

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.



Choose a sprite to be your pet, like Monkey.



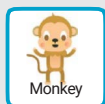
Pick a sprite with more than one costume.



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.



when  clicked

go to x: -50 y: 60

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

say My name is Kiki! for 2 seconds

Type what you want your pet to say.

TRY IT

Click the green flag to start.



Animate Your Pet

Bring your pet to life.



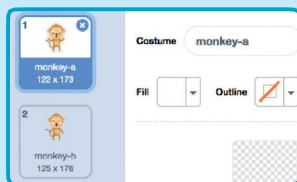
Animate Your Pet

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GET READY



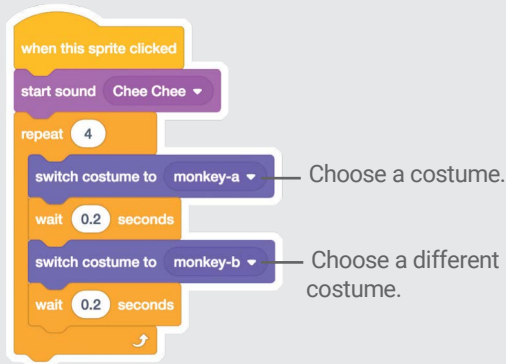
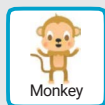
Click the **Costumes** tab to see your pet's costumes.



ADD THIS CODE



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



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.



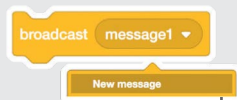
Choose a food sprite, like Bananas.



ADD THIS CODE

Code

Click the **code** tab.

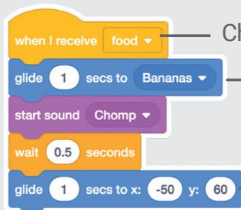


Select **New message** and name it **food**.



Broadcast the **food** message.

Select your pet.



Choose **food** from the menu.

Choose **Bananas** from the menu.

Glide to the starting position.

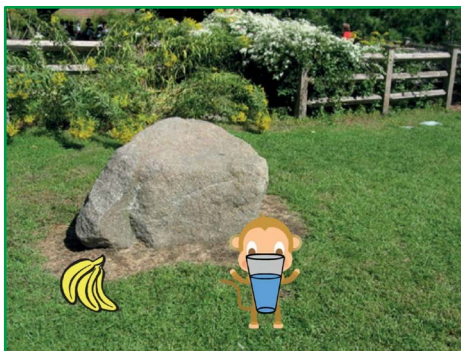
TRY IT

Click the food.



Give Your Pet a Drink

Give your pet some water to drink.



Give Your Pet a Drink

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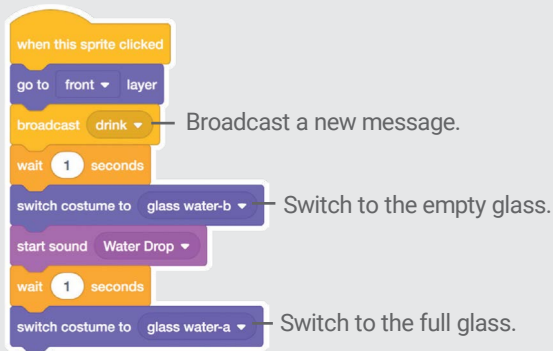
GET READY



Choose a drink sprite, like **Glass**.



ADD THIS CODE



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



TRY IT

Click the drink to start.



What Will Your Pet Say?

Let your pet choose what it will say.



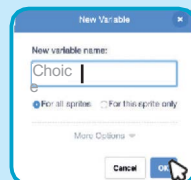
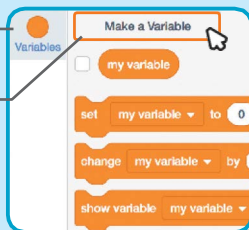
What Will Your Pet Say?

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GET READY

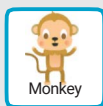
Choose **Variables**.

Click the **Make a Variable** button.



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

ADD THIS CODE



Choice = 1

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.



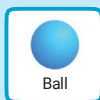
Time to Play

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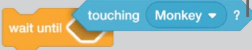
GET READY



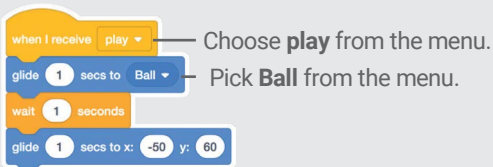
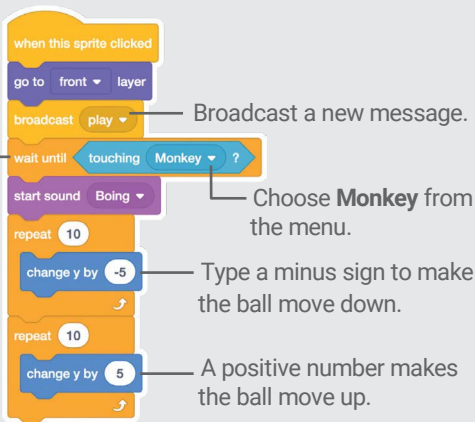
Choose a sprite,
like Ball.



ADD THIS CODE



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



TRY IT

Click the ball.



How Hungry?

Keep track of how hungry your pet is.



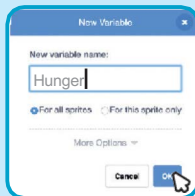
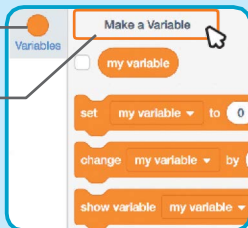
How Hungry?

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GET READY

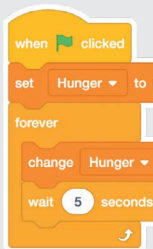
Choose **Variables**.

Click the **Make a Variable** button.



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

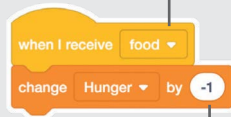
ADD THIS CODE



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.

