

Fun Unplugged Coding

Learn Variables

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Activity Links

[Click to open in Google Slides](#)

[Click to open in Seesaw](#)

Read the next few pages
for detailed instructions

Thank You!

Thank you for downloading this STEM product. I hope you find it both useful and fun!

Check out my other FREE STEM resources:

[STEM Activities and Printables](#)

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Set Up in Google Classroom

Step 1: Click the google slides resource link on page 2 (or the link below)

[Click to open in Google Slides](#)

Step 2: Click **“Make a copy”** to save the file to your google drive

Step 3: Create an assignment in google classroom, and attach the resource you just saved

Step 4: Click the drop down next to the attachment, select **“Make a copy for each student”**

Copy document

Would you like to make a copy of (digital)?

Make a copy

Students can view file

Students can edit file

Make a copy for each student



Set Up in Seesaw

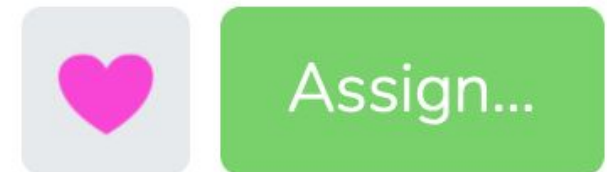
Step 1: Click the Seesaw resource link on page 2 (or the link below).

[Click to open in Seesaw](#)

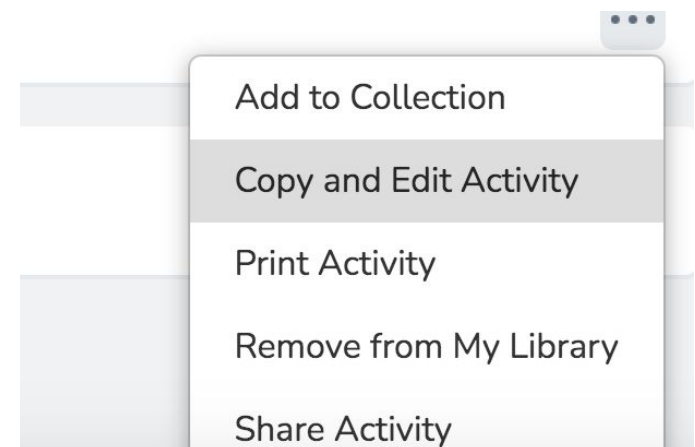
Step 2: Click "**Save Activity**" to save the activity to your library.



Step 3: Open the activity from your library. Click "**Assign Activity**" to assign it to your students.



Step 4: You can always edit the activity by selecting "**Copy and Edit Activity**" on the assignment page.



Instructions

First, get to know our students from slide 3 to slide 5.
Then do activities from slide 6 to slides 10.

Digital version: Follow the instruction, drag over each **variable** block on the right to each empty block on top of each kid

Printables: Follow the instruction, cut out the **variable** blocks on the right, stick to each empty block on top of each kid.

Variable - String

Move over the **name** that matches each kid

Olivia

Jack

Mia

Or

Tip: If reading is challenging for your students, they can match the variable block color to the kid's clothes color.

Variable

What is variable?

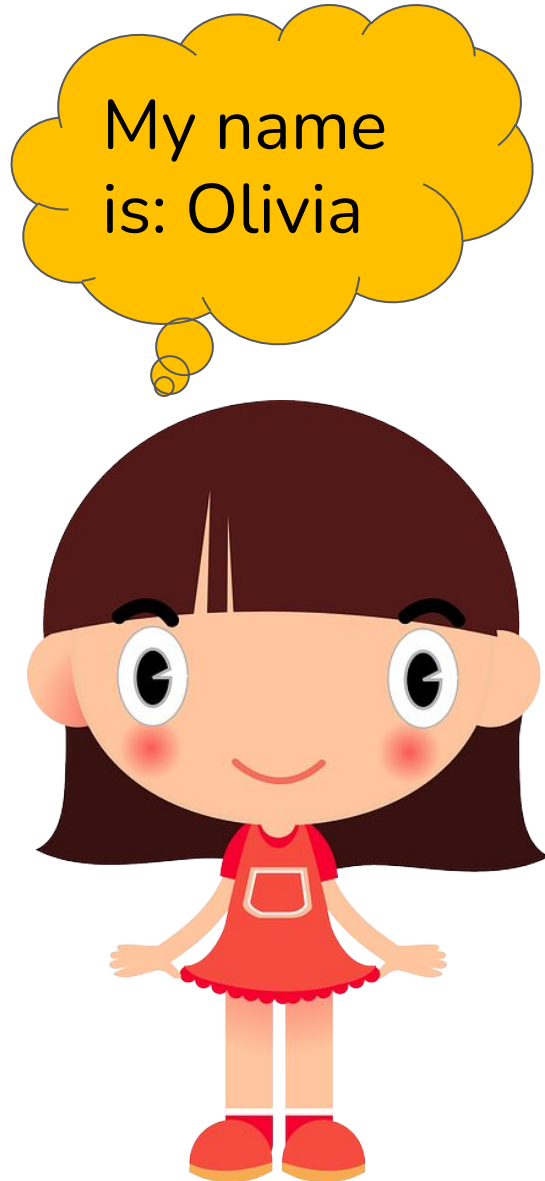
A variable is like a space to store something. For example, if you wanted to know the name of a person.

- You could use a symbol `name` as the variable name
- And assign a value `Olivia` to it.

In computer programming, we can write it as as:

```
name = Olivia
```

My name
is: Olivia



Variable Type

Variables are used to store different kinds of information. It can be text, number, or more complicated types.

I'm 3 (**Integer**)
years old



My name is:
Olivia (**String**)

"I'm a girl" -
True (**Boolean**)

My name starts
with letter O (**char**)

I weigh 31.5 (**float**) lbs

Variable Type



I'm 5 (**Integer**)
years old

My name is:
Jack (**String**)

"I'm a girl" -
False (**Boolean**)

My name starts
with letter J (**char**)

I weigh 40.8 (**float**) lbs

Variable Type



I'm 6 (**Integer**)
years old

My name is:
Mia (**String**)

"I'm a girl" -
True (**Boolean**)

My name starts
with letter M (**char**)

I weigh 44.2 (**float**) lbs

Variable - String

Move over the
name that
matches each kid



Olivia

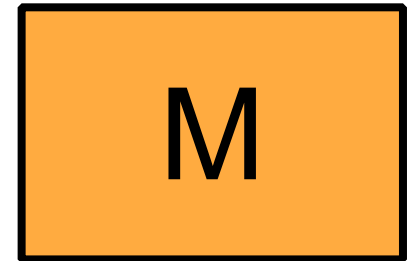
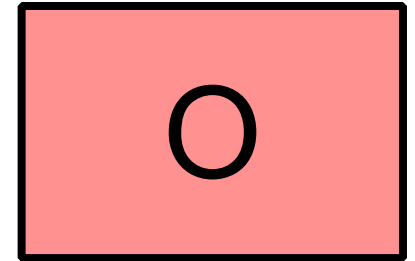
Jack

Mia

Variable - Char



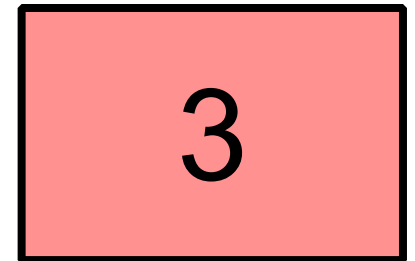
Move over the
first letter of the
name that
matches each kid



Variable - Integer



Move over the
age that
matches each kid



Variable - Float



Move over the **weight** (lbs) that matches each kid

40.8

31.5

44.2

Variable - Boolean



“I’m a girl”
Move over true or
false based on
the statement
above

true

false

true