



# Virtual Pet Cards



Create an interactive pet that  
can eat, drink, and play.



# Virtual Pet Cards

Use these cards in this order:

- 1. Introduce Your Pet**
- 2. Animate Your Pet**
- 3. Feed Your Pet**
- 4. Give Your Pet a Drink**
- 5. What Will Your Pet Say?**
- 6. Time to Play**
- 7. How Hungry?**

# Introduce Your Pet

Choose a pet and have it say hello.



# Introduce Your Pet

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## GET READY



Choose a backdrop, like Garden Rock.



Garden Rock



Choose a sprite to be your pet, like Monkey.



Monkey

Pick a sprite with more than one costume.



Scroll over sprites in the Sprite Library to see their different costumes.

## ADD THIS CODE

Drag your pet to where you want it on the Stage.



Monkey

```
when green flag clicked
  go to x: -50 y: 60
  say My name is Kiki! for 2 seconds
```

Set its position. (Your numbers may be different.)

Type what you want your pet to say.

## TRY IT

Click the green flag to start.



# Animate Your Pet

Bring your pet to life.



# Animate Your Pet

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## GET READY



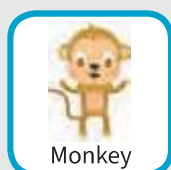
Click the **Costumes** tab to see your pet's costumes.



## ADD THIS CODE



Click the **Code** tab and add this code.

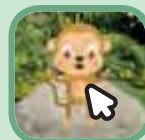


Choose a costume.

Choose a different costume.

## TRY IT

Click your pet.



# Feed Your Pet

Click the food to feed your pet.



# Feed Your Pet

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## GET READY

 Sounds

Click the **Sounds** tab.



Choose a sound from the Sounds Library, like Chomp.



Choose a food sprite, like Bananas.



## ADD THIS CODE

 Code

Click the **Code** tab.

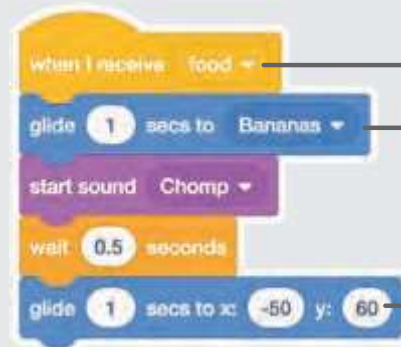


Select **New message** and name it **food**.



Broadcast the **food** message.

Select your pet.



Choose **food** from the menu.

Choose **Bananas** from the menu.

Glide to the starting position.

## TRY IT

Click the food.





# Give Your Pet a Drink

Give your pet some water to drink.



# Give Your Pet a Drink

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## GET READY



Choose a drink sprite, like Glass Water.



## ADD THIS CODE



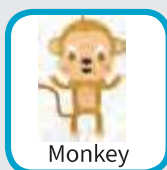
```
when this sprite clicked
  go to front layer
  broadcast drink
  wait 1 seconds
  switch costume to glass water-b
  start sound Water Drop
  wait 1 seconds
  switch costume to glass water-a
```

Broadcast a new message.

Switch to the empty glass.

Switch to the full glass.

Tell your pet what to do when it receives the message.



```
when I receive drink
  glide 1 secs to Glass Water
  wait 1 seconds
  glide 1 secs to x: -50 y: 60
```

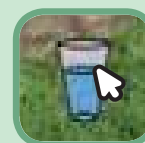
Choose **drink** from the menu.

Choose **Glass Water** from the menu.

Glide to the starting position.

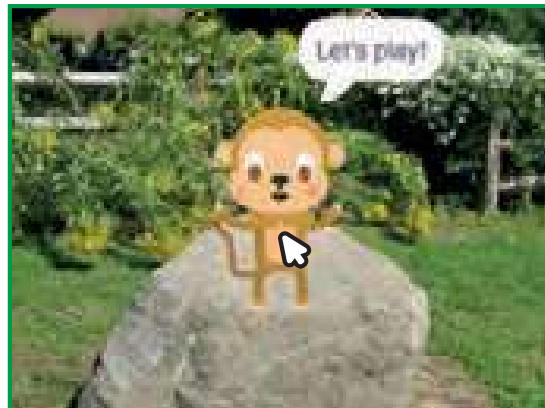
## TRY IT

Click the drink to start.



# What Will Your Pet Say?

Let your pet choose what it will say.



# What Will Your Pet Say?

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## GET READY

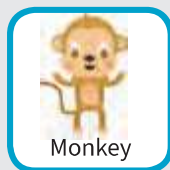
Choose **Variables**.

Click the **Make a Variable** button.

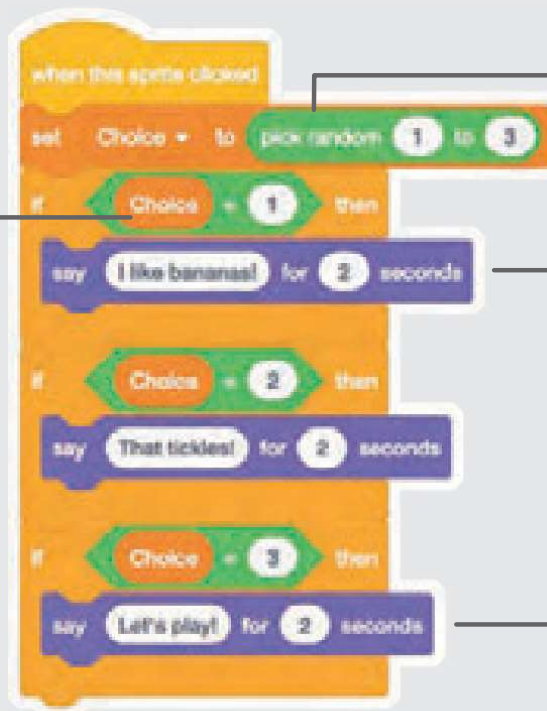


Name this variable **Choice** and then click **OK**.

## ADD THIS CODE



Insert the **Choice** block into the **equals** block from the Operators category.



Insert the **pick random** block.

Type things for your pet to say.

## TRY IT

Click your pet to see what it says.



# Time to Play

Have your pet play with a ball.



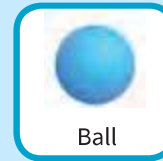
# Time to Play

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## GET READY



Choose a sprite,  
like Ball.



## ADD THIS CODE



Insert the touching block  
into the **wait until** block.

```
when this sprite clicked
  go to front layer
  broadcast play
  wait until touching Monkey
  start sound Boing
  repeat 10
    change y by -5
  repeat 10
    change y by 5
```

Broadcast a new message.

Choose **Monkey**  
from the menu.

Type a minus sign to make  
the ball move down.

A positive number makes  
the ball move up.



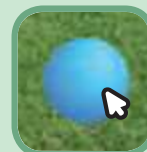
```
when I receive play
  glide 1 secs to Ball
  wait 1 seconds
  glide 1 secs to x: -50 y: 60
```

Choose **play** from the menu.

Pick **Ball** from the menu.

## TRY IT

Click the ball.



# How Hungry?

Keep track of how hungry your pet is.



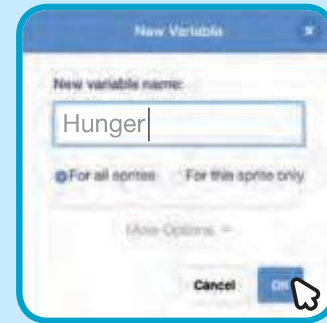
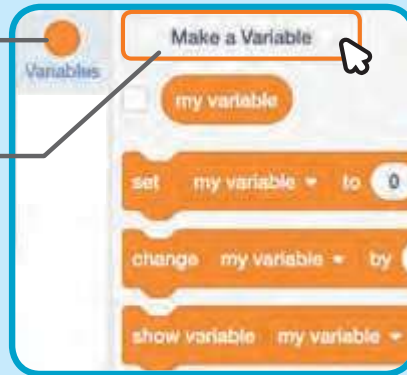
# How Hungry?

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## GET READY

Choose **Variables**.

Click the **Make a Variable** button.



Name this variable **Hunger** and then click **OK**.

## ADD THIS CODE



Reset hunger level.

Increase hunger level every 5 seconds.

Choose **food** from the menu.



Type a minus sign to make your pet less hungry when it gets food.

## TRY IT

Click the green flag to start.



Then click the food.

