

Lesson Support Sheet — Variables & Data Types

Unit 3: JavaScript Fundamentals I · Sentence Frames & Task Checklist



Sentence Frames · Marcos de Oración

"A variable stores ____."

"Una variable guarda ____."

"To declare a variable, I use the keyword ____."

"Para declarar una variable, uso la palabra clave ____."

"The data type of ____ is ____ because ____."

"El tipo de dato de ____ es ____ porque ____."

"A number has no quotes, but a string is wrapped in ____."

"Un número no tiene comillas, pero una cadena va entre ____."

"I use `console.log()` to ____."

"Uso `console.log()` para ____."

"A good variable name is descriptive, like ____, and uses `camelCase`."

"Un buen nombre de variable es descriptivo, como ____, y usa `camelCase`."

"In math, `x = 2` means _____. In code, `let x = 2;` means ____."

"En matemáticas, `x = 2` significa _____. En código, `let x = 2;` significa ____."

"A comment starts with `//`, and JavaScript ____ it."

"Un comentario empieza con `//`, y JavaScript lo ____."

Task Checklist · Lista de Tareas

CODE ALONG · PRÁCTICA GUIADA

- ☐ Declare `favoriteFood` and `favoriteNumber` — `camelCase`, no spaces.
- ☐ Give all three variables a value: two strings (quotes) and one number (no quotes).
- ☐ Do NOT type `let` a second time when you assign the value.
- ☐ Log each variable on its own line with `console.log()`.

CODE SOLO · "BUILD A CREATURE"

- ☐ Create all 12 variables: 10 strings and 2 numbers greater than 1.
- ☐ Label each section of your file with a `//` comment.
- ☐ Replace every `null` with a variable name — no quotes around it.
- ☐ Press the button and read your story. Fix any spot that says "null."