



The half-baked script on the left needs to be completed in order to activate a counter.

The script starts when the **button A is pressed**.

The first step is to create a variable called **"counter"**, and **set** an initial value that represents the starting value of the counter (10, 5 etc.).

Then, this value needs to be reduced **by** a number that makes sense (1, 2 etc.).

Each time the value is reduced, a musical **tone** is **played**.

After that, the **screen** needs to be **cleared**.

The aforementioned actions are **repeated** as many times as needed so as to achieve the desired count downing.

Once done, we display the **string "GO!"**

Tip: Feel free to parameterize and edit the block of commands and place the commands in the correct order.