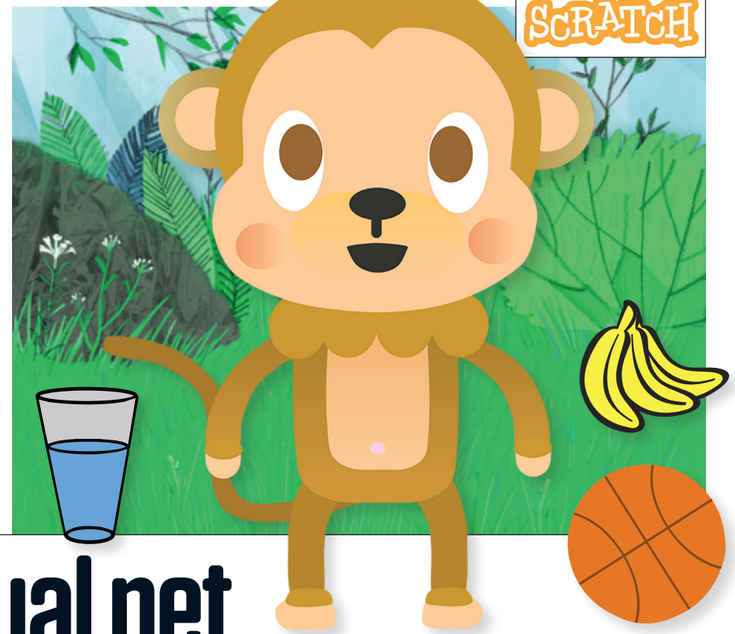
CODING CLUB

A place to code and create

This project uses the Scratch programming language.

SCRATCH



The coding club is your place to learn and develop coding skills. We've created these pages with the Raspberry Pi Foundation to provide loads of projects, from building games to designing animations.

Code a virtual pet

Create a digital animal and look after it.

Choose your pet

Backdrop sprite

Monkey sprite

1 Open a new Scratch project at scratch.mit.edu/projects/editor

2 First, delete the cat sprite. Next, click on the Choose a Backdrop button in the bottom right-hand corner of the screen and pick a backdrop. We chose a forest scene.

3 Choose your pet. You can do this by clicking on the Choose a Sprite button and selecting an animal from the list. We went for a cheeky monkey.

4 Build the five scripts (right) on your monkey sprite. You'll need to create new variables for hunger, thirst and fun. Switching costumes makes the monkey move. The "Chomp" and "Chee Chee" sounds are part of the monkey sprite, but you'll need to add "Glug". Go to the Sounds tab at the top of the screen, click the Choose a Sound button (bottom left) and search for Glug. This will now appear on the drop-down list.

Feed your pet

Banana sprite

1 Click on the Choose a Sprite button at the bottom right-hand corner of the screen and choose a food sprite. Monkeys love bananas.

2 Build these three scripts on the banana sprite coding area. Double-check all the numbers, as these commands make the food appear and glide smoothly to feed the monkey.

3 Click the green flag to test whether the bananas move to the monkey.

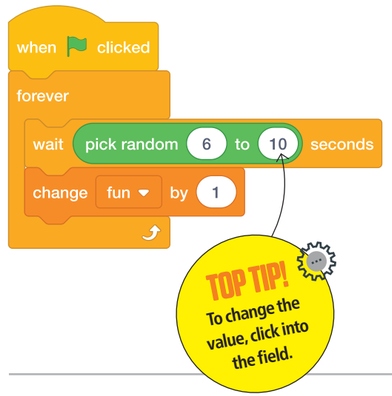
Play with your pet

Basketball sprite

1 Click on the Choose a Sprite button at the bottom right-hand corner of the screen and choose something your pet would enjoy playing with. We went for a basketball.

2 Build these three scripts (below and right). Double-check all the numbers and the options on the drop-down menus.

3 Test your game by clicking the green flag. When you click on the basketball, it should glide into your monkey's hand.



REX SHUTTERSTOCK

Give your pet a drink

Glass water sprite

1 Pick a glass of water for your pet to drink using the Choose a Sprite button.

2 Build the three scripts below. Double-check all the values and your game is ready to play. Keep your pet happy by not letting its hunger or thirst get too high, and by not letting it get too bored.

The Raspberry Pi Foundation is a UK-based charity with the mission to enable young people to realise their full potential through the power of computing and digital technologies. Discover more step-by-step coding projects at rpf.io/scienceandnature

Raspberry Pi Foundation