

Make a Card



1. Fold the card in half

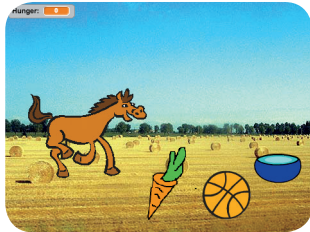
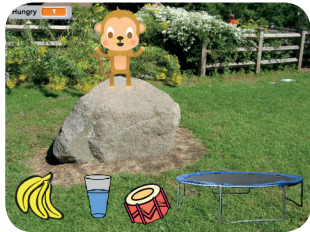


2. Glue the backs together



3. Cut along the dashed line

Virtual Pet Cards



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

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?

Make a Card



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Introduce Your Pet

Choose a pet and have it say hello.



Virtual Pet

1



Introduce Your Pet

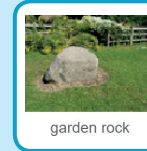
scratch.mit.edu/pet

GET READY

New backdrop:



Choose a backdrop.



Choose a pet.

New sprite:



ADD THIS CODE

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

when  clicked

go to x: -60 y: 80

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

say My name is Kiki! for 1 secs

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

2

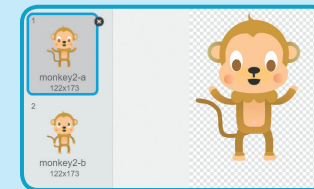


Animate Your Pet

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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
  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.

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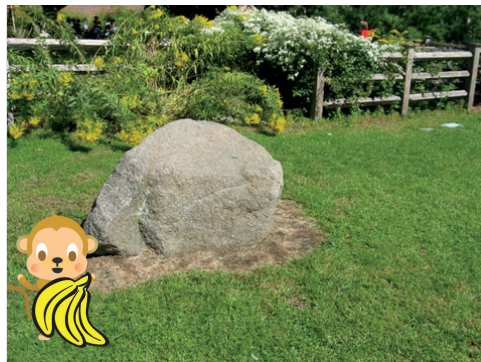
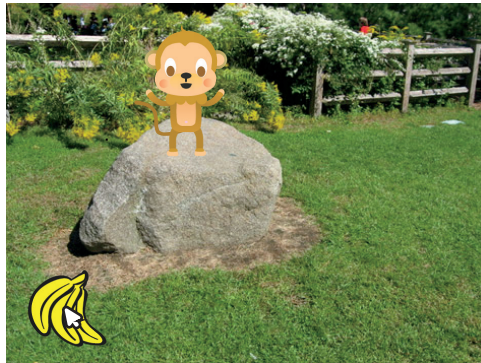
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Feed Your Pet

Click the food to feed your pet.



Virtual Pet

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Feed Your Pet

scratch.mit.edu/pet

GET READY



Click the **Sounds** tab.

New sound:



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

Choose a food sprite.

New sprite:



ADD THIS CODE



broadcast message1
message1
new message...

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

when this sprite clicked

go to front

go to x: -190 y: -120

broadcast food

Broadcast the **food** message.

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



when I receive food

glide 1 secs to x: -190 y: -100

— Glide to the food.

play sound **chomp**

wait 0.5 secs

glide 1 secs to x: -60 y: 80

— Glide back.

TRY IT

Click the food to start.

Make a Card



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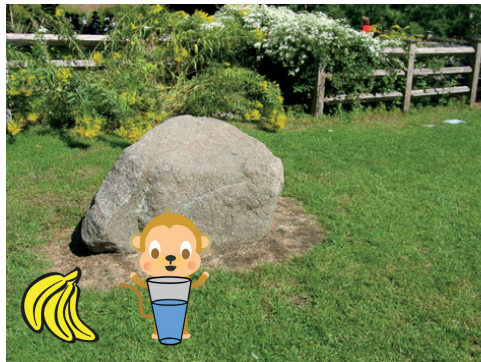
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Give Your Pet a Drink

Give your pet some water to drink.



Virtual Pet

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SCRATCH

Give Your Pet a Drink

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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.

Make a Card



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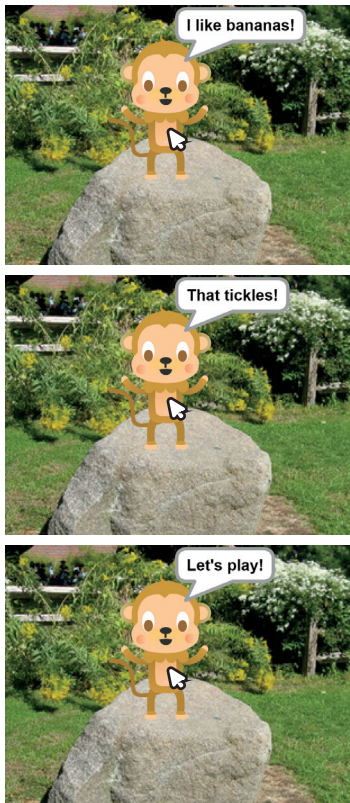
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What Will It Say?

Let your pet choose what it will say.



Virtual Pet

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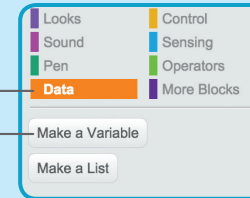
SCRATCH

What Will It Say?

scratch.mit.edu/pet

GET READY

Choose **Data**.



Click the **Make a Variable** button.

New Variable

Variable name:

For all sprites For this sprite only

Cloud variable (stored on server)

OK

Cancel

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

ADD THIS CODE



when this sprite clicked

Insert the **pick random** block.

set choice to pick random 1 to 3

if choice = 1 then

Insert the **choice** block.

say I like bananas! for 2 secs

Type what you want your pet to say.

if choice = 2 then

say That tickles! for 2 secs

if choice = 3 then

say Let's play! for 2 secs

TRY IT

Click your pet to see what it says.

Make a Card



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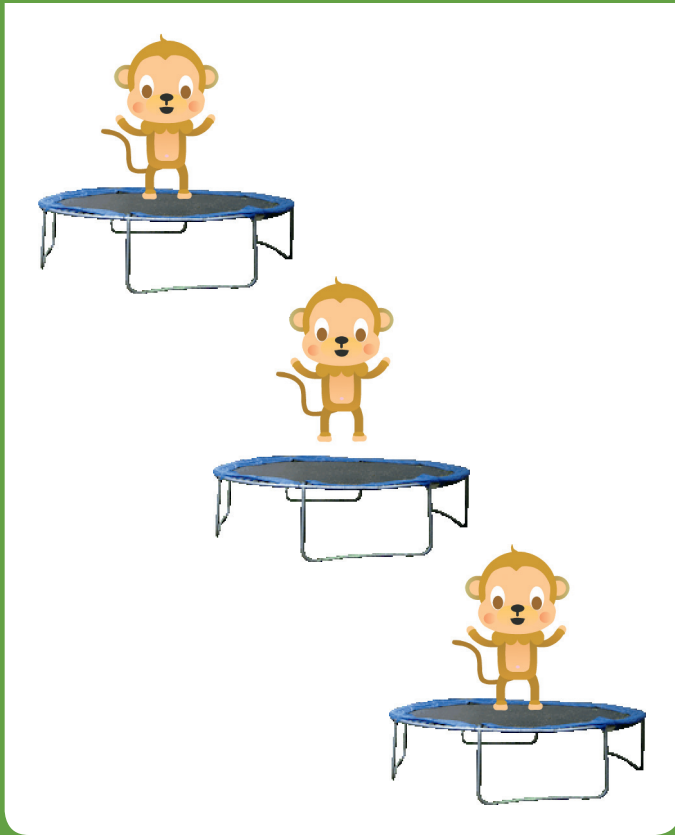
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Time to Play

Have your pet jump on a trampoline.



Virtual Pet

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Time to Play

scratch.mit.edu/pet

GET READY

Choose the Trampoline.

New sprite:



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.

Make a Card



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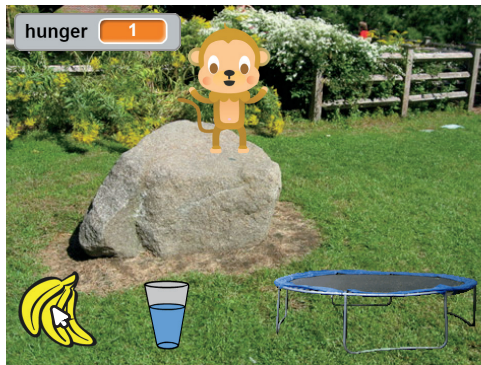
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How Hungry?

Keep track of how hungry your pet is.



Virtual Pet

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SCRATCH

How Hungry?

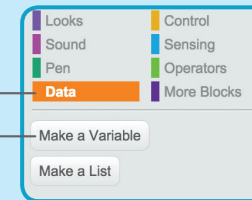
scratch.mit.edu/pet

GET READY

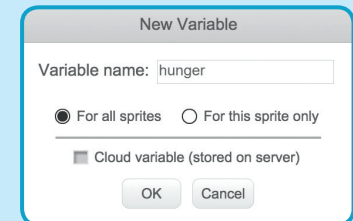


First, add food using the **Feed Your Pet** card. Then, click to select your pet.

Choose **Data**.

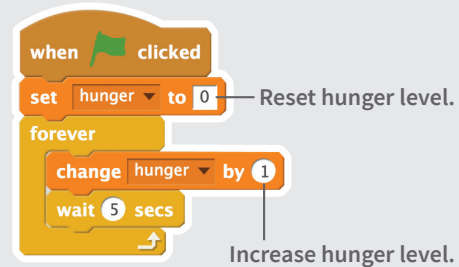


Click the **Make a Variable** button.



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

ADD THIS CODE



Type a negative number to make your pet less hungry.

TRY IT

Click the green flag to start.



Then click the food.

