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

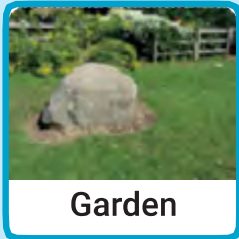Choose a pet and have it say hello.

Introduce Your Pet

GET READY

Choose a backdrop, like Garden Rock.

Garden

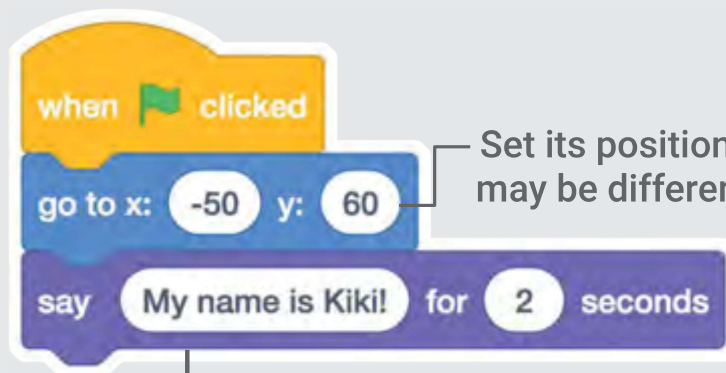Choose a sprite to be your pet, like Monkey.

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

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.

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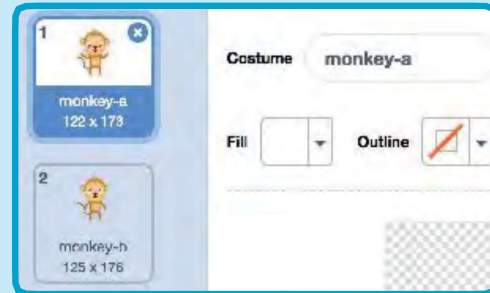# Animate Your Pet
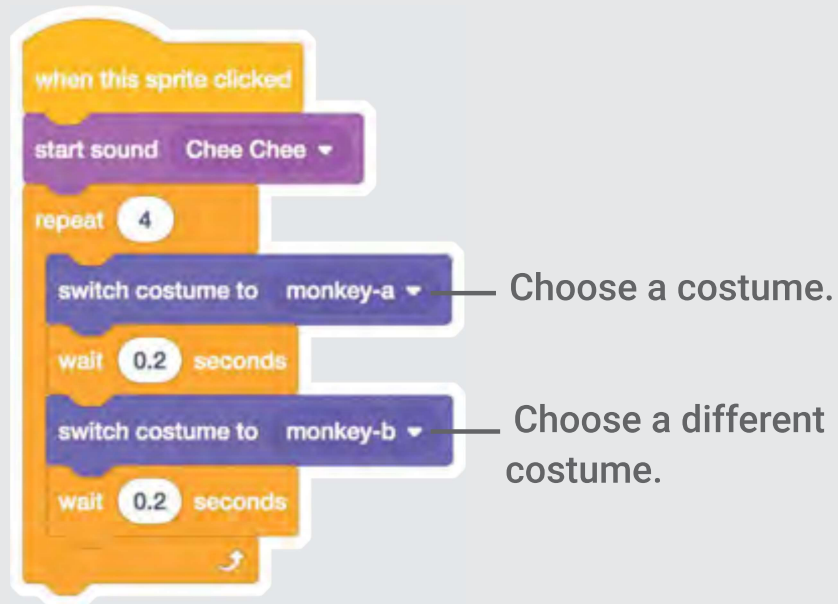
GET READY

Costumes

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

ADD THIS CODE

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

Monkey

```
when this sprite clicked
start sound Chee Chee ▾
repeat 4
    switch costume to monkey-a ▾      ← Choose a costume.
    wait 0.2 seconds
    switch costume to monkey-b ▾      ← Choose a different
    wait 0.2 seconds                     costume.
```

TRY IT
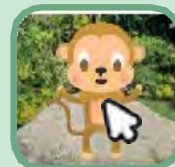
Click your pet.

Feed Your Pet

Click the food to feed your pet.

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Feed Your Pet

GET READY

Sounds

Click the **Sounds** tab.

Monkey

Choose a sound from the
Sounds Library, like Chomp.

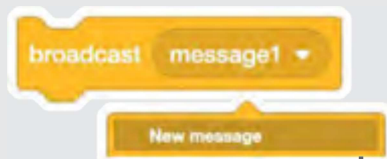Choose a food sprite,
like Bananas.

Bananas

ADD THIS CODE

Code Click the **Code** tab.

Bananas

broadcast message1 ▼

New message

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

when this sprite clicked

go to front ▼ layer

broadcast food ▼

Broadcast the **food** message.

Select your pet.

Monkey

when I receive food ▼ — Choose **food** from the menu.

glide 1 secs to Bananas ▼ — Choose **Bananas** from the menu.

start sound Chomp ▼

wait 0.5 seconds

glide 1 secs to x: -50 y: 60 — Glide to the starting position.

TRY IT

Click the food.

Give Your Pet a Drink

Give your pet some water to drink.

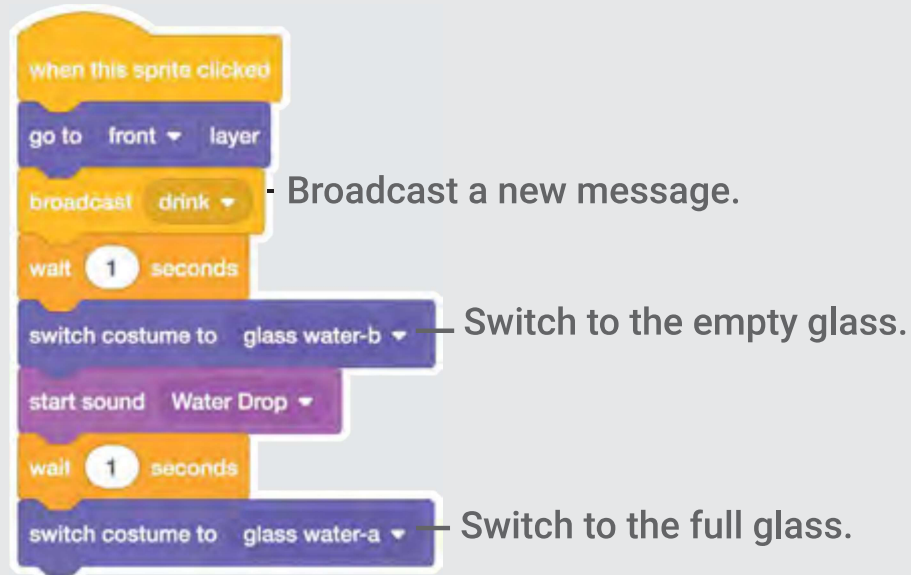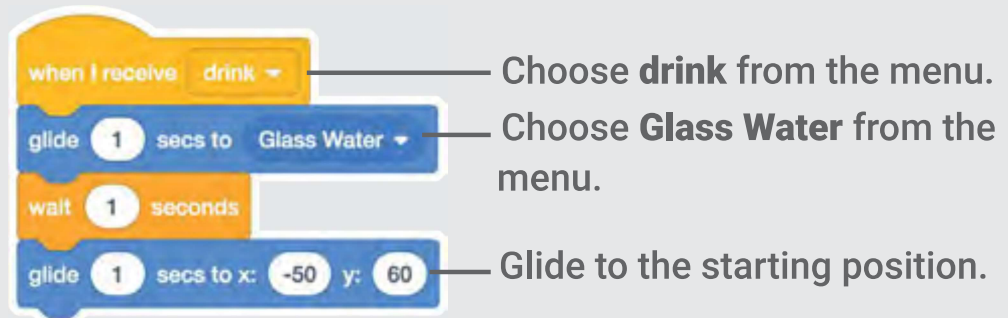scratch

Give Your Pet a Drink

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GET READY

Choose a drink sprite, like Glass Water.

Glass

ADD THIS CODE

Glass Water

```
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.

Monkey

```
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.
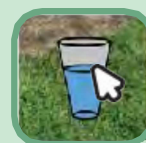
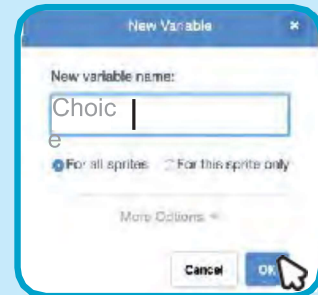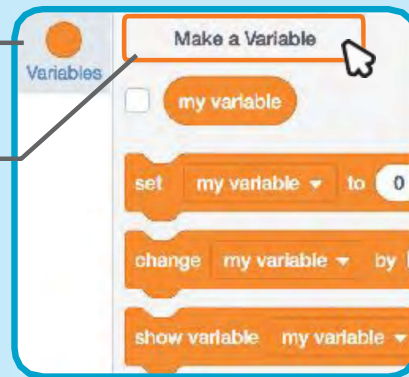# What Will Your Pet Say?

Let your pet choose what it will say.

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What Will Your Pet Say?

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GET READY
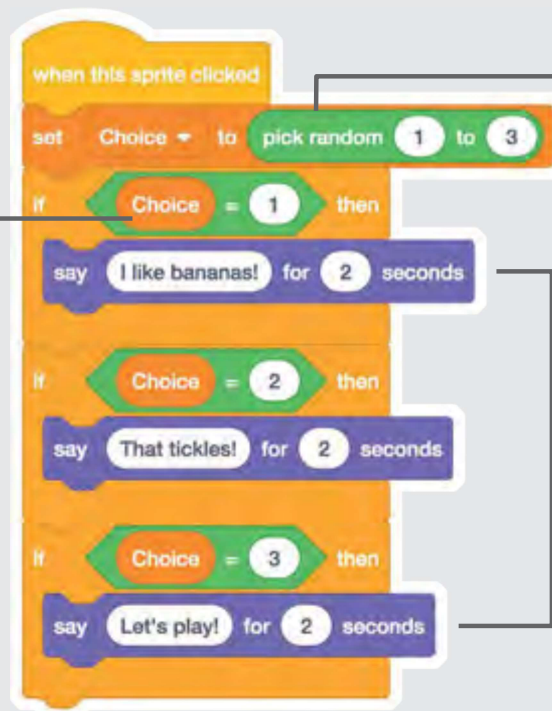
Choose **Variables**.

Click the **Make a Variable** button.

Make a Variable

Variables
my variable

set my variable ▾ to 0

change my variable ▾ by

show variable my variable ▾

New Variable ✕
New variable name:
Choice |
● For all sprites ○ For this sprite only
More Options ◂
Cancel OK

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

ADD THIS CODE

Monkey

when this sprite clicked

set Choice ▾ to pick random 1 to 3

if Choice = 1 then

say I like bananas! for 2 seconds

if Choice = 2 then

say That tickles! for 2 seconds

if Choice = 3 then

say Let's play! for 2 seconds

Insert the **pick random** block.

Choice = 1

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

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

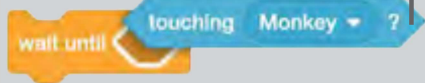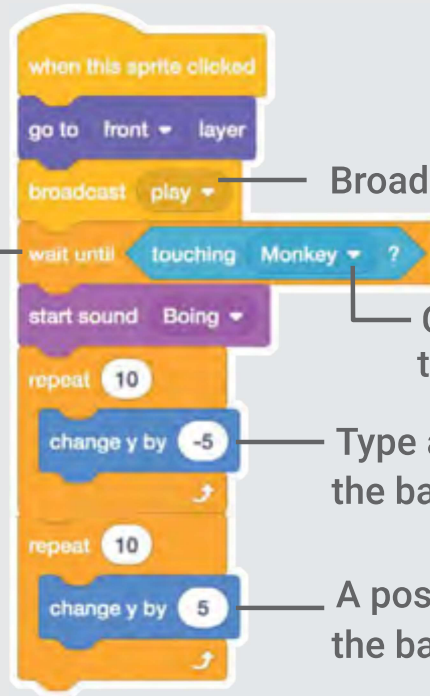## GET READY

Choose a sprite, like Ball.

Ball

ADD THIS CODE

Ball

```
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.
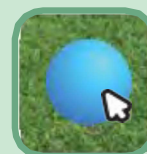
A positive number makes the ball move up.

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

```
wait until  touching  Monkey ▾  ?
```

Monkey

```
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.
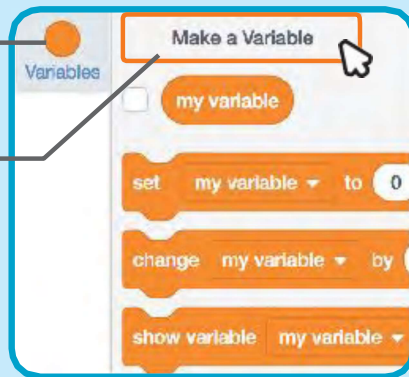
How Hungry?

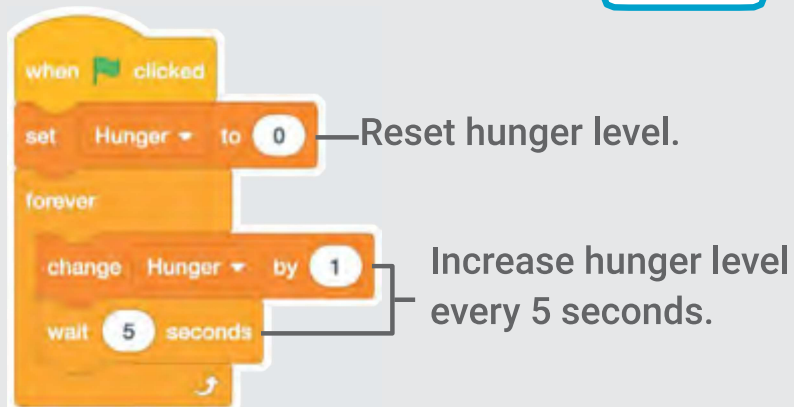Keep track of how hungry your pet is.

How Hungry?

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GET READY

Choose **Variables**.

Click the **Make a Variable** button.

Make a Variable

Variables

my variable

set my variable to 0

change my variable by

show variable my variable

New Variable

New variable name:

Hunger

For all sprites   For this sprite only

More Options

Cancel   OK

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

ADD THIS CODE

Monkey

when 🚩 clicked

set Hunger to 0 — Reset hunger level.

forever

change Hunger by 1 — Increase hunger level every 5 seconds.

wait 5 seconds

Choose **food** from the menu.

when I receive food

change Hunger by -1

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.