

Lesson 6: Variables and If Statements

Overview

Learn to make more complex programs that keep track of information and make decisions, using variables and if-statements.

Introduced Code

- `__ < __`
- `__ == __`
- `__ > __`
- `if (condition) { statement }`
- `var x = __;`
- `x = __;`

Resources

- [If Statements](#) - Resource
- [If Statements](#) - Video
- [The Counter Pattern](#) - Video
- [The Counter Pattern](#) - Resource
- [Variables](#) - Resource
- [Variables](#) - Video

Levels



1

Predict



2-6

Skill Building

2

3

4

5

6



7

Predict



8-9

Skill Building

8

9



10



Assessment



11

Challenge

