

# Tablas de multiplicar del 1 al 9

Matemáticas a la disco

# 1º Ejecutar tablas de multiplicar al azar



# Primer ciclo de código y probar

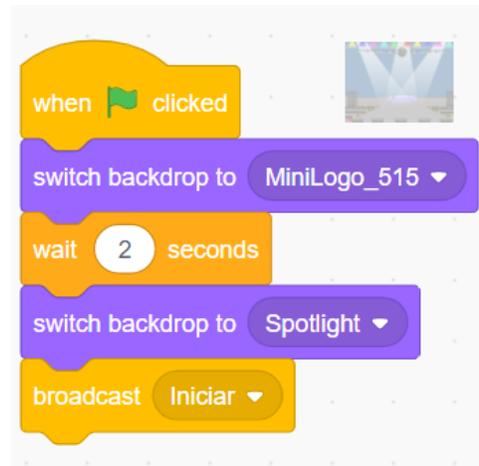
**Variables**

Make a Variable

a

b

c



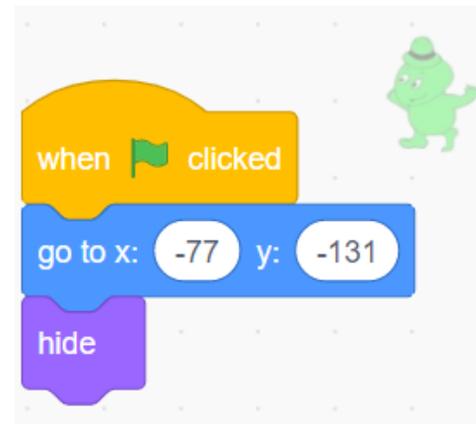
when green flag clicked

switch backdrop to MiniLogo\_515

wait 2 seconds

switch backdrop to Spotlight

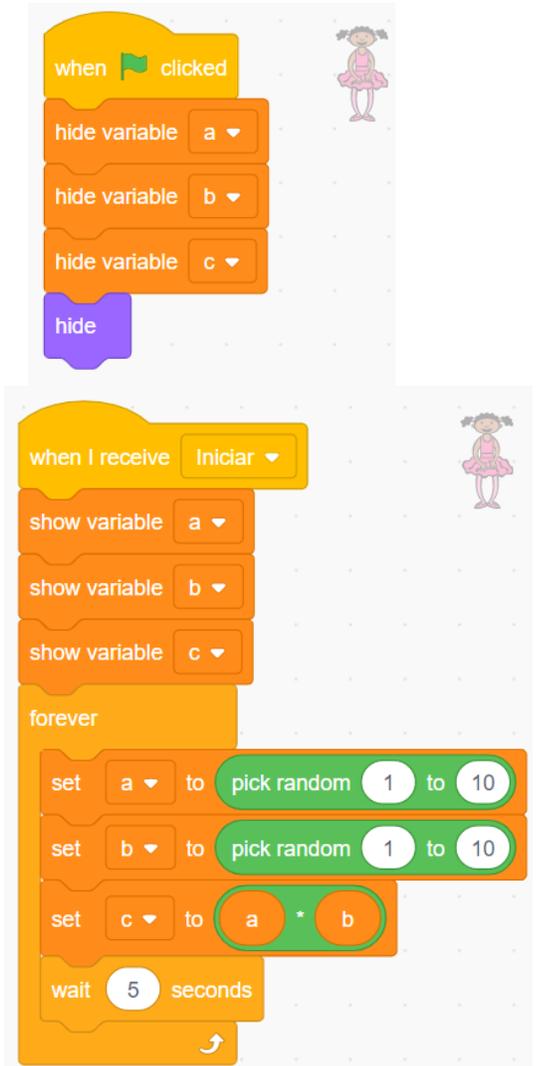
broadcast Iniciar



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

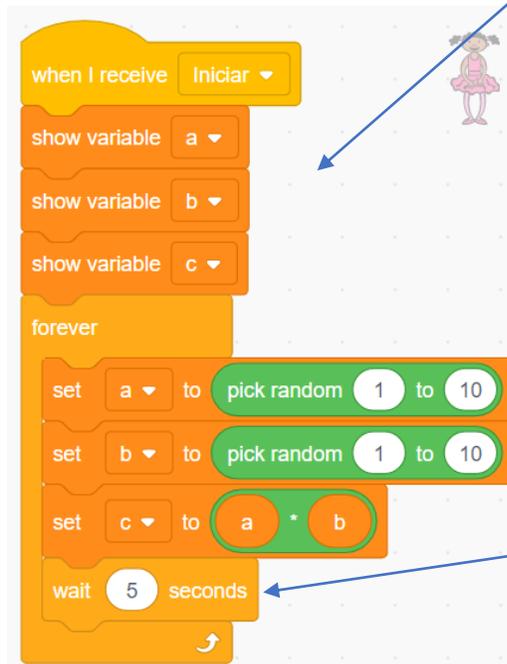
set a to pick random 1 to 10

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



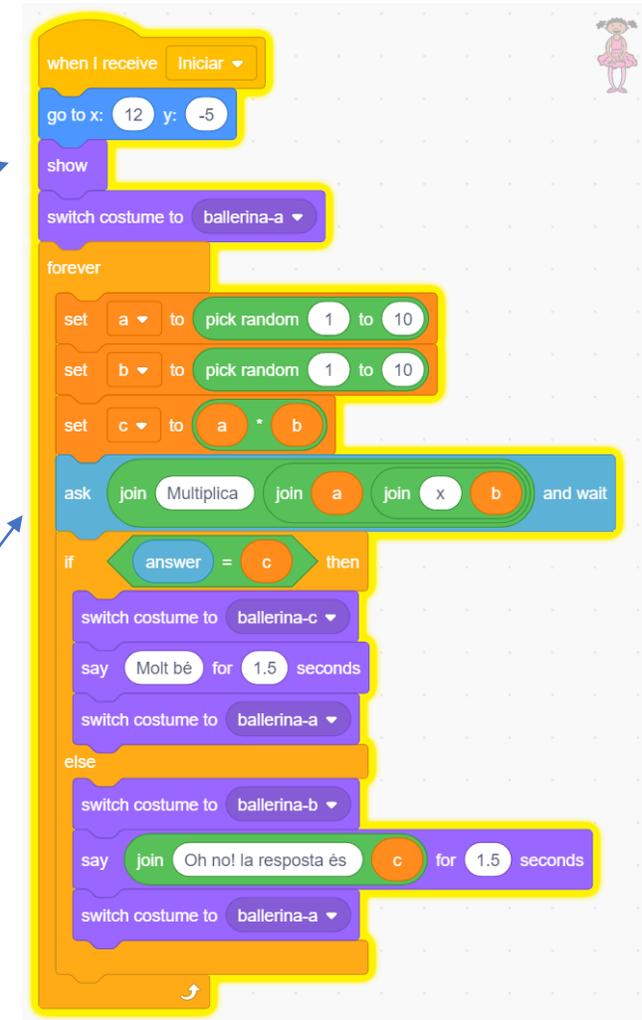
```

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

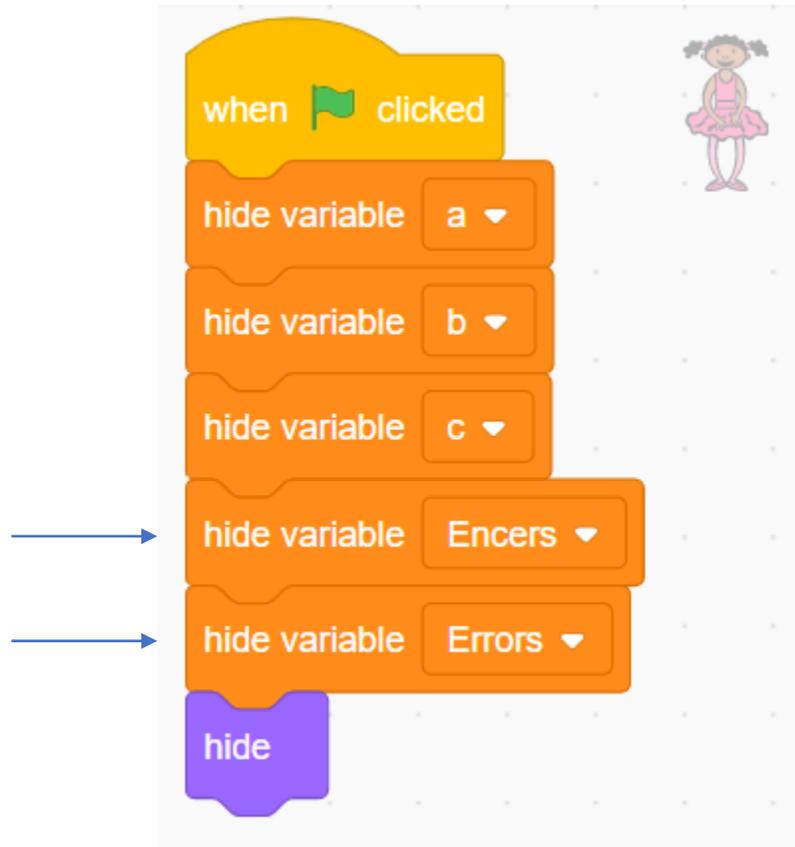
Se sustituye la espera de 5 segundos por la secuencia de preguntar y validar las respuestas, con cambios de vestido del personaje.



```

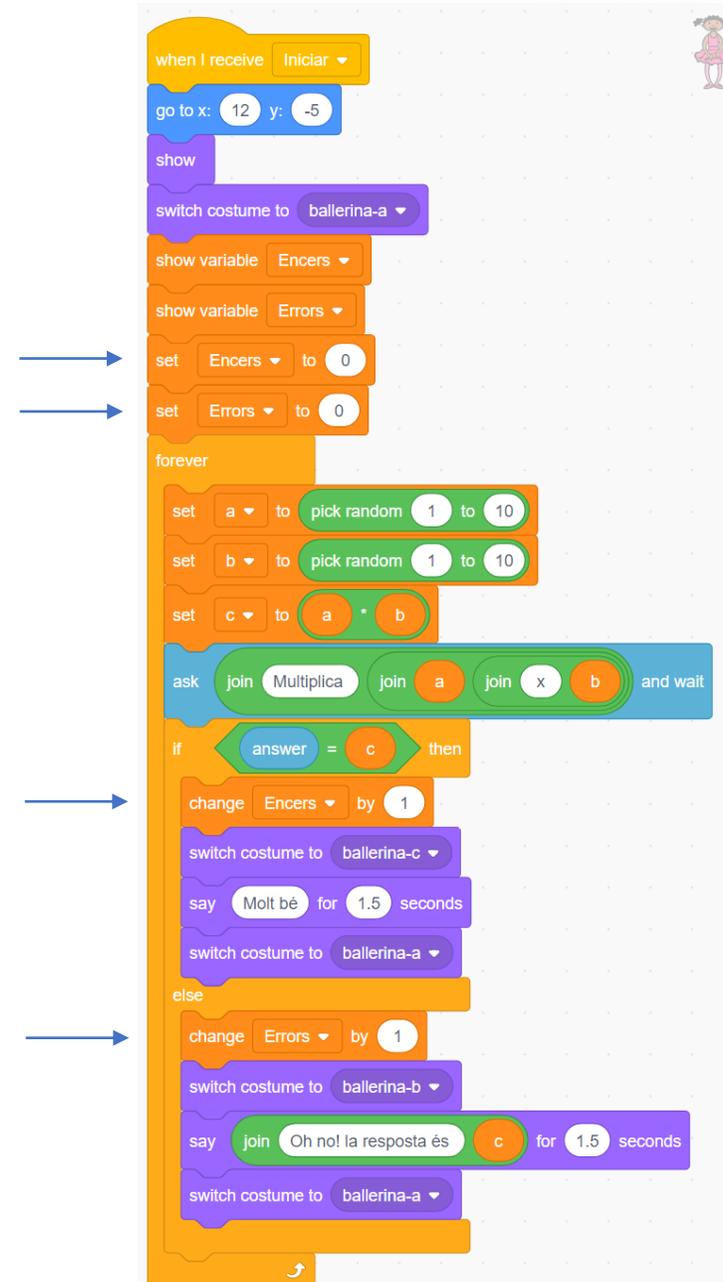
when I receive Iniciar
  go to x: 12 y: -5
  show
  switch costume to ballerina-a
  forever
    set a to pick random 1 to 10
    set b to pick random 1 to 10
    set c to a * b
    ask join Multiplica join a join x b and wait
    if answer = c then
      switch costume to ballerina-c
      say Molt bé 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
  
```



```

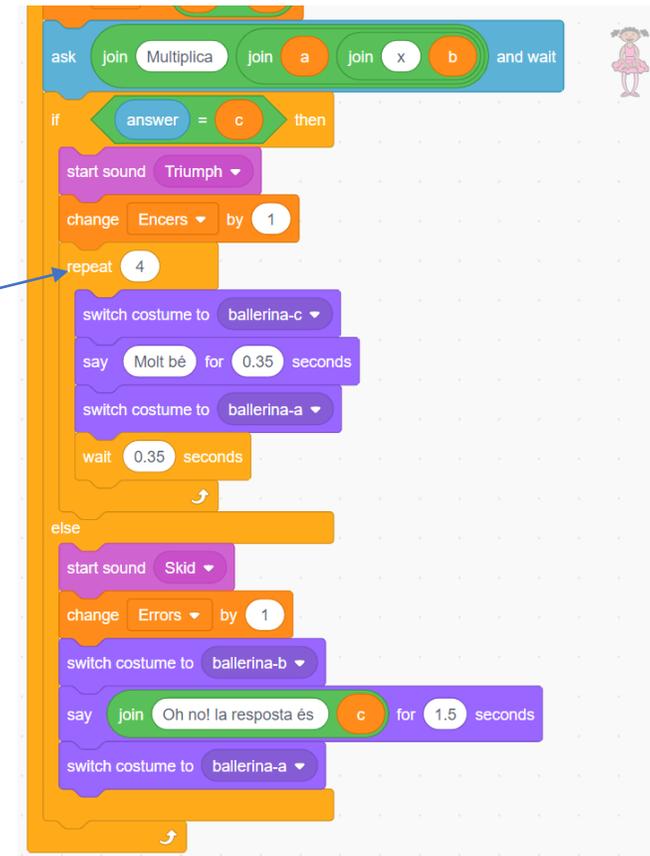
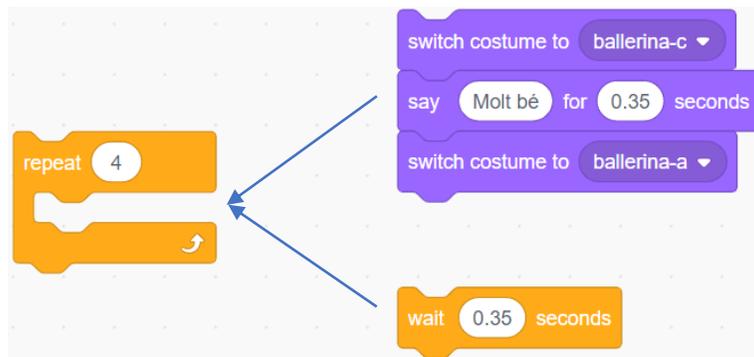
when I receive Iniciar
  go to x: 12 y: -5
  show
  switch costume to ballerina-a
  show variable Encers
  show variable Errors
  set Encers to 0
  set Errors to 0
  forever
    set a to pick random 1 to 10
    set b to pick random 1 to 10
    set c to a * b
    ask join Multiplica join a join x join 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

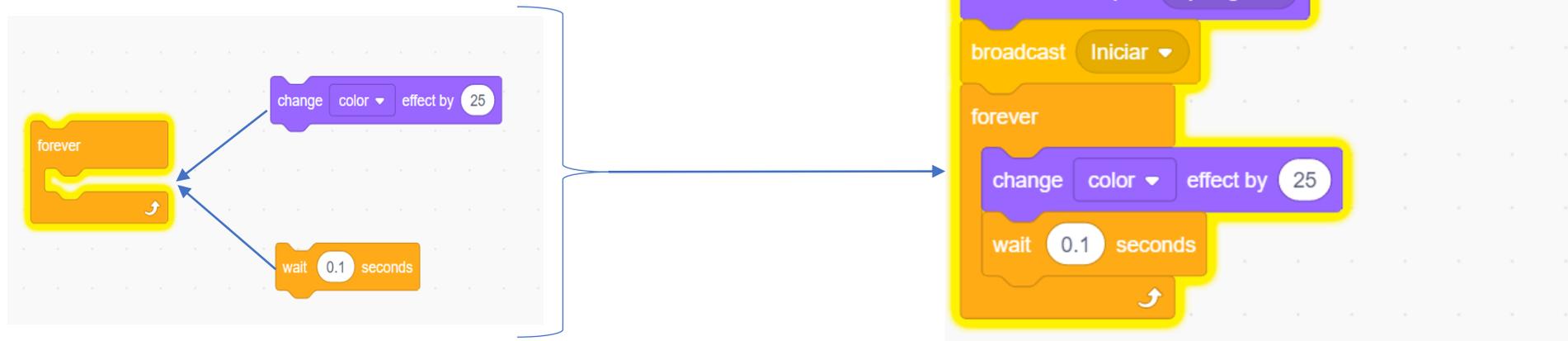
```

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



# Dar vida a la discoteca



# Activar un cronometro

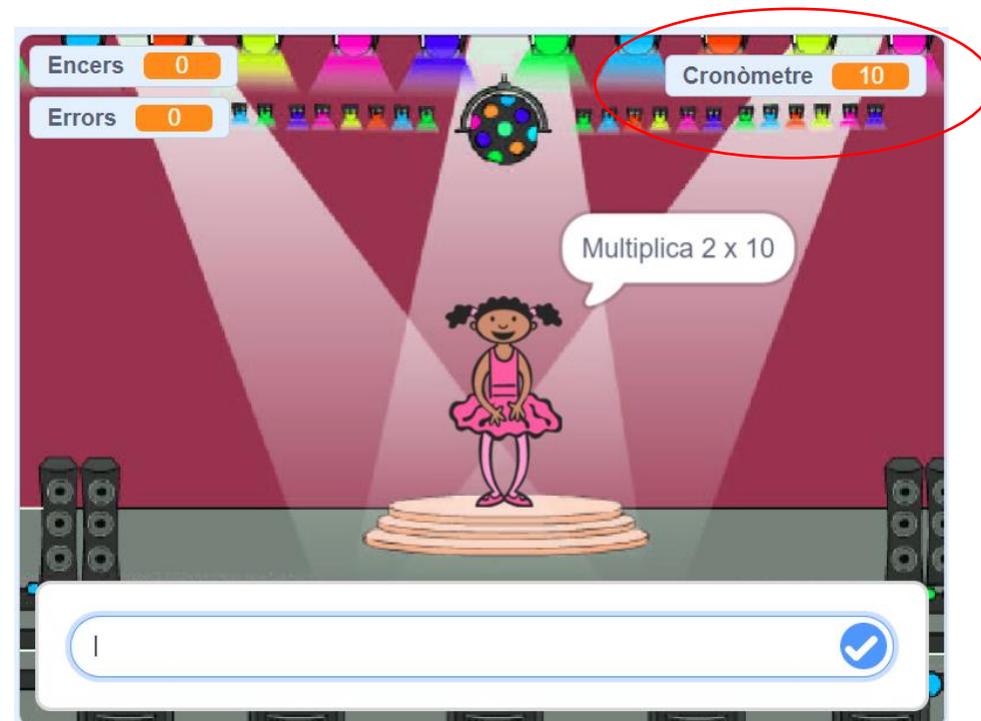
Esta parte se ejecuta a voluntad del profesor

# Código del personaje cronómetro

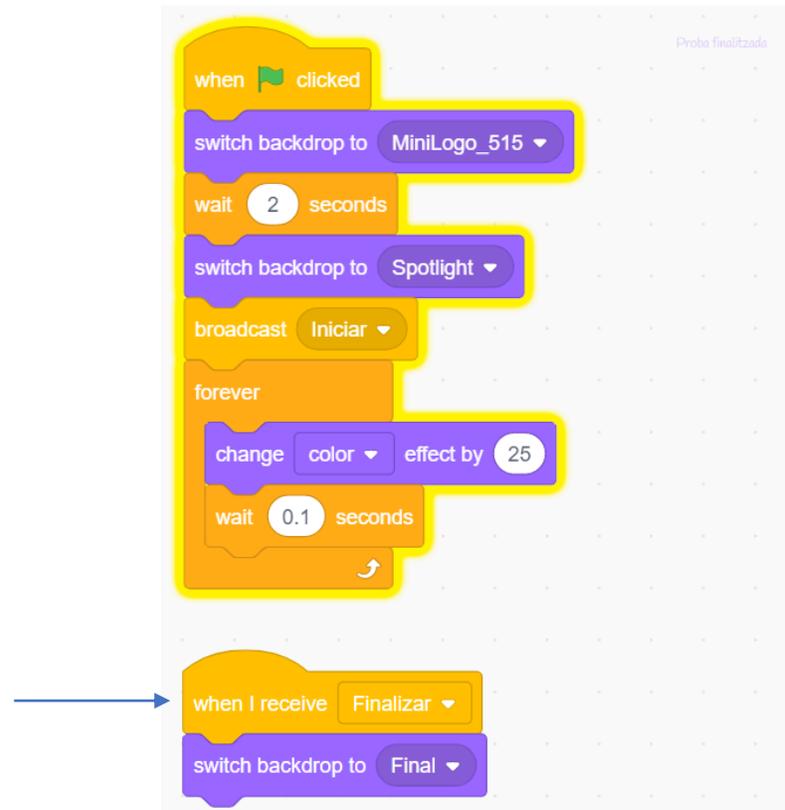
```

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

