



St White's Primary School - Computing

Phase: LKS2 Topic: Branching Databases



What should I already know about databases?

- Data is information
- How to group objects based on attributes
- How to classify objects
- · Data needs to be accurate

Unit Overview – What I will be able to do?

- develop their understanding of what a branching database is and how to create one.
- gain an understanding of what attributes are and how to use them to sort groups of objects by using yes/no questions.
- create physical and on-screen branching databases.
- evaluate the effectiveness of branching databases and will decide what types of data should be presented as a branching database.

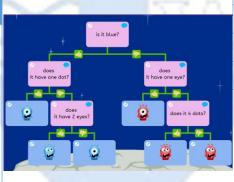
What will I know by the end of the unit?

- How to investigate questions with yes/no answers
- How to make up a yes/no question about a collection of objects
- How to create two groups of objects separated by one attribute
- How to select an attribute to separate objects into groups
- How to create a group of objects within an existing group
- · How to arrange objects into a tree structure
- Group objects using your own yes/no questions
- How to prove that a branching database works
- Explain that questions need to be ordered carefully to split objects into similarly sized groups
- How to compare two branching database structures

Values

Computer scientists have a 'can do' attitude towards solving problems and are reflective when trying out different possibilities.





	Technical vocabulary
Attribute	A characteristic of an object
Value	A number or letter
Table	A data arrangement with rows and columns
Objects	A thing
Database	An organised collection of data (information)
Equal	The same
Even	Divisible by two
Separate	Not connected
Compare	Assess the similarities and differences
Order	Arrange
Organise	Arrange or order
Structure	Arrange according to a plan
Selecting	Choosing

6
A branching database is a
collection of data organised
in a tree structure using
yes/no or true/false
questions. In computer
science, these are known as
binary trees.

Branching Database

Pictogram

A pictogram is a pictorial representation of information, usually used to present numerical data, such as common methods of transport amongst a group of people.



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National Curriculum Objectives

Computing

- •Select, use, and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems, and content that accomplish given goals, including collecting, analysing, evaluating, and presenting data and information
- Use technology safely, respectfully, and responsibly

Possible additional NC links

Links to charts and databases in maths and science

Computing: Branching Databases Follows on from:

- KS1: Digital Writing
- KS1: Making Music
- KS1: Digital Photography
- KS2: Stop frame animation
- KS2 Desktop publishing

