

# 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 It Say?**
- 6 Time to Play**
- 7 How Hungry?**

# Introduce Your Pet

Choose a pet and have it say hello.



# Introduce Your Pet

[scratch.mit.edu/pet](https://scratch.mit.edu/pet)



## GET READY

Choose a backdrop.

New backdrop:



Choose a pet.

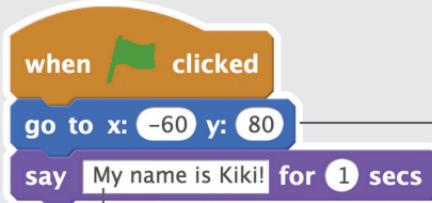
New sprite:



Monkey2

## ADD THIS CODE

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



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

Type what your pet will say.

## TRY IT

Click the green flag to start.



# Animate Your Pet

Bring your pet to life.



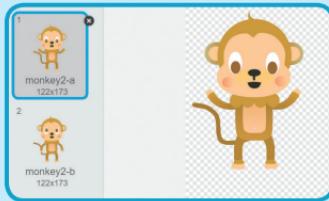
# Animate Your Pet

[scratch.mit.edu/pet](https://scratch.mit.edu/pet)



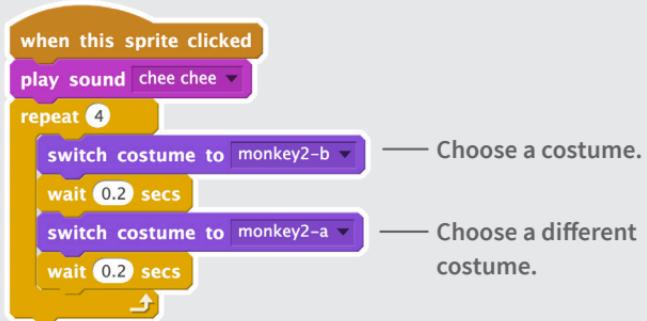
## GET READY

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



## ADD THIS CODE

Click the **Scripts** tab.



## TRY IT

Click your pet to start.

# Feed Your Pet

Click the food to feed your pet.



# Feed Your Pet

[scratch.mit.edu/pet](https://scratch.mit.edu/pet)



## GET READY



Click the **Sounds** tab.

New sound:



Choose a sound from the Sound library, like chomp.

Choose a food sprite.

New sprite:

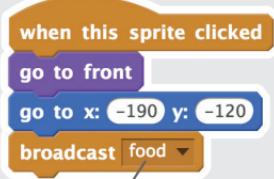


Bananas

## ADD THIS CODE

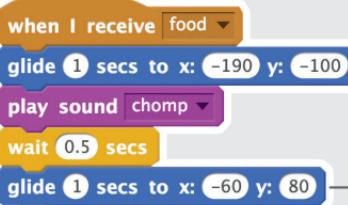


Select a new message and name it **food**.



Broadcast the **food** message.

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



Glide to the food.

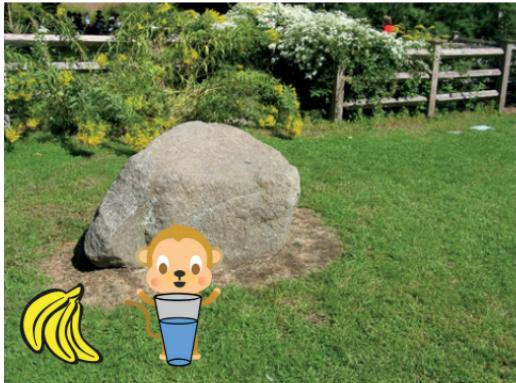
Glide back.

## TRY IT

Click the food to start.

# Give Your Pet a Drink

Give your pet some water to drink.



# Give Your Pet a Drink

scratch.mit.edu/pet



## GET READY

Choose a drink sprite,  
like Glass Water.

New sprite:



Glass Water

## ADD THIS CODE



```
when this sprite clicked
  go to front
  go to x: -80 y: -120
  broadcast drink
  wait 1 secs
  switch costume to glass water-b
  play sound water drop
  wait 1 secs
  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 x: -80 y: -100
  wait 1 secs
  glide 1 secs to x: -60 y: 100
```

Glide to the drink.

Glide back.

## TRY IT

Click the drink to start.

# What Will It Say?

Let your pet choose what it will say.



# What Will It Say?

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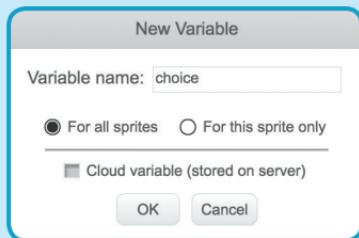


## GET READY

Choose Data.

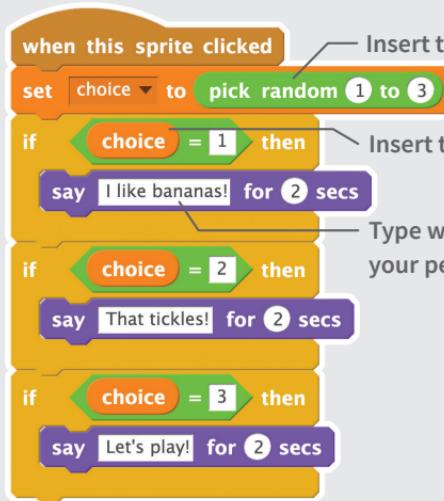


Click the Make a Variable button.



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

## ADD THIS CODE



Insert the **pick random** block.

Insert the **choice** block.

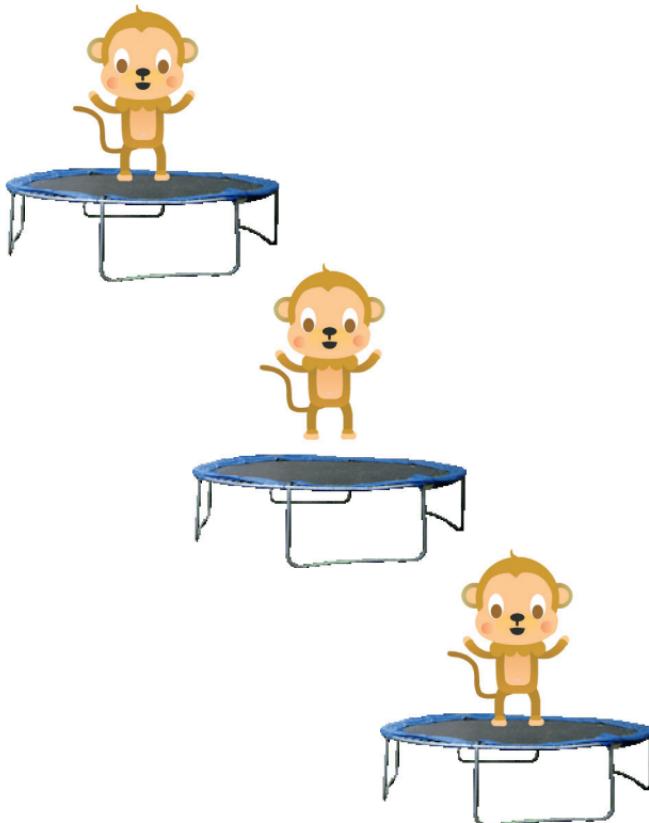
Type what you want  
your pet to say.

## TRY IT

Click your pet to see what it says.

# Time to Play

Have your pet jump on a trampoline.



# Time to Play

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## GET READY

Choose the Trampoline.

New sprite:



## ADD THIS CODE



when this sprite clicked

go to x: 130 y: -120

broadcast play ▾



when I receive play ▾

go to front

glide 1 secs to x: 120 y: -40

repeat (4)

change y by (20)

wait (0.3) secs

change y by (-20)

wait (0.3) secs

A positive number makes your pet jump up.

A negative number brings your pet back down.

glide 1 secs to x: (-60) y: 100

## TRY IT

Click the trampoline.

# How Hungry?

Keep track of how hungry your pet is.



# How Hungry?

scratch.mit.edu/pet

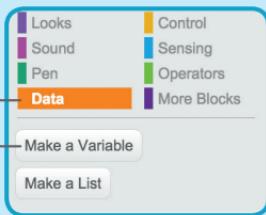


## GET READY

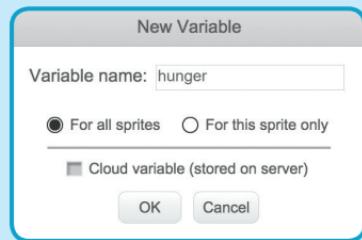


First, add food using the **Feed Your Pet** card.  
Then, click to select your pet.

Choose Data.

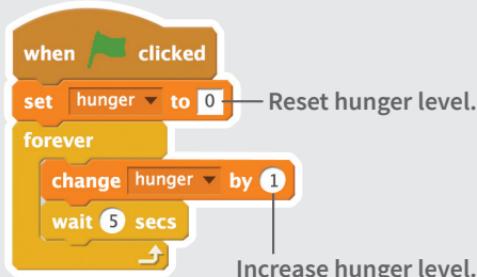


Click the **Make a Variable** button.



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

## ADD THIS CODE



Type a negative number  
to make your pet less  
hungry.

## TRY IT

Click the green flag to start.



Then click  
the food.

