

Count to 109

Aim: Count to 109

Sprites

Make a Variable

x

y

units

1	0	5
0	19x29	5
2	1	6
1	19x29	6
3	2	7
2	19x29	7
4	3	8
3	19x29	8
5	4	9
4	19x29	9

```

when clicked
  set x to -200
  set y to 150
  repeat 11
    switch costume to 0
    go to x: x y: y
    repeat 9
      create clone of myself
      change x by 45
      next costume
      wait 0.1 secs
    create clone of myself
    change y by -30
  broadcast tens
  
```

tens

1	1	6
1	19x29	6
2	2	7
2	19x29	7
3	3	8
3	19x29	8
4	4	9
4	19x29	9
5	5	0
5	19x29	0

```

when clicked
  hide
  when I receive tens
    set y to 120
    show
    switch costume to 0
    repeat 10
      next costume
      set x to -212
      go to x: x y: y
      repeat 9
        create clone of myself
        change x by 45
        wait 0.1 secs
      create clone of myself
      change y by -30
    broadcast hundred
  
```

hundred

1	1
1	19x29
1	1
1	19x29

```

when I receive hundred
  set x to -220
  set y to -150
  show
  go to x: x y: y
  repeat 9
    create clone of myself
    change x by 45
    wait 0.1 secs
  when clicked
    hide
  
```

Save and Test

Say the Numbers

Box



Record 11 **sound** fills starting with

0 1 2 3 4 5 6 7 8 9 down to **101 102 103 104 105 106 107 108 109**

Modify hundred

```
when I receive hundred
  set x to -220
  set y to -150
  show
  go to x: x y: y
  repeat 9
    create clone of myself
    change x by 45
    wait 0.1 secs
  broadcast speak
```

```
when clicked
  switch costume to costume1
  go to x: -210 y: 150
  hide
```

```
when I receive speak
  play sound speak09 until done
  play sound speak19 until done
  play sound speak29 until done
  play sound speak39 until done
  play sound speak49 until done
  play sound speak59 until done
  play sound speak69 until done
  play sound speak79 until done
  play sound speak89 until done
  play sound speak99 until done
  play sound speak109 until done
```

```
when I receive speak
  show
  set x to -210
  set y to 150
  set sound to 0.5
  repeat 11
    go to x: x y: y
    wait sound secs
    repeat 9
      change x by 45
      wait sound secs
    set x to -210
    change y by -30
    change sound by 0.2
    if y = -180 then
      switch costume to costume2
```

Save and Test