

Name _____

Variables and Values









In coding, variables are like baskets, closets, and boxes. They are containers to help programmers keep their blocks of code in places where they can easily find them.



Programmers give variables names to describe the variable. The **VALUE** is what is *put inside the variable*.

If you are playing a video game and your score is 17, "score" is your variable. The thing *inside the variable*, the "value" is 17. The **VALUE** can change every time you make another point.



Can you think of other ways to think of values and variables?

Value	goes into	Variable
 Book	➡	 <i>Bookcase</i>
 Shirt	➡	 <i>Drawers</i>
 Paint Brush	➡	 <i>Paint Brush Container</i>
 Coins	➡	 <i>Piggy Bank</i>

17	Value	➡	Score	Variable
				
Where could I place this on?				
cape		➡		
toys		➡		
pencils		➡		
		➡		
		➡		
		➡		
		➡		

Name _____



Adi sorts with Variables by Caroline Karanja