Scratch **Pizza Maker**

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

*Make a pizza from a **List** of toppings.*
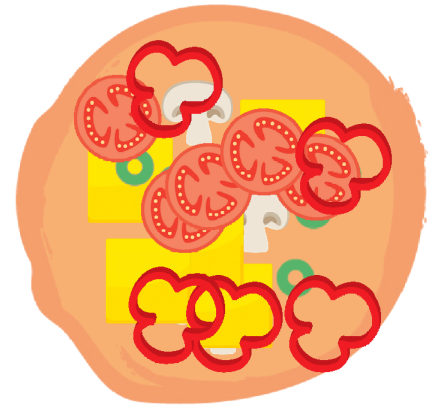
1) Download the pizza dough from:
   http://codeclub67.github.io/images/dough.png
2) Create a new background with the pizza dough image.
3) Download the pizza toppings from:
   http://codeclub67.github.io/images/toppings.gif
4) Create a new sprite with the toppings. Look at the different costumes and try to identify them.
5) **Make a List** called **pizza** (for all sprites), to list the toppings you want on your delicious pizza.
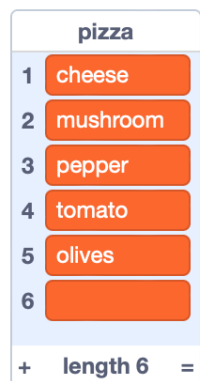
Enter the names of some toppings into the list.

pizza	
1	cheese
2	mushroom
3	pepper
4	tomato
5	olives
6	

+   length 6   =

tomato

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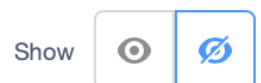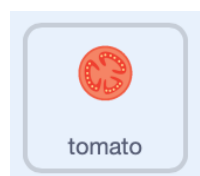
Show 👁 ⌀

*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.

```
when I start as a clone
go to x: pick random -100 to 100 y: pick random -100 to 100
show
```
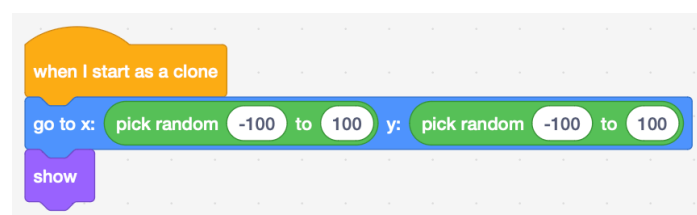
Add code to the stage to scatter the pizza toppings.

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?
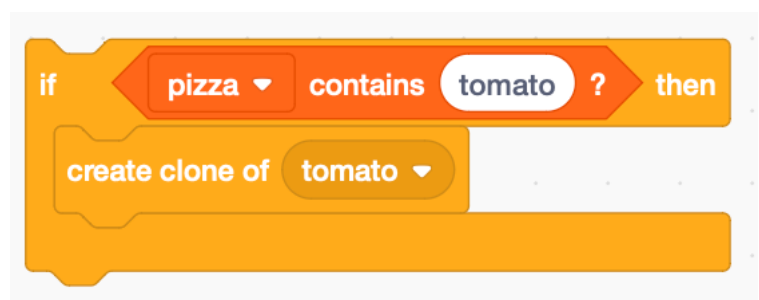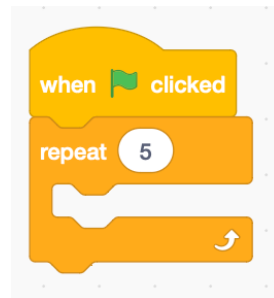
11) Add a different pizza topping by **duplicating** the sprite.

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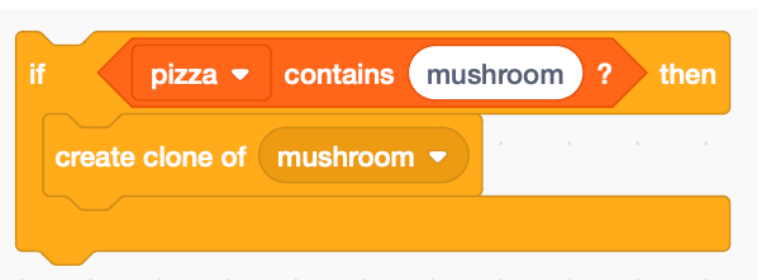
Add the toppings to your pizza order
and run the code with the green flag.

Add more toppings sprites to make your favourite pizza.

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