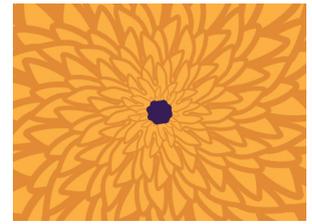


Open the starter project - <https://scratch.mit.edu/projects/1201268590/>

In this project you will learn to use

- costumes
- clones
- layers



1

On the petal sprite start your algorithm with the **green flag event**. Set the **x and y axis** to 0 to ensure the sprite always starts in the centre. Add a **point in direction** block.

```

when green flag clicked
  set x to 0
  set y to 0
  point in direction 90
    
```

2

Add a **switch costume** block that uses a **pick random** operator. (There are 8 petal costumes). Add a block to set the **starting size**.

```

when green flag clicked
  set x to 0
  set y to 0
  point in direction 90
  switch costume to pick random 1 to 8
  set size to 100 %
    
```

3

Add a **repeat** block (the number of petals we want). Add a **turn right** block and then a block to **create a clone**. Then add looks block to **change the size** and to **move backwards**.

```

switch costume to pick random 1 to 8
set size to 100 %
repeat 80
  turn 130 degrees
  create clone of myself
  change size by 20
  go backward 80 layers
    
```



Test your project. Click the green flag multiple times to get different petals.

4

Let's add controls for the centre of the flower. Start with the **green flag event**. Add blocks to **set x and y** to 0.

```

when green flag clicked
  set x to 0
  set y to 0
    
```

5

Add a **forever** control block. Inside add a block to **go to front layer**.

```

when green flag clicked
  set x to 0
  set y to 0
  forever
    go to front layer
    
```



Test your code. Your project is complete!

6

What else can you do to innovate on your project? Can you create some other size and shape petals? Remember to change the number in your random operator. Maybe you can add random colour effects too!



If you would like to see the completed project go to <https://scratch.mit.edu/projects/1201260567/>