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.

Virtual Pet
Introduce Your Pet
scratch.mit.edu

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
scratch.mit.edu

GET READY

Click the Costumes tab to see your pet’s costumes.

ADD THIS CODE

Click the Code tab and add this code.

Choose a costume.
Choose a different costume.

TRY IT

Click your pet.
Feed Your Pet

Click the food to feed your pet.
GET READY

Click the Sounds tab.
Choose a sound from the Sounds Library, like Chomp.

Choose a food sprite, like Bananas.

ADD THIS CODE

Click the code tab.

Select New message and name it food.

Broadcast the food message.

Select your pet.

Choose food from the menu.

Choose Bananas from the menu.

Glide to the starting position.

TRY IT

Click the food.
Give Your Pet a Drink

Give your pet some water to drink.

Virtual Pet
Give Your Pet a Drink
scratch.mit.edu

GET READY
Choose a drink sprite, like Glass.

ADD THIS CODE

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.
Choose drink from the menu.
Choose Glass Water from the menu.

TRY IT
Click the drink to start.
What Will Your Pet Say?

Let your pet choose what it will say.

Choice 1: I like bananas!
Choice 2: That tickles!
Choice 3: Let's play!
What Will Your Pet Say?

GET READY

Choose **Variables**.

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 into the **equals** block from the Operators category.

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.
GET READY

Choose a sprite, like Ball.

ADD THIS CODE

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.

TRY IT

Click the ball.
How Hungry?

Keep track of how hungry your pet is.

Virtual Pet
How Hungry?

GET READY

Choose Variables. Click the Make a Variable button.

Name this variable Hunger and then click OK.

ADD THIS CODE

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.