



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

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GET READY



Choose a backdrop,
like Garden Rock.



Garden Rock



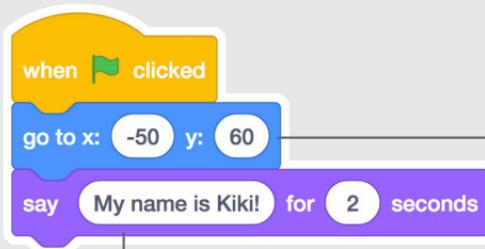
Choose a sprite to
be your pet,
like Monkey.



Monkey

ADD THIS CODE

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



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



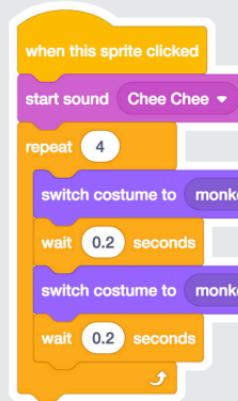
Click the Costumes tab to see your pet's costumes.



ADD THIS CODE



Click the Code tab.



Choose a costume.

Choose a different costume.

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.



Monkey



Choose a sound from the Sound library, like Chomp.



Bananas

Choose a food sprite, like Bananas.

ADD THIS CODE

Code

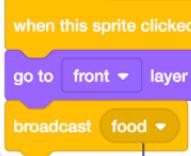
Click the Code tab.



Bananas



Select New message and name it food.



Broadcast the food message.

Select your pet.



Monkey



Choose **Bananas** from the drop-down 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



```
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.



```
when I receive drink ▾
  glide 1 secs to Glass Water ▾
  wait 1 seconds
  glide 1 secs to x: -50 y: 60 ▾
```

Choose **Glass Water** from the drop-down menu.

Glide to the starting position.

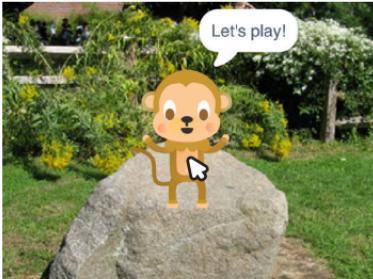
TRY IT

Click the drink to start.



What Will It Say?

Let your pet choose what it will say.



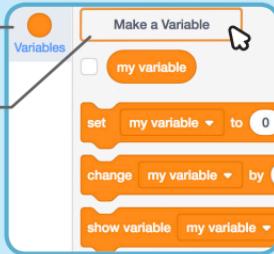
What Will It Say?

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GET READY

Choose **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.

```
when this sprite clicked
  go to front & layer
  broadcast play v
  wait until touching [Monkey?]
  start sound [Boing v]
  repeat (10)
    change y by -5
  end
  repeat (10)
    change y by 5
  end
```

Choose Monkey
from the menu.

wait until touching [Monkey?]

Type a minus sign to make
the ball move down.

A positive number makes
the ball move up.



```
when I receive play
  glide (1) secs to [Ball v]
  wait (1) seconds
  glide (1) secs to x: -50 y: 60
```

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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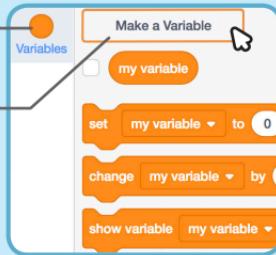
GET READY



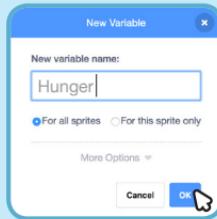
Monkey

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

Choose Variables

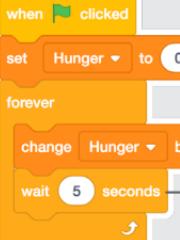


Click the **Make a Variable** button.



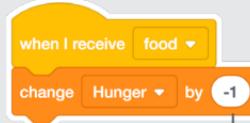
Name this variable **Hunger** and then click **OK**.

ADD THIS CODE



Reset hunger level.

Increase hunger level
every 5 seconds.



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.

