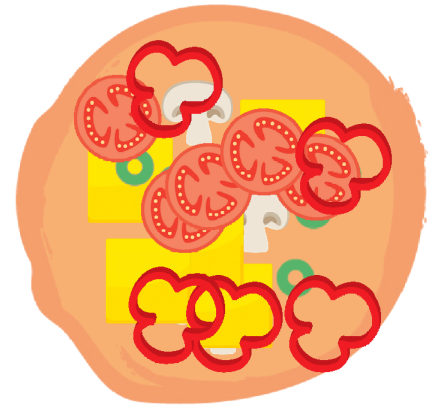


SCRATCH Pizza Maker

Register/login at <https://scratch.mit.edu>

Make a pizza from a **List** of toppings.



1) Download the pizza dough from:

<http://codeclub67.github.io/images/dough.png>

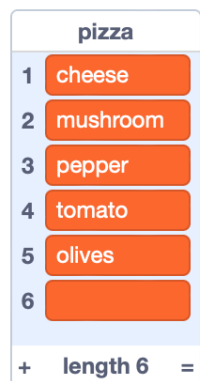
2) Create a new background with the pizza dough image.

3) Download the pizza toppings from:

<http://codeclub67.github.io/images/toppings.gif>

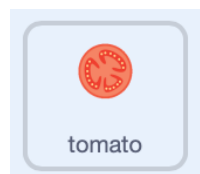
4) Create a new sprite with the toppings. Look at the different costumes and try to identify them.

5) **Make a List** called **pizza** (for all sprites), to list the toppings you want on your delicious pizza.



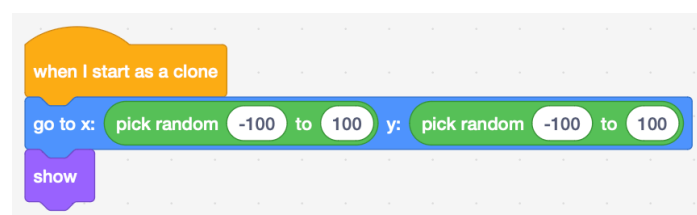
Enter the names of some toppings into the list.

6) Choose a sprite costume and name it to match the topping. Hide it by selecting don't show.



*We want more than one of each topping! **Clone** them.*

7) Add sprite code that runs when it starts as a clone. This puts the topping randomly on the pizza and shows it.

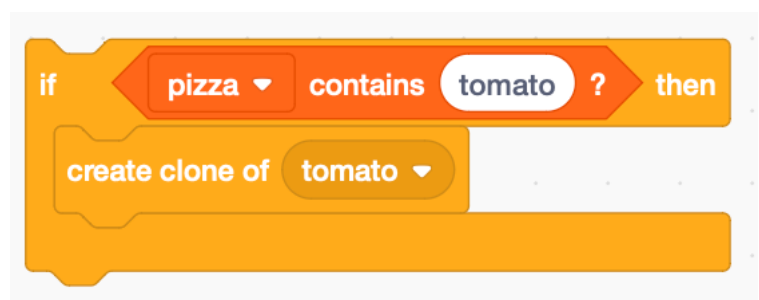
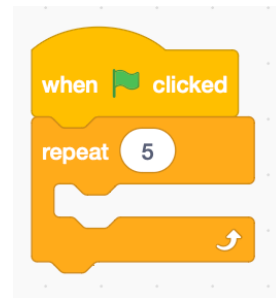


Add code to the stage to scatter the pizza toppings.

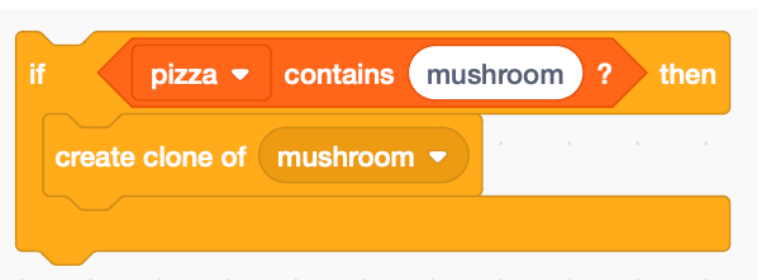
- 8) Select the stage and the code tab.
- 9) Start with a repeat loop for the number of toppings of each kind.
- 10) **Inside the loop**, and for each kind of topping, check **if** it's **contained** on the **pizza** order.

If it is, then **clone** it.

This example checks for **tomato**. What topping did you choose?



- 11) Add a different pizza topping by **duplicating** the sprite.
- 12) Choose a different costume and name to match.
- 13) On the stage, duplicate the **if** block and add it straight after, inside the loop.
- 14) Change the names to the new topping.



*Add the toppings to your pizza order and run the code with the **green flag**.*

Add more toppings sprites to make your favourite pizza.

Save your code with a good name. **File > Save now**