



Virtual Pet Cards



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



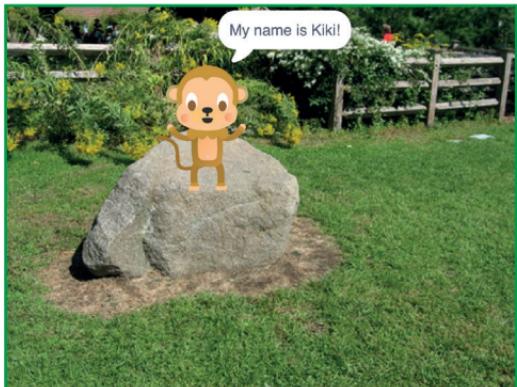
Virtual Pet Cards

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.



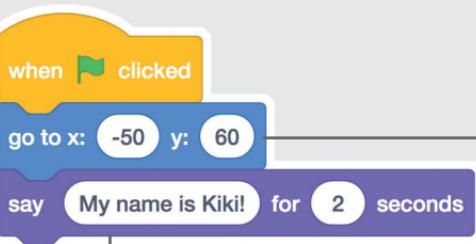
Pick a sprite with more
than one costume.



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.



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

Costumes

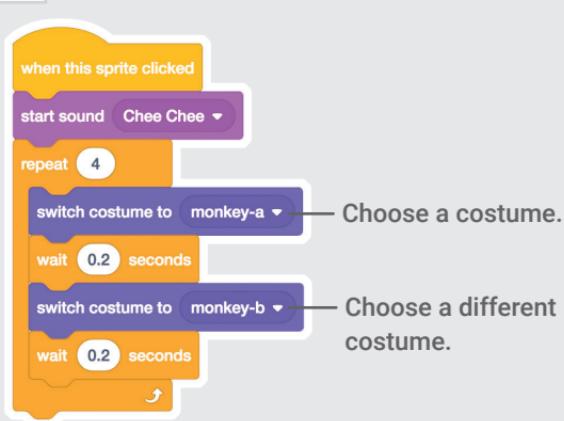
Click the **Costumes** tab to see your pet's costumes.



ADD THIS CODE

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



Click the **Sounds** tab.



Monkey



Choose a sound from the Sounds Library, like Chomp.



Bananas

Choose a food sprite, like Bananas.

ADD THIS CODE



Click the **Code**



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 mes-

Select your



Monkey

when I receive food ▾

glide 1 secs to Bananas ▾

start sound Chomp ▾

wait 0.5 seconds

glide 1 secs to x: -50 y: 60

Choose **food** from the

Choose **Bananas** from the menu.

Glide to the starting posi-

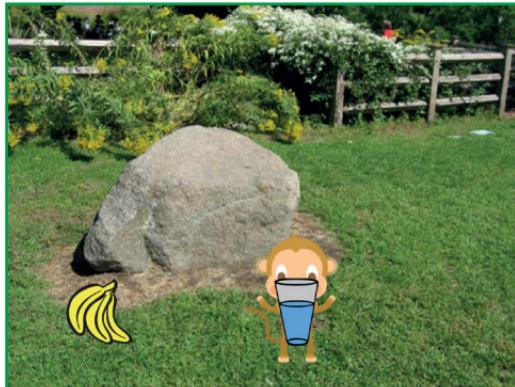
TRY IT

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 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

Let your pet choose what it will say.



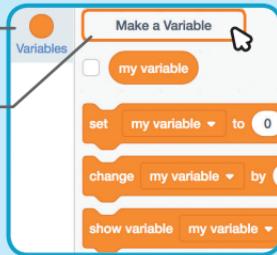
What Will Your Pet Say?

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GET READY

Choose Variables.

Click the Make a Variable button.

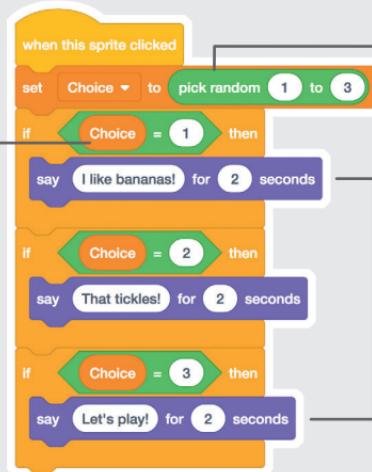


Name this variable Choice and then click OK.

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



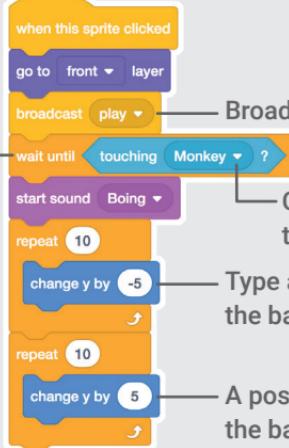
Choose a sprite,
like Ball.



ADD THIS CODE



Insert the touching block
into the wait until block.

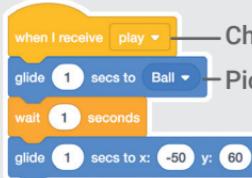


Broadcast a new message.

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.



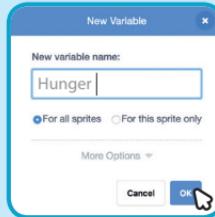
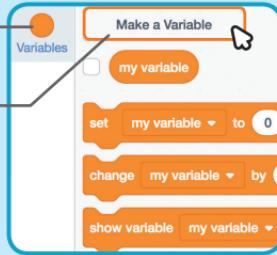
How Hungry?

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GET READY

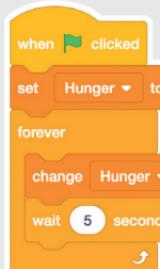
Choose Variables.

Click the Make a Variable button.



Name this variable Hunger and then click OK.

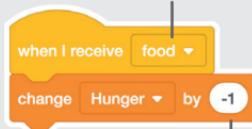
ADD THIS CODE



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.

