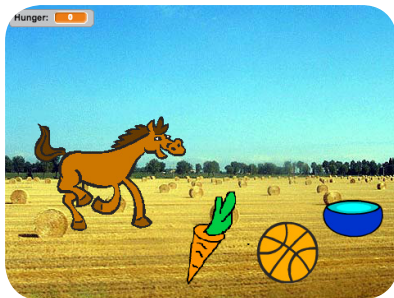




EDUCATOR GUIDE

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!



session.



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.



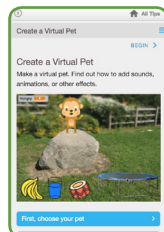
Get Ready for the Workshop

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 your workshop and try the first few steps:

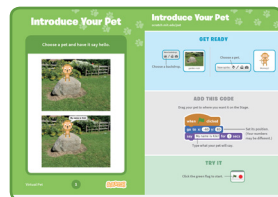
scratch.mit.edu/pet



☐ 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



☐ Print Scratch blocks for warm-up activity

Print and cut a script for each participant: bit.ly/ScratchBroadcastGame

☐ Make sure participants have Scratch accounts

Print and cut a script for each participant: 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

☐ Set up computers or laptops

Arrange computers so that participants can 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

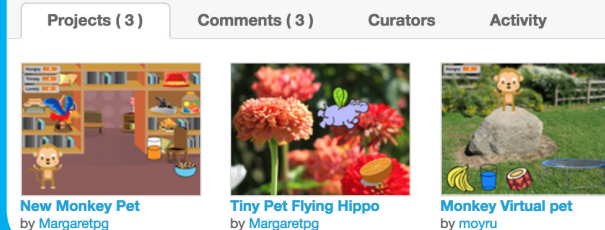
To see how messages work in Scratch, play the Broadcast Game. Give each participant a piece of paper with one of the “when I receive” scripts on it (from bit.ly/ScratchBroadcastGame).

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

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.

Virtual Pets



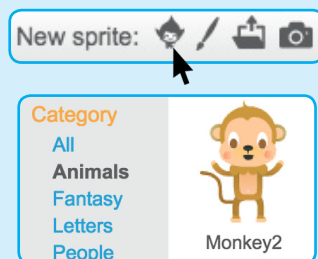
View the studio at scratch.mit.edu/studios/1275856/



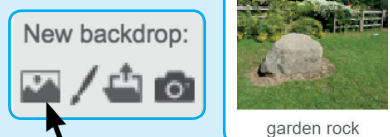
Demonstrate the First Steps

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

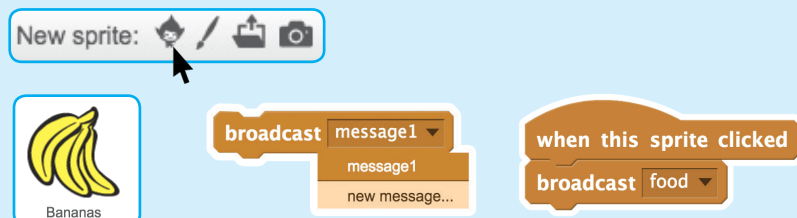
In Scratch, choose a new sprite as your pet.



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

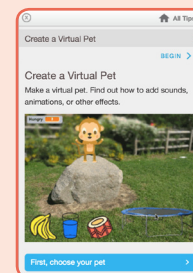
Ask participants questions to get started:

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

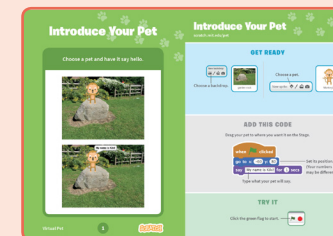
*Where is your pet
going to live?*

Provide Resources

Offer options for getting started



Some participants may want to follow the online tutorial:
scratch.mit.edu/pet



Others may want to explore using the activity cards:
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.



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:

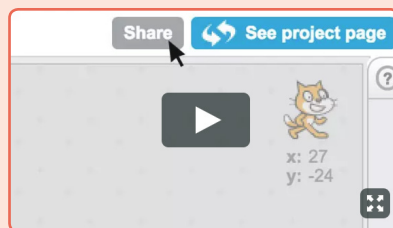
What kind of pet would you like? How would you take care of it?

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



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/
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.