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 Your Pet Say?**
6. **Time to Play**
7. **How Hungry?**

Introduce Your Pet

Choose a pet and have it say hello.

My name is Kiki!
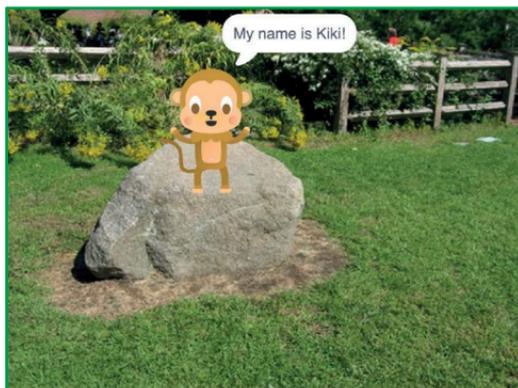
scratch

Introduce Your Pet

GET READY

Choose a backdrop, like Garden Rock.

Garden

Choose a sprite to be your pet, like Monkey.

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.

Monkey

```
when 🚩 clicked
go to x: -50 y: 60
say My name is Kiki! for 2 seconds
```

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

GET READY

Costumes

Click the **Costumes** tab to see your pet's costumes.

Costume | monkey-a

1 | monkey-a 122 x 173
2 | monkey-b 125 x 176

Fill | Outline

ADD THIS CODE

Code Click the **Code** tab and add this code.

Monkey

```
when this sprite clicked
start sound Chee Chee ▼
repeat 4
  switch costume to monkey-a ▼
  wait 0.2 seconds
  switch costume to monkey-b ▼
  wait 0.2 seconds
```

Choose a costume.

Choose a different costume.

TRY IT

Click your pet.

Feed Your Pet

Click the food to feed your pet.

scratch

Feed Your Pet

GET READY

Sounds

Click the **Sounds** tab.

Monkey

Choose a sound from the
Sounds Library, like Chomp.

Choose a food sprite,
like Bananas.

Bananas

ADD THIS CODE

Code Click the **Code** tab.

Bananas

broadcast message1
New message

Select **New message**
and name it **food**.

when this sprite clicked
go to front layer
broadcast food

Broadcast the **food** message.

Select your pet.

Monkey
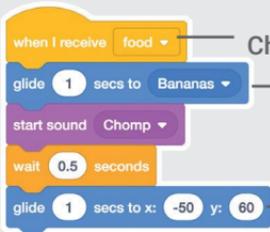
when I receive food ——— Choose **food** from the menu.
glide 1 secs to Bananas ——— Choose **Bananas** from the menu.
start sound Chomp
wait 0.5 seconds
glide 1 secs to x: -50 y: 60 ——— Glide to the starting position.

TRY IT
Click the food.

Give Your Pet a Drink

Give your pet some water to drink.
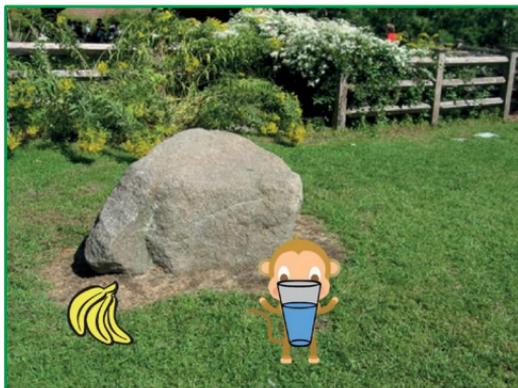
Give Your Pet a Drink

GET READY

Choose a drink sprite, like Glass Water.

Glass

ADD THIS CODE

Glass Water

```
when this sprite clicked
go to [front ▾] layer
broadcast [drink ▾]          ← Broadcast a new message.
wait (1) seconds
switch costume to [glass water-b ▾]   ← Switch to the empty glass.
start sound [Water Drop ▾]
wait (1) seconds
switch costume to [glass water-a ▾]   ← Switch to the full glass.
```

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

Monkey

```
when I receive [drink ▾]          ← Choose drink from the menu.
glide (1) secs to [Glass Water ▾]  ← Choose Glass Water from the menu.
wait (1) seconds
glide (1) secs to x: (-50) y: (60)  ← Glide to the starting position.
```

TRY IT

Click the drink to start.

What Will Your Pet Say?

Let your pet choose what it will say.

What Will Your Pet Say?

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GET READY

Choose **Variables**.

Click the **Make a Variable** button.
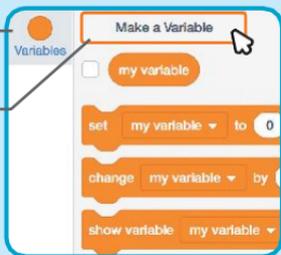
Name this variable **Choice** and then click **OK**.

ADD THIS CODE

Monkey

Insert the **pick random** block.

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

Type things for your pet to say.

```
when this sprite clicked
set Choice to pick random 1 to 3
if Choice = 1 then
    say I like bananas! for 2 seconds
if Choice = 2 then
    say That tickles! for 2 seconds
if Choice = 3 then
    say Let's play! for 2 seconds
```

Choice = 1

TRY IT

Click your pet to see what it says.

Time to Play

Have your pet play with a ball.

SCRATCH

Time to Play

GET READY

Choose a sprite, like Ball.

Ball

ADD THIS CODE

Ball

```
when this sprite clicked
go to front layer
broadcast play
wait until  touching Monkey ?
start sound Boing
repeat 10
    change y by -5
repeat 10
    change y by 5
```

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.

```
wait until  touching Monkey ?
```

Insert the touching block into the **wait until** block.

Monkey

```
when I receive play
glide 1 secs to Ball
wait 1 seconds
glide 1 secs to x: -50 y: 60
```

Choose **play** from the menu.

Pick **Ball** from the menu.

TRY IT

Click the ball.

How Hungry?

Keep track of how hungry your pet is.

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How Hungry?

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GET READY

Choose **Variables**.

Click the **Make a Variable** button.

Make a Variable

my variable

set my variable to 0

change my variable by

show variable my variable

Variables

New Variable

New variable name:

Hunger

● For all sprites ○ For this sprite only

More Options

Cancel   OK
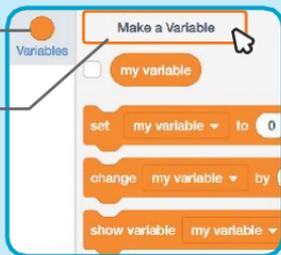
Name this variable **Hunger** and then click **OK**.

ADD THIS CODE

Monkey

when 🏳 clicked

set Hunger to 0 —— Reset hunger level.

forever

change Hunger by 1

wait 5 seconds

Increase hunger level every 5 seconds.

Choose **food** from the menu.

when I receive food

change Hunger by -1

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.