

## Data and Information- Branching Databases

Key Question/What will I learn by the end?

**Lesson 1 – Yes or No questions**

**Lesson 2- Making groups**

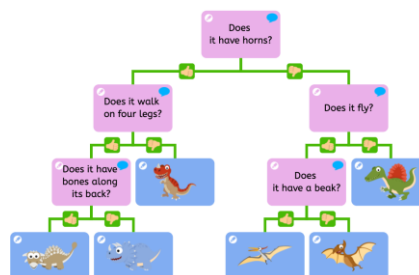
**Lesson 3 – Creating a branching database**

**Lesson 4- Structuring a branching database**

**Lesson 5 – Using a branching database**

**Lesson 6 – Two ways of presenting information**

### Visual Representations



### Concept Links/Prior Knowledge

- Year 2-** Know what an algorithm is and to be able to predict the outcome of a simple programme. To know that when a computer is doing something, it is following instructions called 'code'. To know that we can use different types of media to convey information, e.g. text, image, audio, video

### Cross-curricular Links

Science- sorting and grouping

### Sticky Learning

#### New Knowledge

- Know that we can retrieve information from online sources
- Know that they must follow a set of instructions accurately for a code to be successful
- Know that users can develop their own programs, and can demonstrate this by creating a simple program in an environment that does not rely on text.

#### New Skills

- Create simple sequences and debug them successfully.
- Be able to touch type to increase their speed
- Understand the need to be critical evaluators of content
- Retrieve relevant images and information from online sources
- Typing with uppercase and lowercase using all aspects of the keyboard

### Vocabulary (incl. equipment)

#### Previous

Programming  
Creating media  
software  
Save  
Keyboard  
Mouse  
Computer  
Desktop  
Coding  
Commands  
Sequence  
Instructions

#### New

Attribute  
Value  
Questions  
Table  
Objects  
Branching database  
database  
Separate  
Structure  
Compare  
Order  
Organise  
Selecting  
Decision tree

### Computer Safety (as relevant to unit)

Children to be aware of what websites they are using and only use appropriate search engines like 'Kiddle'.