level: 1,  
chapter: 1,  
firstImage: **'https://s3-us-west-1.amazonaws.com/codr/L1I1.png'**,  
secondImage: **'https://s3-us-west-1.amazonaws.com/codr/L1I2.png'**,  
challengeText: **'abcd apples'**,  
instructionText: **'Fill in the text below so that the box is labeled'**,  
learnText:

**'To start coding, we need a way to 'save' the values from our coding. We do this by defining a variable with a name that will be tied to that value just as the value is tied to the variable name. Once you create (or declare) a variable as having a particular name, you can then call up that value by typing the variable name. The way to declare a variable is: var bananas;'**,  
points: 25,  
solution: [**'var'**],  
lastLevel: **false**

level: 2,  
chapter: 1,  
firstImage: **UNKNOWN'**,  
secondImage: **'UNKNOWN**,  
challengeText: **'var x = ‘apples’ xyz What is x? abcd'**,  
**var x = ‘apples’**

**What is x? \_\_\_\_\_**

instructionText: **'Fill in x'**,  
learnText:

**'Let’s do some more practice! I’ve created a variable x. Can you tell us what x is pointing to?'**,  
points: 10,  
solution: [**'apples'**],  
lastLevel: **false**

level: 1,  
chapter: 2,  
firstImage: **'UNKNOWN'**,  
secondImage: **'UNKNOWN'**,  
challengeText: **'abcd apples'**,

**'What is 6+10?'**  
**'What is 6-2?'**

instructionText: **‘How could we solve these math problems?'**,  
learnText:

**'Did you know that it’s also possible to do math using programming? It works almost the exact same way real-life math does. Here’s a quick look at some problems:**

**1+1 equals 2**

**1-1 equals 0**

**'**,  
points: 25,  
solution: [**16, 4**],  
lastLevel: **false**

level: 2,  
chapter: 2,  
firstImage: **'UNKNOWN'**,  
secondImage: **'UNKNOWN'**,  
challengeText: **''**,

**'What is 8\*9? \_\_\_\_'**

**‘What is 5/1? \_\_\_\_’**  
instructionText: **'Here are some more problems, this time with multiplication and division? Can you figure out the answers?'**,  
learnText: **'We can also do multiplication and division using programming. Multiplication is done with ‘\*’, while division is done with ‘/’. Here’s a quick look at some problems:**

**1\*1 equals 1**

**1/1 equals 1'**,  
points: 10,  
solution: [**72, 5**],  
lastLevel: **false**

level: 3,  
chapter: 2,  
firstImage: **'UNKNOWN'**,  
secondImage: **'UNKNOWN'**,  
challengeText: **''**,

**'What is -8\*9? \_\_\_\_'**

**‘What is 1/5? \_\_\_\_’**  
instructionText: **'We’ve adjusted the problems to use negative numbers and decimals. How do you think this will change the answer?'**,  
learnText: **'Like real math, programming math also uses negatives and decimal numbers (but not fractions!). The rules are the exact same as in real math!'**,  
points: 15,  
solution: [**-72, 0.2**],  
lastLevel: **false**

level: 4,  
chapter: 2,  
firstImage: **'UNKNOWN'**,  
secondImage: **'UNKNOWN'**,  
challengeText: **''**,

**'var x = 6+10 – (-8\*9); '**

**‘What is x? \_\_\_\_’**  
instructionText: **' Time to combine variables and math! We’ve created a variable that’s also a mathematical equation. What do you think happens now?'**,  
learnText: **'One of the fun things about programming is combining different concepts. It’s common to create variables that are mathematical equations, or even mathematical equations that use variables. For instance:**

**var x = 1+1;**

**In this case, x equals ‘2’!'**,  
points: 15,  
solution: [**88**],  
lastLevel: **false**

zxy = join thing  
abcd = input (\_\_\_\_)