

# 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



Choose a sprite to be your pet, like Monkey.



Monkey

Pick a sprite with more than one costume.



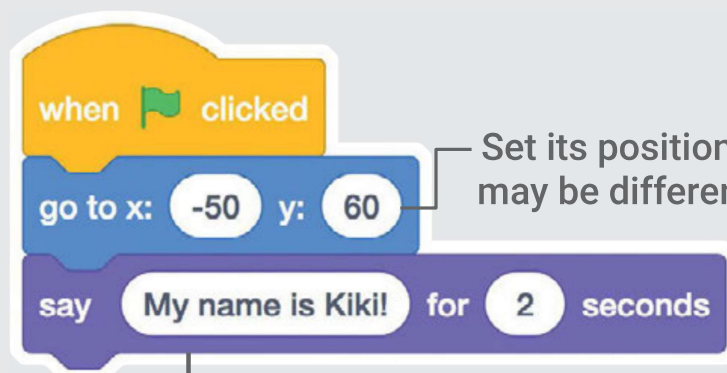
Scroll over sprites in the Sprite Library to see their different costumes.

## ADD THIS CODE

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



Monkey



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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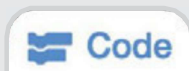
## GET READY



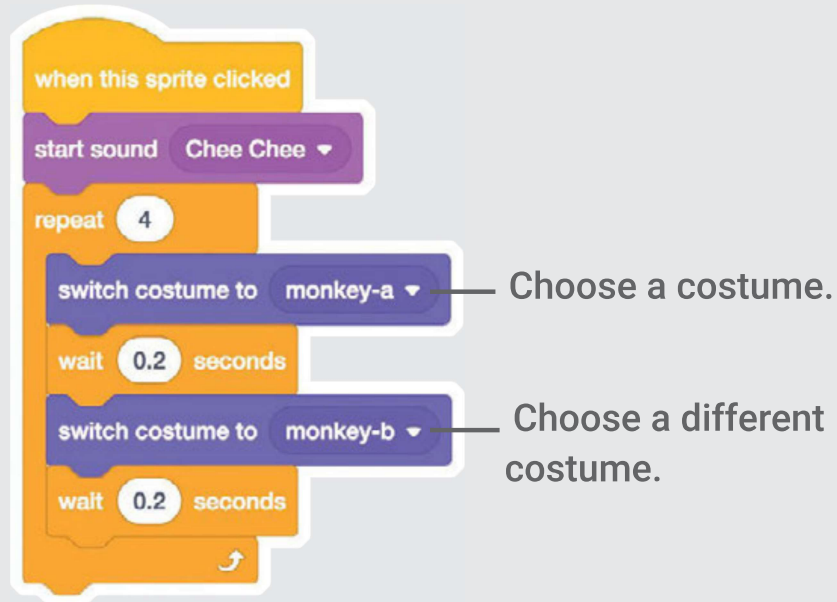
Click the **Costumes** tab to see your pet's costumes.



## ADD THIS CODE



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



## 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.



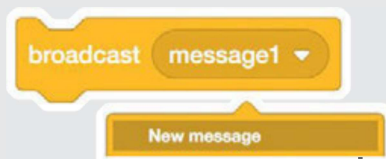
Choose a food sprite, like Bananas.



## ADD THIS CODE

 **Code**

Click the **Code** tab.

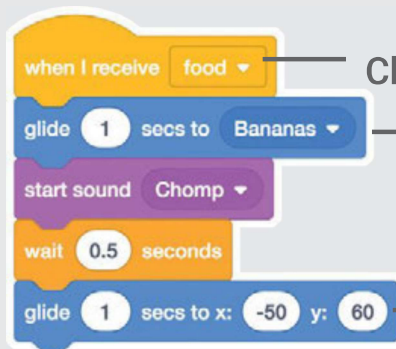


Select **New message** and name it **food**.



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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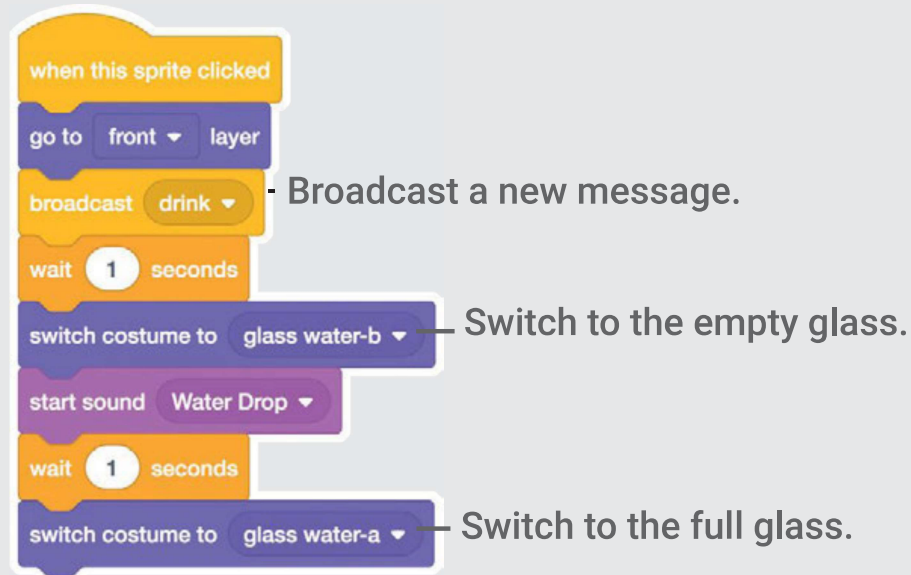
## GET READY



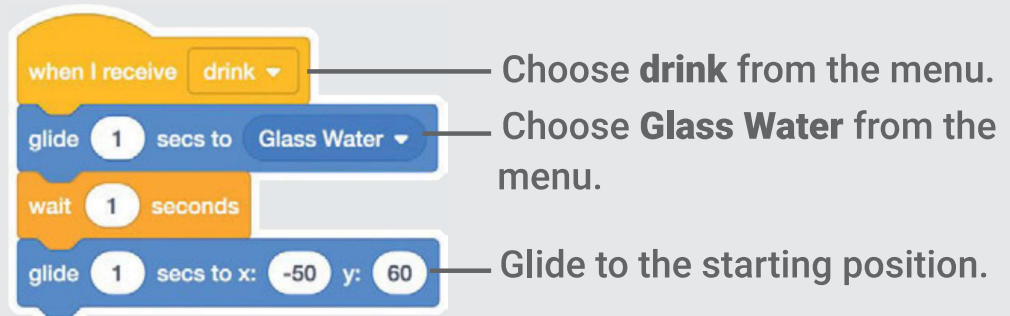
Choose a drink sprite, like Glass Water.



## ADD THIS CODE

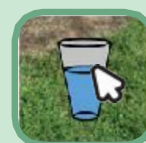


Tell your pet what to do when it receives the message.



## TRY IT

Click the drink to start.



# What Will Your Pet Say?

Let your pet choose what it will say.





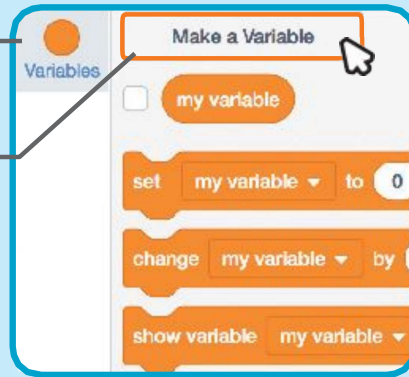
# What Will Your Pet Say?

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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



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



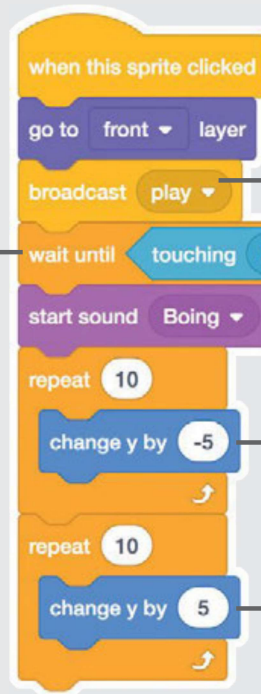
Choose a sprite,  
like Ball.



## ADD THIS CODE



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

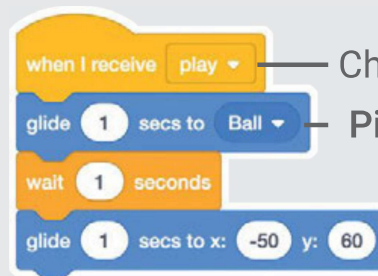


Broadcast a new message.

Choose **Monkey** from  
the menu.

Type a minus sign to make  
the ball move down.

A positive number makes  
the ball move up.

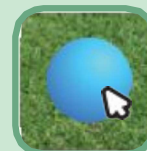


Choose **play** from the menu.

Pick **Ball** from the menu.

## TRY IT

Click the ball.



# How Hungry?

Keep track of how hungry your pet is.



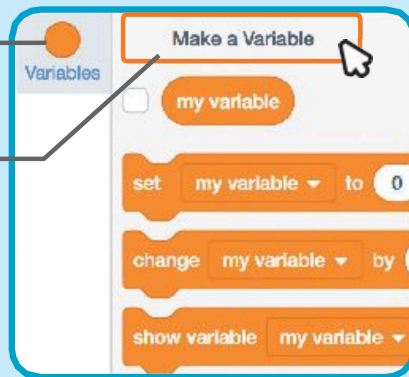
# How Hungry?

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## GET READY

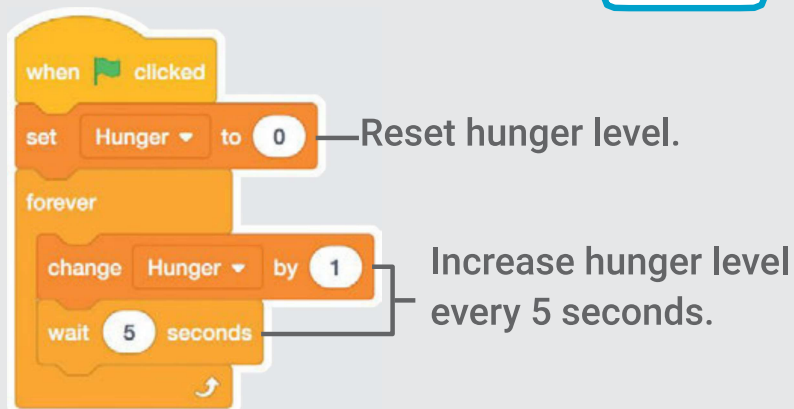
Choose **Variables**.

Click the **Make a Variable** button.

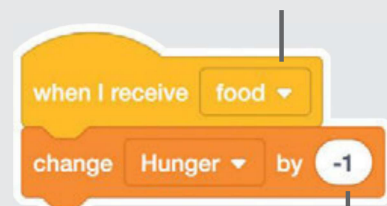


Name this variable **Hunger** and then click **OK**.

## ADD THIS CODE



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.

