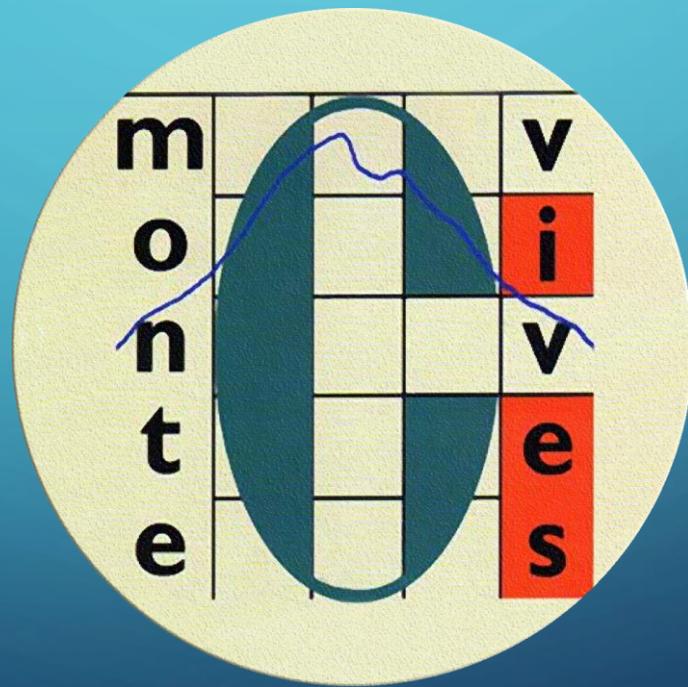
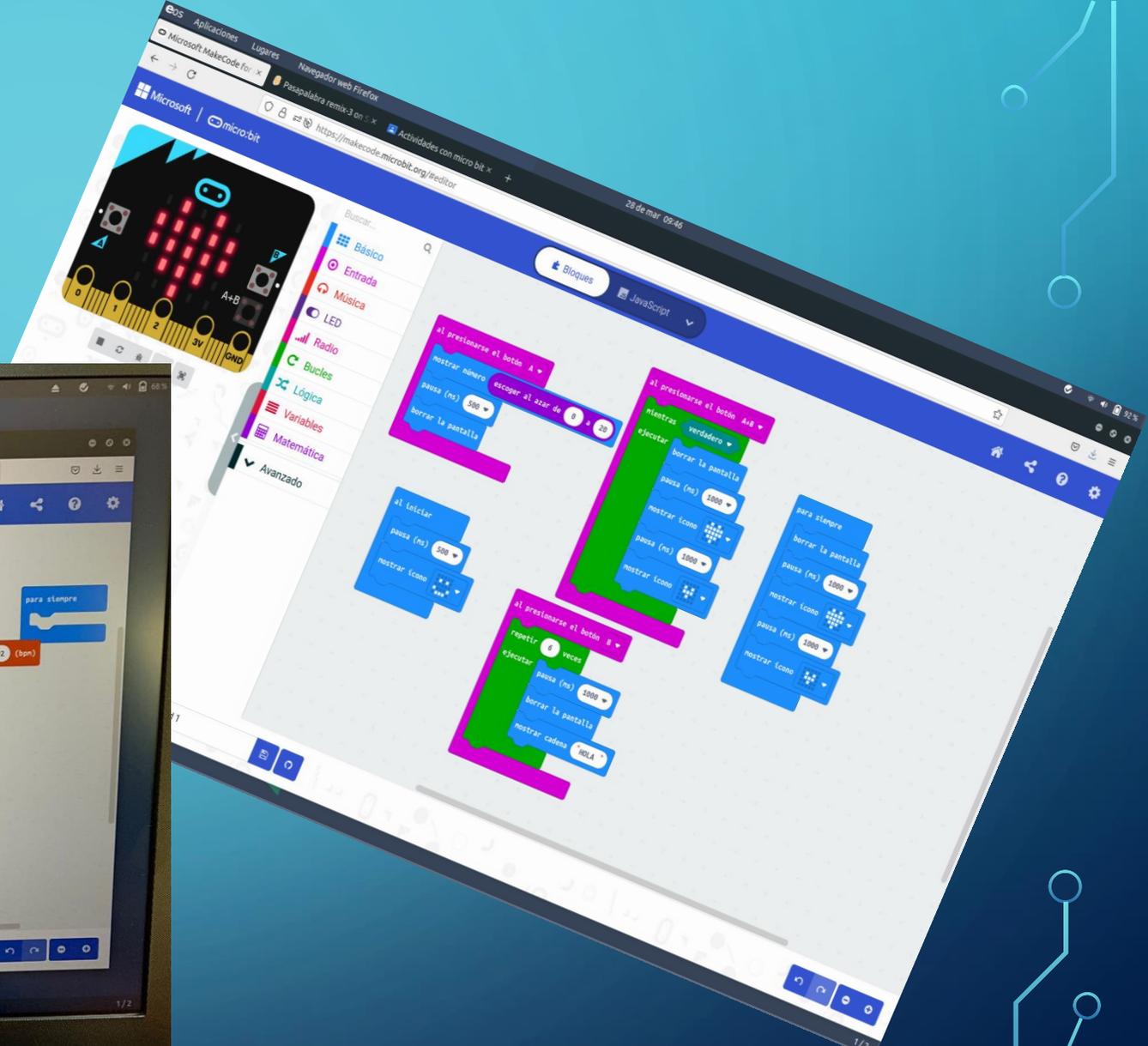
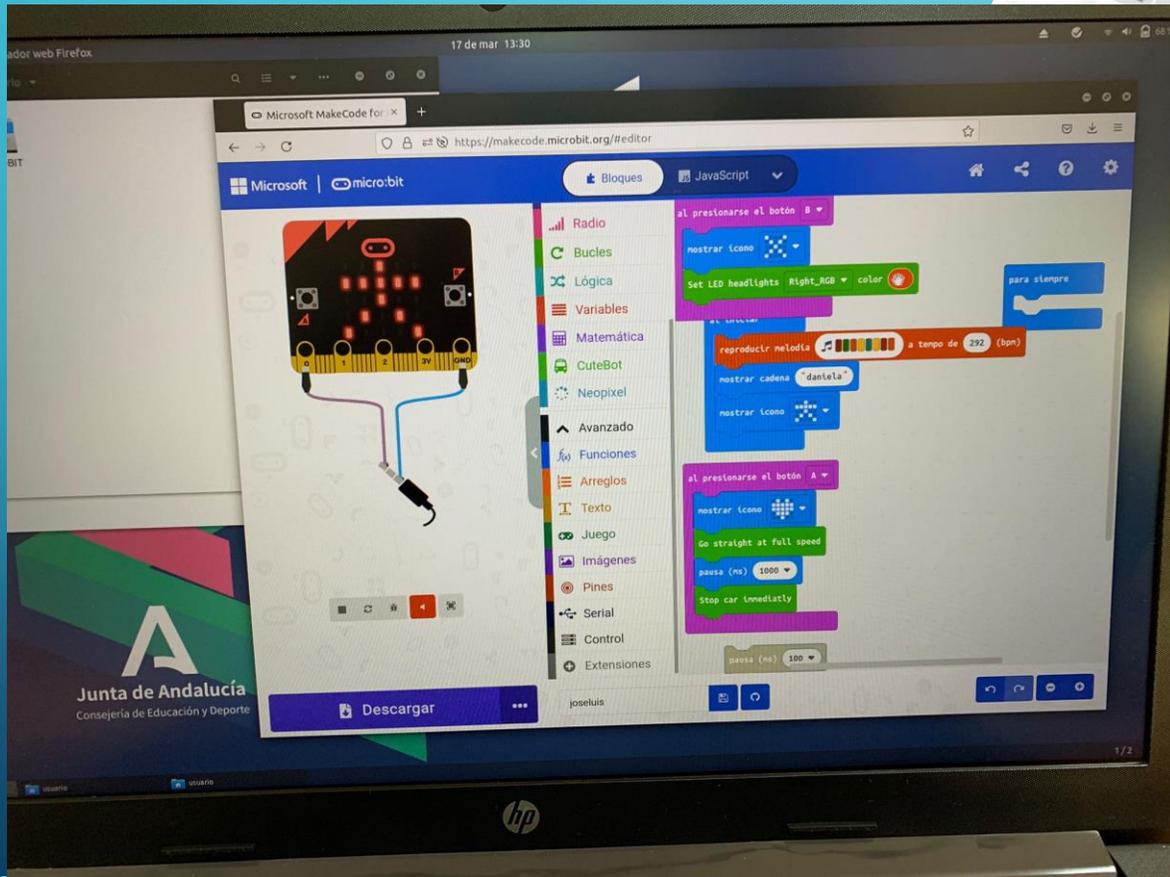


# Proyecto STEAM: Robótica aplicada al aula



# PROGRAMAMOS



cajero.sb3  
Entregado



Lluvia de fresas.sb3  
Entregado



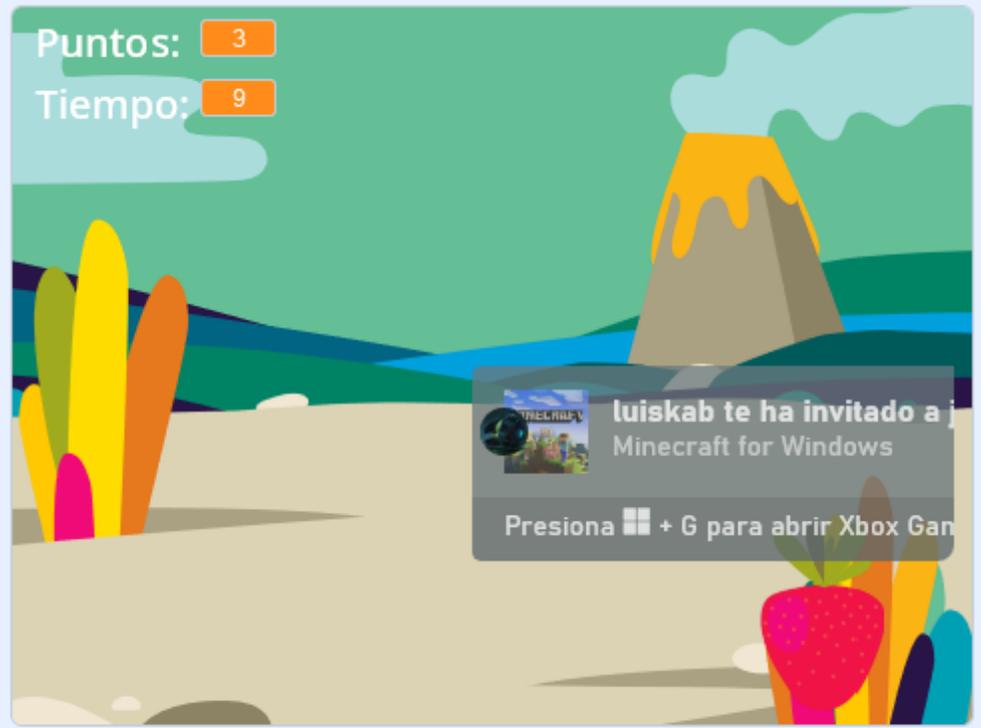
Cajero.sb3  
Entregado

```

when clicked
  set Puntos to 0
  repeat 40
    go to random position
    wait 15 seconds

when clicked
  show variable seg
  show variable Puntos
  set size to 100 %
  hide variable Puntos totales
  set seg to 60
  repeat 30
    switch backdrop to Wetland2
    wait 1 seconds
    change seg by -1
  repeat 30
    switch backdrop to Jurassic
    wait 1 seconds
    change seg by -1
  broadcast mensaje1
  set Puntos totales to Puntos
  show variable Puntos totales
  hide variable Puntos
  hide variable seg
  forever
    set size to 1 %
    go to x: 12345678 y: 1234679

when this sprite clicked
  go to random position
  change Puntos by 1
  
```



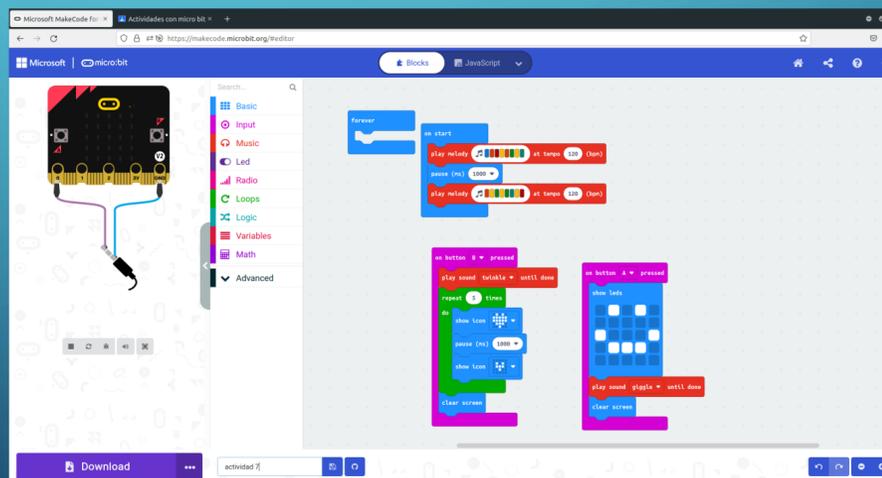
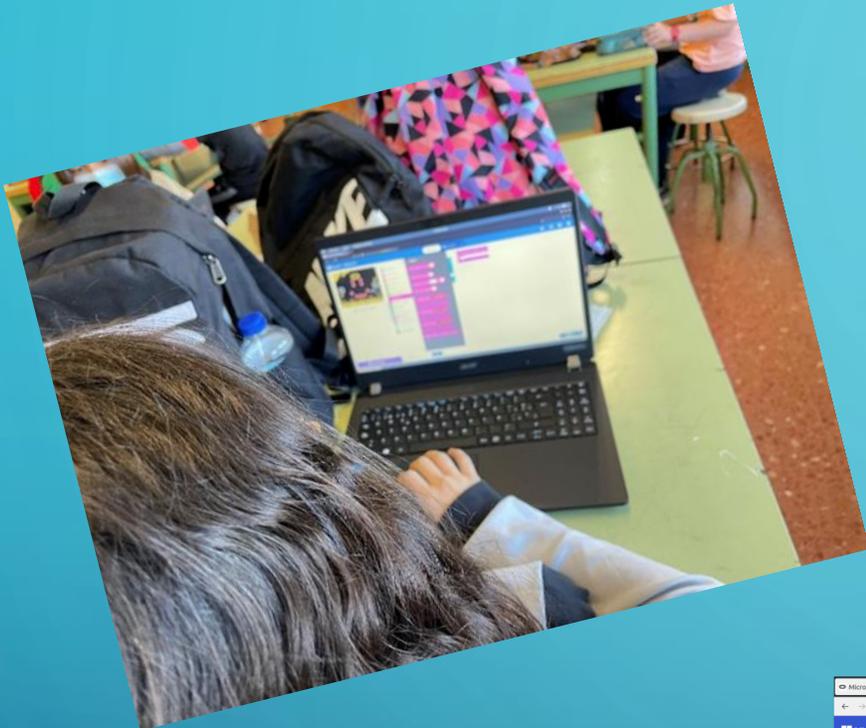
Sprite: **Fresón**    x: 165    y: -125

Show:      Size: 100    Direction: 90

Buttons: **Fresón**    Puntos    Tiempo    Bien Jugado

Stage: Backdrops: 6





# OBSERVAMOS LOS RESULTADOS



**Y FUNCIONA**