Today, we'll learn about:

1. Introduction to JavaScript
2. Data Types
3. Operators

Introduction to JavaScript:
JavaScript is like a magic paintbox!

Imagine you have a canvas (web page), and you want to make it interactive. JavaScript helps you add colors (functions), shapes (elements), and movements (animations) to make it come alive!

Data Types
Data types are like toy blocks!
We have different blocks (data types) to build our JavaScript creations:

1. String (Words): "Hello, friend!"
2. Number (Counting): 1, 2, 3
3. Boolean (True/False): Yes/No
4. Null (Empty): No value
5. Undefined (Mystery): Unknown value
6. Object (Toy box): Stores many values
7. Array (Toy collection): List of values

Operators
Operators are like action buttons!
We use operators to play with our data blocks:

Arithmetic Operators

1. - (Add): 2 + 2 = 4
2. - (Subtract): 4 - 2 = 2
3. - (Multiply): 2 * 3 = 6
4. / (Divide): 6 / 2 = 3

Comparison Operators

1. == (Equal): 2 == 2 (True)
2. != (Not Equal): 2 != 3 (True)

3. > (Greater): 3 > 2 (True)
4. < (Less): 2 < 3 (True)

Logical Operators

1. && (And): True && True = True
2. || (Or): True || False = True
3. ! (Not): !True = False

Some examples:

```
// String
let name = "John";
console.log(name);

// Number
let age = 5;
console.log(age);

// Arithmetic
let sum = 2 + 3;
console.log(sum);

// Comparison
let isEqual = 2 == 2;
console.log(isEqual);
```

Practice Sets:
1. Create a variable favoriteFood with a string value.
2. Calculate the sum of 5 + 2 using arithmetic operators.
3. Compare 3 > 2 using comparison operators.

Variables, Conditional Statements, and Loops

Variables

Variables are like labeled toy boxes!
We store values in variables using the assignment operator (=):

```
let toyBox = "Blocks";
const friendName = "Emma";
```

Variable Types
1. let (Changeable)
2. const (Unchangeable)

Conditional Statements
Conditional statements are like decision trees!
We use if-else statements to make choices:

```
let weather = "Sunny";
if (weather === "Sunny") {
  console.log("Let's play outside!");
} else {
  console.log("Let's play inside!");
}
```

Conditional Operators
1. if
2. else
3. else if

Loops
Loops are like merry-go-rounds!
We use loops to repeat actions:

```
for (let i = 0; i < 5; i++) {
  console.log("Whee!");
}
```

Loop Types

1. for
2. while
3. do-while

Some examples:

```
// Variables
let favoriteColor = "Blue";
```

```
console.log(favoriteColor);

// Conditional Statement
let age = 12;
if (age >= 12) {
  console.log("You're a teenager!");
} else {
  console.log("You're a kid!");
}

// Loop
for (let i = 0; i < 3; i++) {
  console.log("Hello, friend!");
}
```

Practice Sets:

1. Create a variable favoriteAnimal with a string value.
2. Write an if-else statement to check if a number is even or odd.
3. Use a for loop to print numbers from 1 to 5.