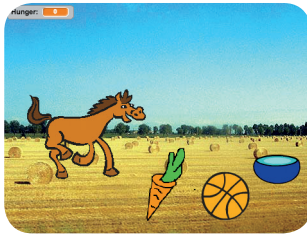


Virtual Pet Cards



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

scratch.mit.edu/pet

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: y:

say for secs

Set its position.
(Your numbers may be different.)

Type what your pet will say.

TRY IT

Click the green flag to start.



Animate Your Pet

Bring your pet to life.

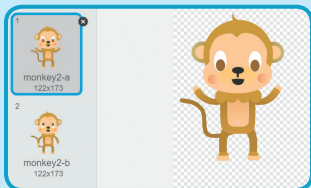


Animate Your Pet

scratch.mit.edu/pet

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
  repeat (4)
    switch costume to monkey2-b
    wait 0.2 secs
    switch costume to monkey2-a
    wait 0.2 secs
```

— Choose a costume.

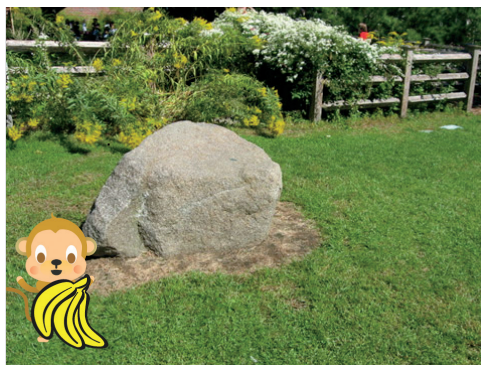
— Choose a different costume.

TRY IT

Click your pet to start.

Feed Your Pet

Click the food to feed your pet.



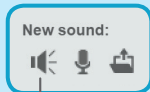
Feed Your Pet

scratch.mit.edu/pet

GET READY

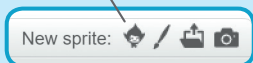


Click the **Sounds** tab.



Choose a sound from the Sound library, like **chomp**.

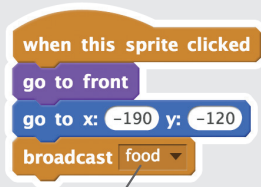
Choose a food sprite.



ADD THIS CODE

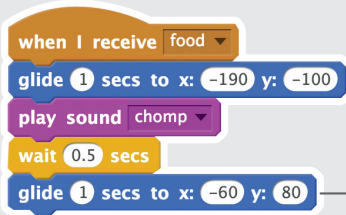


Select a **new message** and name it **food**.



Broadcast the **food** message.

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



Glide to the food.

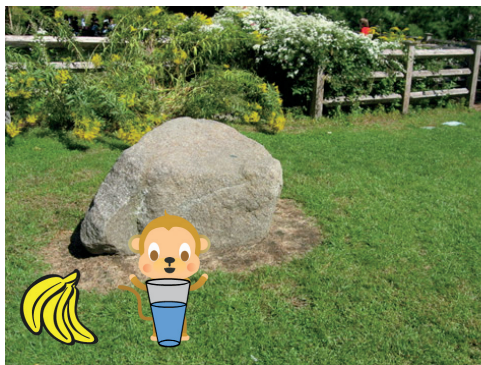
Glide back.

TRY IT

Click the food to start.

Give Your Pet a Drink

Give your pet some water to drink.



Give Your Pet a Drink

scratch.mit.edu/pet

GET READY

Choose a drink sprite,
like Glass Water.

New sprite:



ADD THIS CODE



when this sprite clicked

go to front

go to x: -80 y: -120

broadcast drink

Broadcast a new message.

wait 1 secs

switch costume to glass water-b

Switch to the
empty glass.

play sound water drop

wait 1 secs

switch costume to glass water-a

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

Glide to the drink.

wait 1 secs

glide 1 secs to x: -60 y: 100

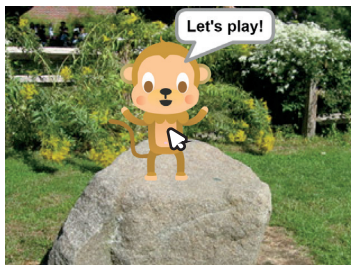
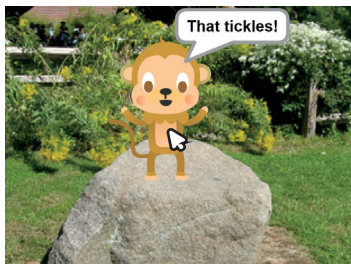
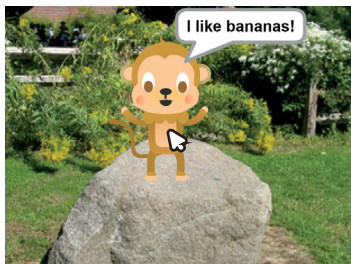
Glide back.

TRY IT

Click the drink to start.

What Will It Say?

Let your pet choose what it will say.

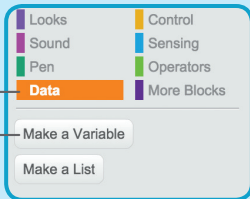


What Will It Say?

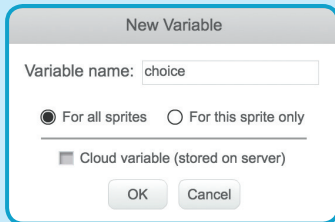
scratch.mit.edu/pet

GET READY

Choose **Data**.

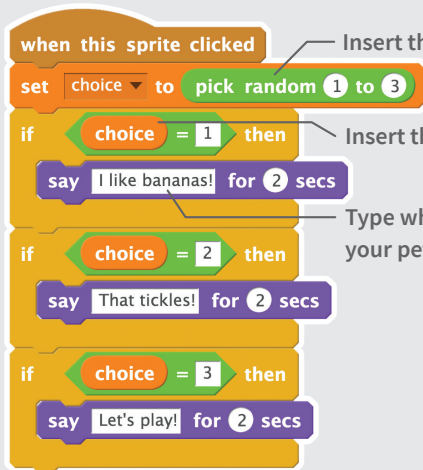


Click the **Make a Variable** button.



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

ADD THIS CODE



Insert the **pick random** block.

Insert the **choice** block.

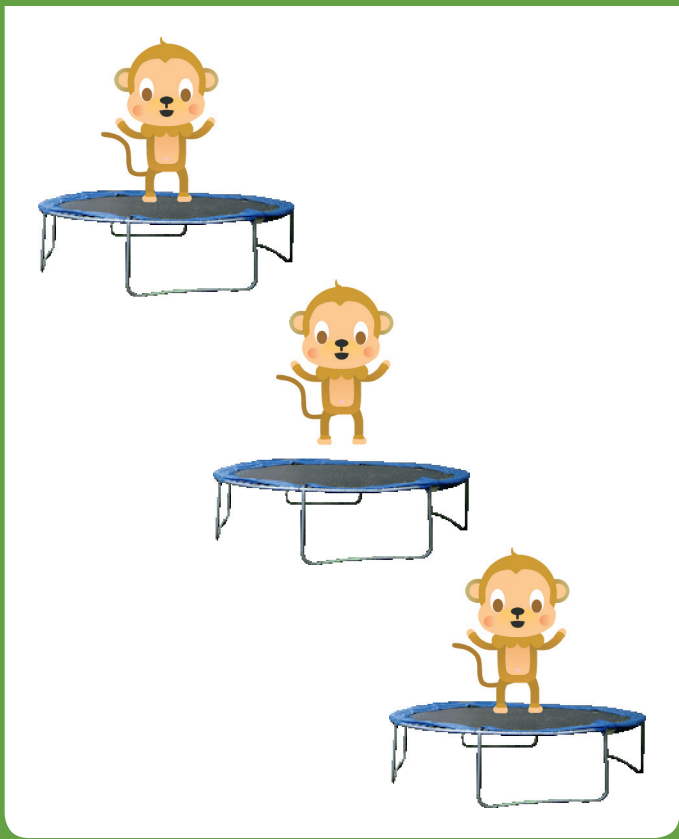
Type what you want your pet to say.

TRY IT

Click your pet to see what it says.

Time to Play

Have your pet jump on a trampoline.



Time to Play

scratch.mit.edu/pet

GET READY

Choose the 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.

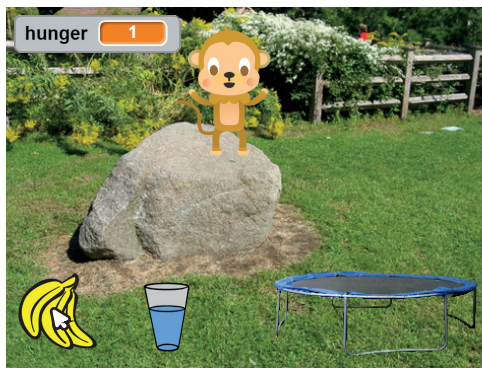
A negative number brings your pet back down.

TRY IT

Click the trampoline.

How Hungry?

Keep track of how hungry your pet is.



How Hungry?

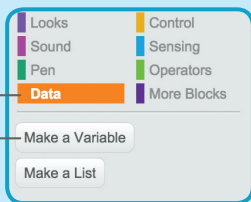
scratch.mit.edu/pet

GET READY

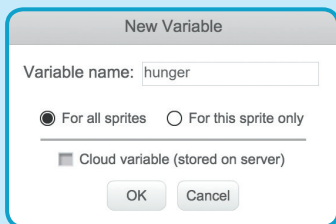


First, add food using the **Feed Your Pet** card.
Then, click to select your pet.

Choose **Data**.

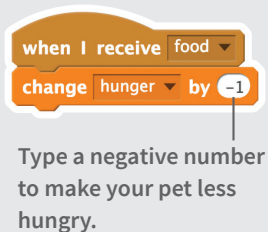
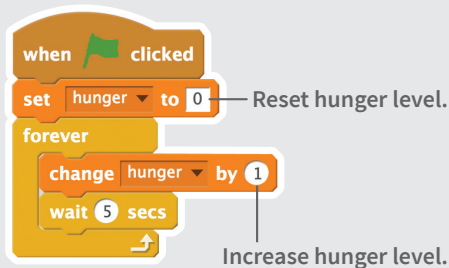


Click the **Make a Variable** button.



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

ADD THIS CODE



TRY IT

Click the green
flag to start.



Then click
the food.

