

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

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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

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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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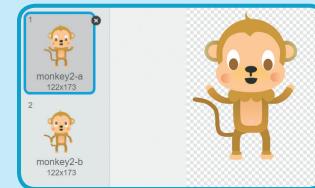
SCRATCH

Animate Your Pet

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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:

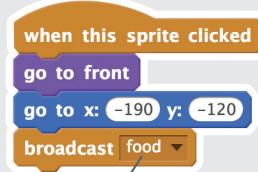


Bananas

ADD THIS CODE

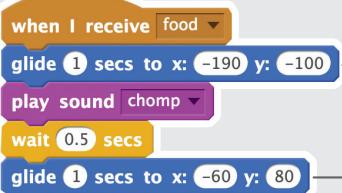


Select a **new message** and name it **food**.



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

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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



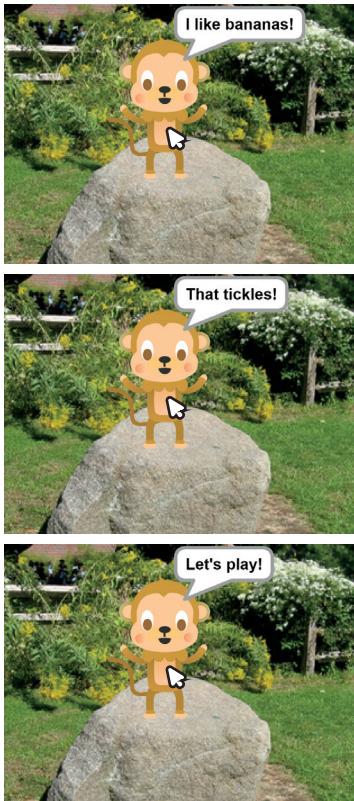
2. Glue the backs together



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What Will It Say?

Let your pet choose what it will say.



Virtual Pet

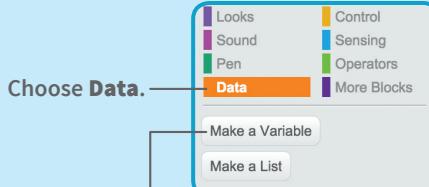
5

SCRATCH

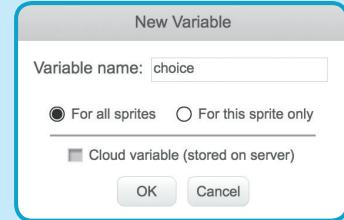
What Will It Say?

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GET READY



Choose Data.



Click the Make a Variable button.

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

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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?

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GET READY

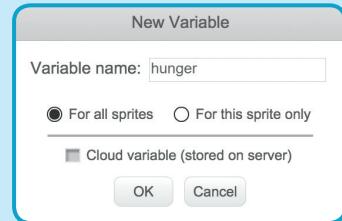


First, add food using the **Feed Your Pet** card.
Then, click to select your pet.

Choose Data.

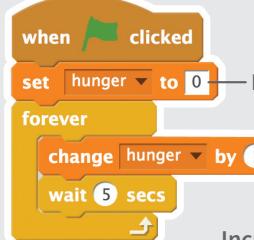


Click the **Make a Variable** button.



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.

