

Virtual Pet

40 minutes

Coding and Creative Projects

WHAT THIS LESSON DOES

In this lesson, students will create a virtual pet using Scratch. They will learn how to add a sprite, change its size and colour, and make it move and make sounds.

WHAT STUDENTS SHOULD BE ABLE TO DO

- Understand the basics of using Scratch, including creating a new project and adding sprites and backdrops.
- Learn how to use the 'change size by' block to alter the size of a sprite, and understand how different keys can trigger different actions.
- Develop skills in using the 'change color effect by' block to alter the color of a sprite, and understand how to reset effects when the program starts.
- Learn how to use the 'play sound' block to add sounds to a project, and understand how to trigger sounds with user interaction.
- Understand how to use the 'turn degrees' and 'move steps' blocks to create movement in a sprite, and understand how to use the 'repeat' block to create repeated actions.
- Develop creativity and problem-solving skills by exploring how to add additional features to the virtual pet project.

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HOW THE LESSON RUNS	
	Introduction
	Create a new project
	Add the sprite Dot
	Add the backdrop Boardwalk
	Make your pet bigger
	Make your pet smaller
	Change Pet's Color
	Make it run and bark
	Wrap Up