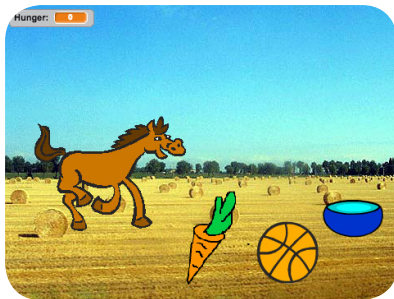
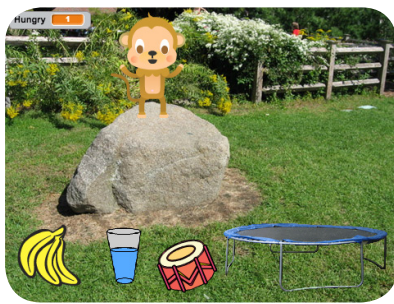


## EDUCATOR GUIDE

# Virtual Pet

With this guide, you can plan and lead a one-hour workshop using Scratch. Participants will create an interactive pet that can eat, drink, and play!



## Workshop Overview

Here's a suggested agenda for a one-hour workshop:



**IMAGINE**  
10 minutes

First, gather as a group to introduce the theme and spark ideas.



**CREATE**  
40 minutes

Next, help participants as they create interactive pets, working at their own pace.



**SHARE**  
10 minutes

At the end of the session, gather together to share and reflect.

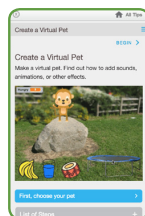
## Get Ready for the Workshop

Use this checklist to prepare for the workshop.

### Preview the Tutorial

The *Virtual Pet* tutorial shows participants how to create their own projects. Preview the tutorial before the workshop and try the first few steps:

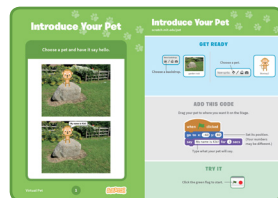
[scratch.mit.edu/pet](https://scratch.mit.edu/pet)



### Print the Activity Cards

Print a few sets of *Virtual Pet* cards to have available for participants during the workshop.

[scratch.mit.edu/pet/cards](https://scratch.mit.edu/pet/cards)



### Print Scratch blocks for warm-up activity

Print and cut a script for each participant: [bit.ly/ScratchBroadcastGame](https://bit.ly/ScratchBroadcastGame)

### Make sure participants have Scratch accounts

Participants can sign up for their own Scratch accounts at [scratch.mit.edu](https://scratch.mit.edu), or you can set up student accounts if you have a Teacher Account. To request a Teacher Account, go to:

[scratch.mit.edu/educators](https://scratch.mit.edu/educators)

### Set up computers or laptops

Arrange computers for participants to work individually or in pairs.

### Set up a computer with projector or large monitor.

## Imagine



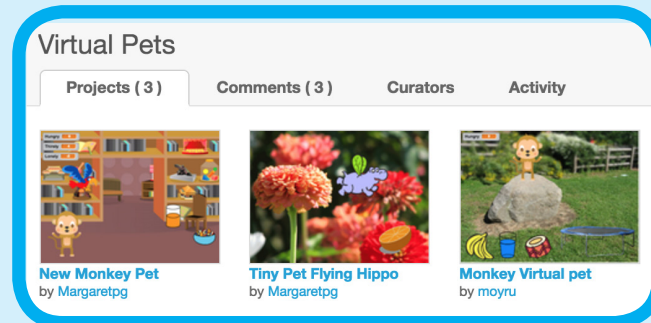
Begin by gathering the participants to introduce the theme and spark ideas for projects.

### Warm-up Activity: Broadcast Game

To see how messages work in Scratch, play the *Broadcast Game*. Give each participant a piece of paper with one of the “when I receive” scripts on it (from [bit.ly/ScratchBroadcastGame](https://bit.ly/ScratchBroadcastGame)). Choose one person as the leader. The leader reads aloud one broadcast message at a time (e.g., “Exercise” or “Time to Dance”). Participants wait until they receive the message printed on their card, then act out the script.

### Provide Ideas and Inspiration

To spark ideas, show a couple of examples of *Virtual Pet* projects from the *Virtual Pets Studio* on the Scratch website.



View the studio at [scratch.mit.edu/studios/1275856/](https://scratch.mit.edu/studios/1275856/)



## Demonstrate the First Steps

Demonstrate the first few steps of the tutorial so participants can see how to get started.

**In Scratch, choose a new sprite as your pet.**

**Choose a backdrop.**

**Add a food sprite. Broadcast a new message and name it food.**

**Make your pet glide to the food when it receives the message.**



## Create

Support participants as they make interactive pets, on their own or in pairs.

### Start with Prompts

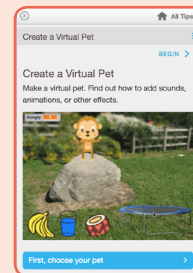
Ask participants questions to get started

*What's your pet's name?  
What does it like to eat?*

*Where is your pet going to live?*

### Provide Resources

Offer options for getting started



Some participants may want to follow the online tutorial: [scratch.mit.edu/pet](https://scratch.mit.edu/pet)

Others may want to use the printed activity cards: [scratch.mit.edu/pet/cards](https://scratch.mit.edu/pet/cards)

### Suggest Ideas for Starting

- Choose a pet and have it say hello
- Choose a backdrop
- Add a food sprite.
- Make your pet glide to the food when you click on the food.



CREATE

### More Things to Try

- Animate your pet
- Add other activities for your pet to do, such as drink water, jump on trampoline, or play drums
- Have your pet say what it likes
- Make your pet hungry over time



### Encourage Personalization and Customization

Encourage participants to enhance and customize their projects to reflect their own style:

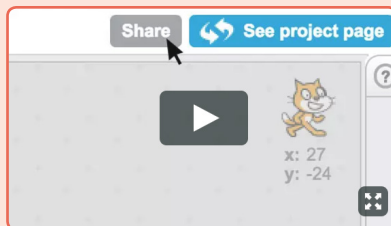
*What kind of pet would you like? How would you take care of it?*

*Is your pet shy? Noisy? How does it like to play?*

### Prepare to Share

To add instructions and credits to a project, click the button: **“See project page”**.

This video shows how to share a project on the Scratch website: [vimeo.com/llk/share](https://vimeo.com/llk/share)



SHARE

# Share

Have a virtual pet show. Ask participants to visit and interact with two or three virtual pet projects.

### Ask questions to discuss:

*What ideas did you get for your own pet?*

*What would you like to try next?*

## What's Next?

Participants can use the ideas and concepts from this workshop to create a wide variety of projects. Here are a couple of variations on the virtual pet project you could suggest.



### Adopt a Pet

Find a pet project in the **Virtual Pet Studio**: [scratch.mit.edu/studios/1275856/](https://scratch.mit.edu/studios/1275856/)  
Click **See Inside** and then **Remix**. Change the pet's looks, what it eats, or how it plays!



### Creature Creator

Create your own dinosaur, extraterrestrial creature, or fantasy creature. Add sounds and animations.

Scratch is a project of the Lifelong Kindergarten Group at the MIT Media Lab.