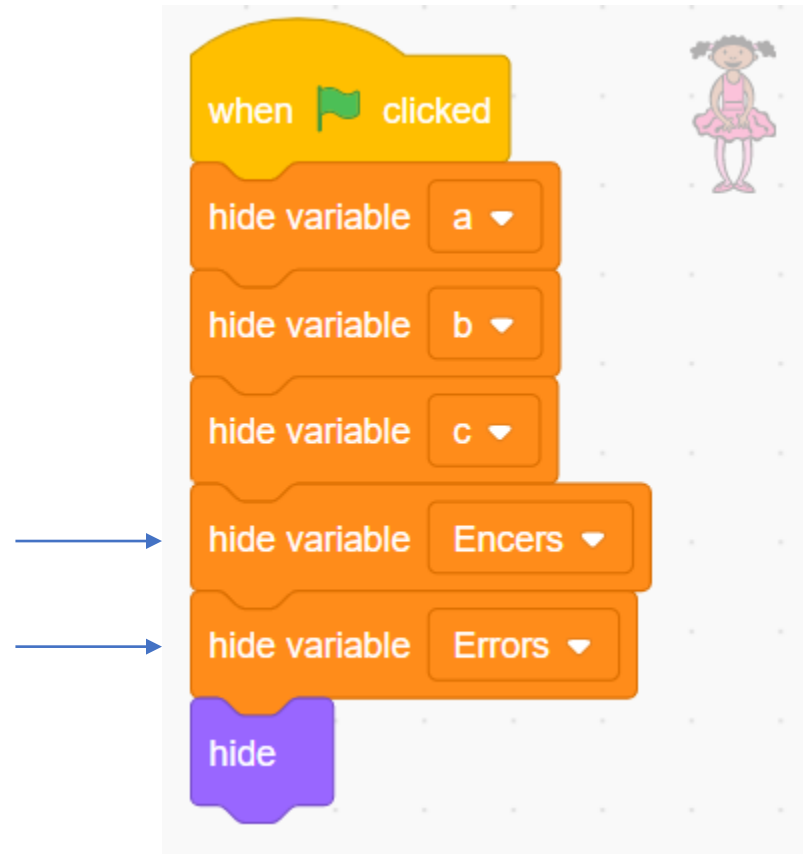
Se sustituye la espera de 5 segundos por la secuencia de preguntar y validar las respuestas, con cambios de vestido del personaje.



```

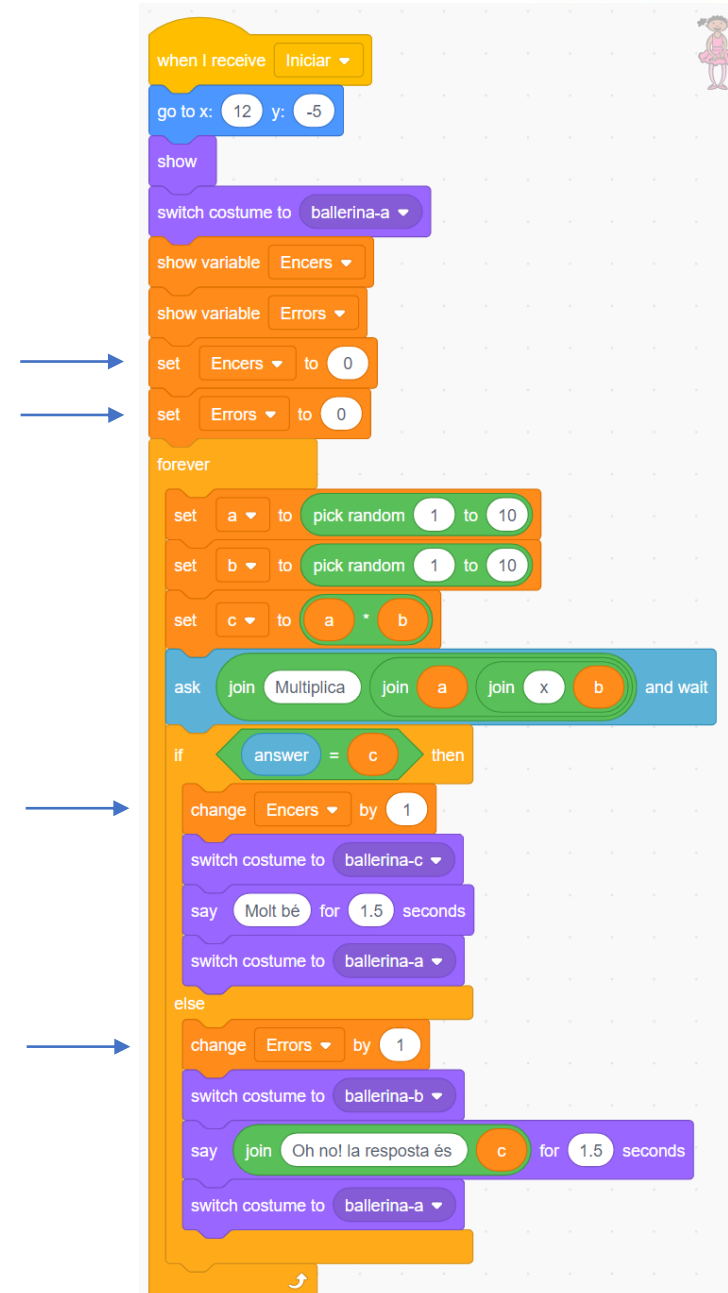
when I receive Iniciar
  go to x: 12 y: -5
  show
  switch costume to ballerina-a
  forever
    set a to pick random 1 to 10
    set b to pick random 1 to 10
    set c to a * b
    ask join Multiplica join a join x b and wait
    if answer = c then
      switch costume to ballerina-c
      say Molt bé for 1.5 seconds
      switch costume to ballerina-a
    else
      switch costume to ballerina-b
      say join Oh no! la resposta és c for 1.5 seconds
      switch costume to ballerina-a
  
```

Mostrar aciertos y errores



```

when clicked
hide variable a
hide variable b
hide variable c
hide variable Encers
hide variable Errors
hide
    
```



```

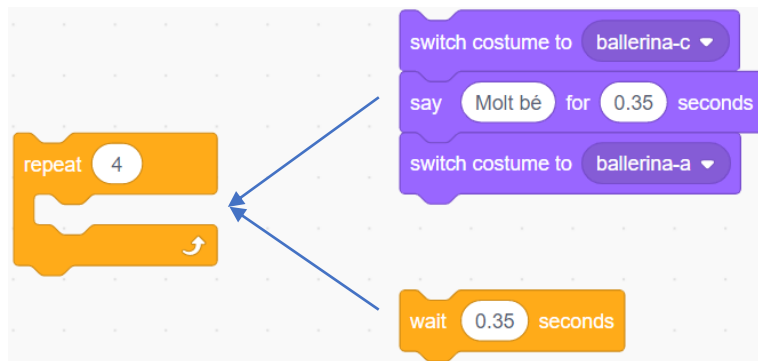
when I receive Iniciar
go to x: 12 y: -5
show
switch costume to ballerina-a
show variable Encers
show variable Errors
set Encers to 0
set Errors to 0
forever
set a to pick random 1 to 10
set b to pick random 1 to 10
set c to a * b
ask join Multiplica join a join x join b and wait
if answer = c then
change Encers by 1
switch costume to ballerina-c
say Molt bé for 1.5 seconds
switch costume to ballerina-a
else
change Errors by 1
switch costume to ballerina-b
say join Oh no! la resposta és c for 1.5 seconds
switch costume to ballerina-a
    
```

Añadir sonidos al acierto y al error

```

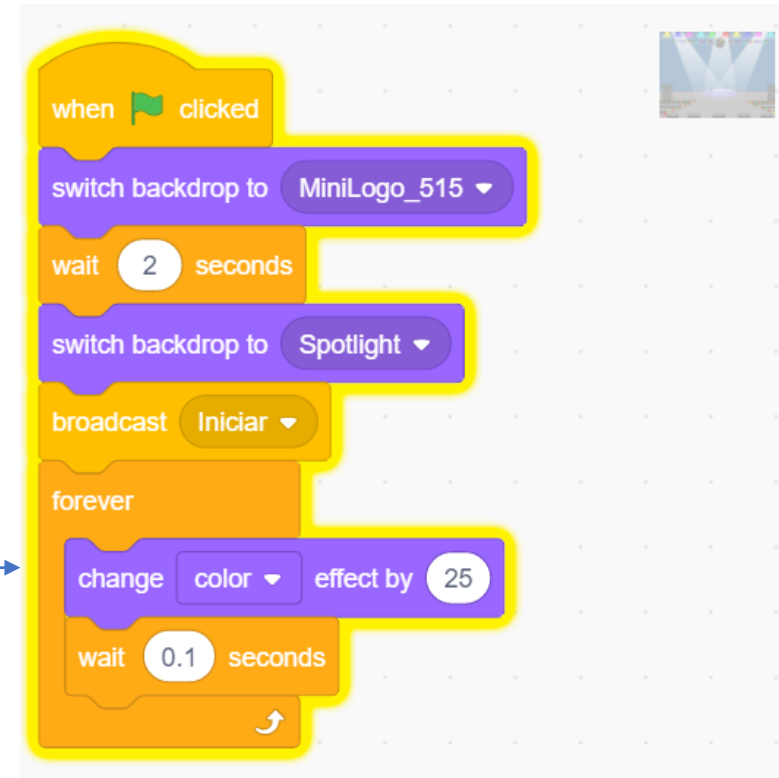
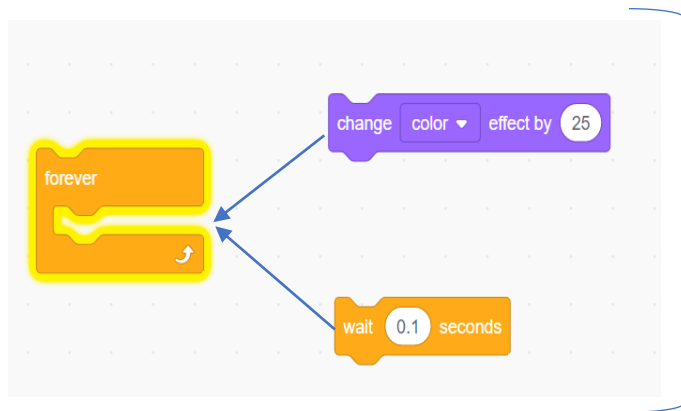
set Encors to 0
forever
  set a to pick random 1 to 10
  set b to pick random 1 to 10
  set c to a * b
  ask join Multiplica join a join x join b and wait
  if answer = c then
    start sound Triumph
    change Encors by 1
    switch costume to ballerina-c
    say Molt bé for 1.5 seconds
    switch costume to ballerina-a
  else
    start sound Skid
    change Errors by 1
    switch costume to ballerina-b
    say join Oh no! la resposta és c for 1.5 seconds
    switch costume to ballerina-a
  
```

Dar saltos de alegría al acertar



```
ask join Multiplica join a join x b and wait
if answer = c then
  start sound Triumph
  change Encers by 1
  repeat 4
    switch costume to ballerina-c
    say Molt bé for 0.35 seconds
    switch costume to ballerina-a
    wait 0.35 seconds
  else
    start sound Skid
    change Errors by 1
    switch costume to ballerina-b
    say join Oh no! la resposta és c for 1.5 seconds
    switch costume to ballerina-a
```

Dar vida a la discoteca



Activar un cronometro

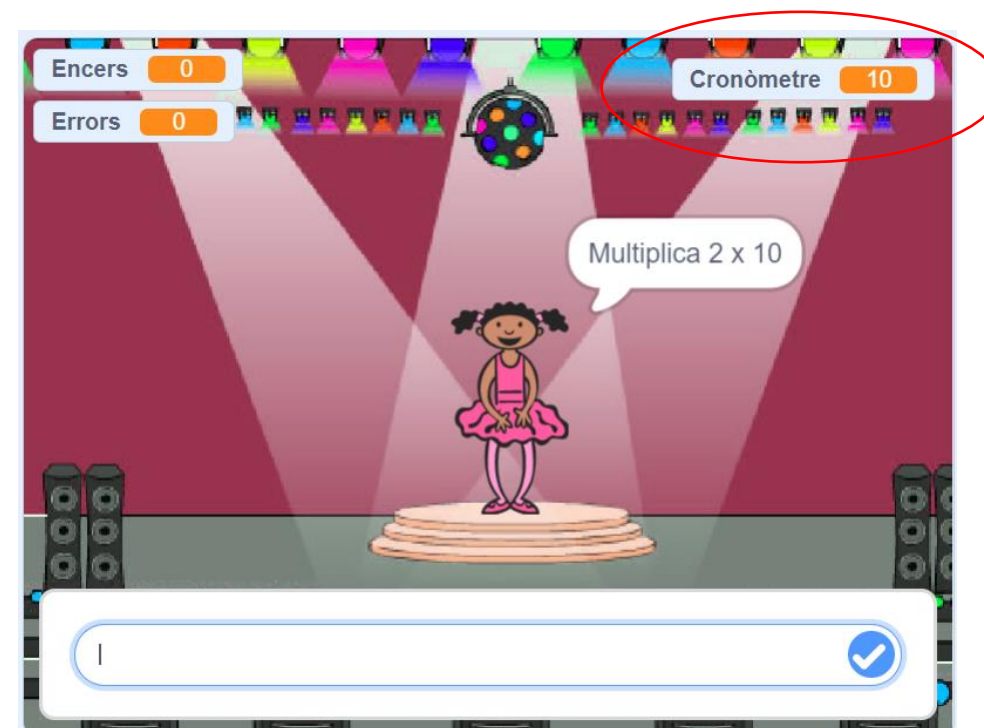
Esta parte se ejecuta a voluntad del profesor

Código del personaje cronómetro

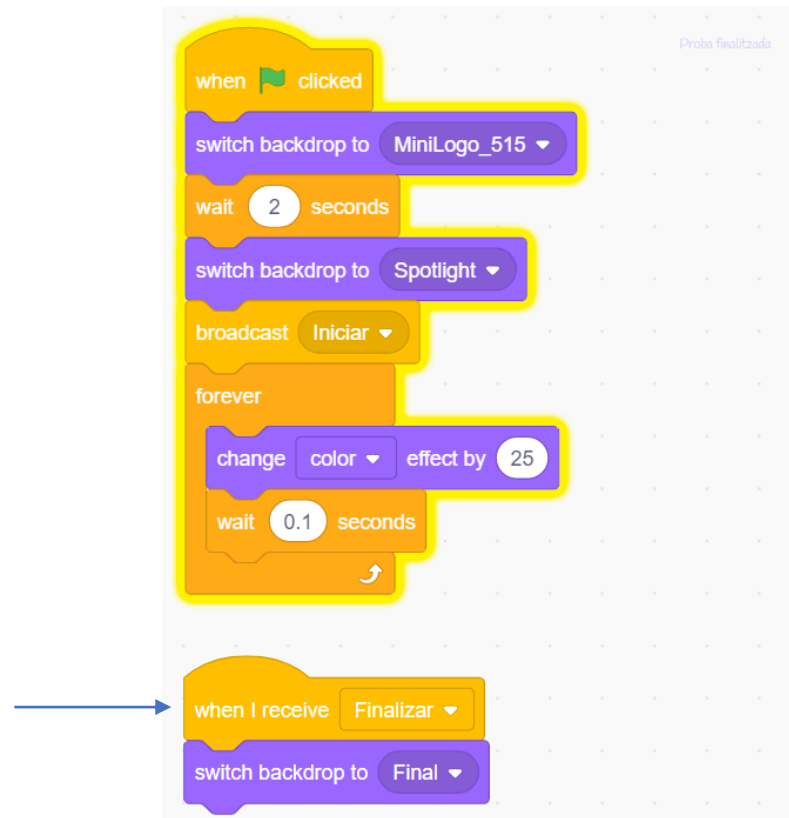
```

when clicked
  hide variable Cronòmetre
  hide

when I receive Iniciar
  set Cronòmetre to 0
  show variable Cronòmetre
  repeat until Cronòmetre = 60
    wait 1 seconds
    change Cronòmetre by 1
  hide variable Cronòmetre
  broadcast Finalizar
  
```



Al recibir finalizar (Stage, escenario, escenari)



Al recibir finalizar

