

## Make a Card



1. Fold the card in half



2. Glue the backs together



3. Cut along the dashed line

# Virtual Pet Cards



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

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

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# 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?

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# Introduce Your Pet

Choose a pet and have it say hello.



Virtual Pet

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# Introduce Your Pet

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

## GET READY

New backdrop:



Choose a backdrop.



garden rock

Choose a pet.

New sprite:



Monkey2

## ADD THIS CODE

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

when clicked

go to x: -60 y: 80

say My name is Kiki! for 1 secs

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

Type what your pet will say.

## TRY IT

Click the green flag to start.



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# Animate Your Pet

Bring your pet to life.



Virtual Pet

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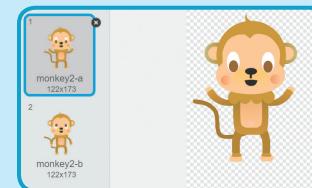
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# Animate Your Pet

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

## GET READY

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



## ADD THIS CODE

Click the **Scripts** tab.

```
when this sprite clicked
  play sound [chee chee v]
  repeat (4)
    switch costume to [monkey2-b v]
    wait (0.2) secs
    switch costume to [monkey2-a v]
    wait (0.2) secs
```

— Choose a costume.

— Choose a different costume.

## TRY IT

Click your pet to start.

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# Feed Your Pet

Click the food to feed your pet.



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# Feed Your Pet

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## GET READY



Click the **Sounds** tab.



Choose a sound from the Sound library, like chomp.

Choose a food sprite.

New sprite:

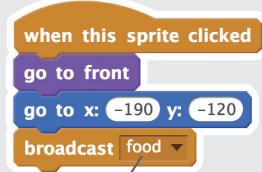


Bananas

## ADD THIS CODE

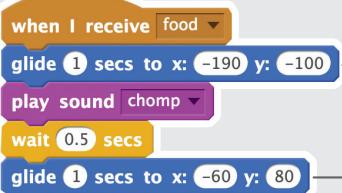


Select a **new message** and name it **food**.



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.

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# Give Your Pet a Drink

Give your pet some water to drink.



Virtual Pet

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# Give Your Pet a Drink

[scratch.mit.edu/pet](http://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.

## Make a Card



1. Fold the card in half



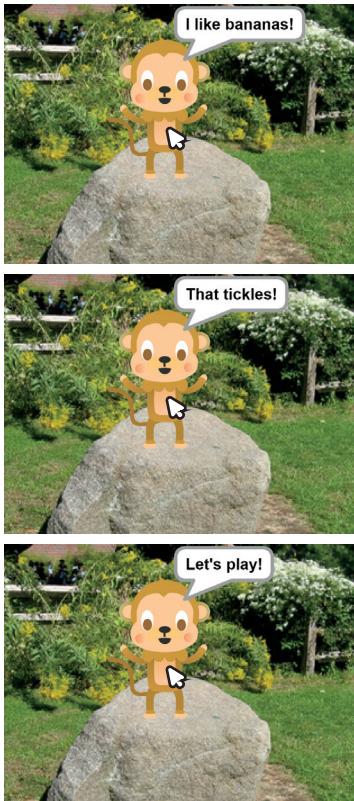
2. Glue the backs together



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# What Will It Say?

Let your pet choose what it will say.



Virtual Pet

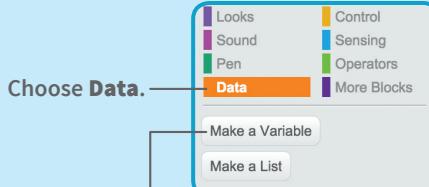
5

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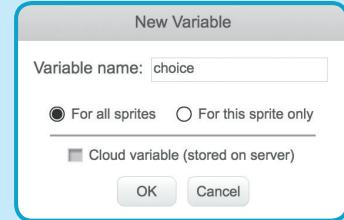
# What Will It Say?

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

## GET READY



Choose Data.



Click the Make a Variable button.

New Variable  
Variable name: choice  
 For all sprites  For this sprite only  
 Cloud variable (stored on server)  
OK Cancel

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.

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# Time to Play

Have your pet jump on a trampoline.



Virtual Pet

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# Time to Play

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

## GET READY

Choose the Trampoline.

New sprite:



Trampoline

## 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  
glide 1 secs to x: -60 y: 100

A positive number makes your pet jump up.

A negative number brings your pet back down.

## TRY IT

Click the trampoline.

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# How Hungry?

Keep track of how hungry your pet is.



Virtual Pet

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# How Hungry?

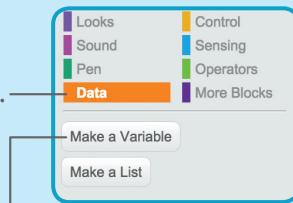
[scratch.mit.edu/pet](http://scratch.mit.edu/pet)

## GET READY

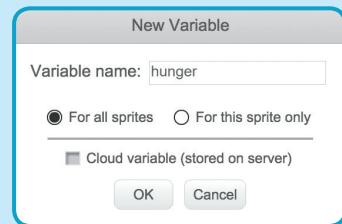


First, add food using the **Feed Your Pet** card.  
Then, click to select your pet.

Choose Data.

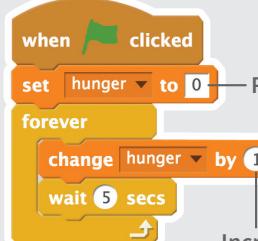


Click the **Make a Variable** button.



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

## ADD THIS CODE



Reset hunger level.

Increase hunger level.



Type a negative number to make your pet less hungry.

## TRY IT

Click the green flag to start.



Then click the food.

