Computing KS2 Knowledge Organiser - Year 3/4-

Unit 3.6 Branching Databases

What I should already know

- I know how to sort data according to criteria.
- I know how to collect and present data in picture format.
- I know how to use 2Calculate to collect data and produce a graph.
- I know how to use questioning to separate

What I will learn (Sticky knowledge)

- I can sort objects using just 'yes' or 'no' questions.
- I can complete a branching database using 2Question.
- I can create a branching database of the children's choice.

What I will learn next

In unit 5.4

- I will use effective searching and sorting of information
- I will collaborate to create a class database using 2Investigate.

In Unit 6.7 and 6.9

- I will answer and set questions based on the interpretation of a database.
- I will organize data and create graphs and charts.

Key Resources

purple mash

2Question

Key Images

Open, close or share a file

Give the database a name

Add a question to begin to sort the information

Key Vocabulary

Binary Tree	Another name for a branching database.
Database	A collection of data organised in such a way that it can be searched, and information found easily. Database usually refers to data stored on computers.
Branching Database	Used to classify groups of objects. It is used to help identify the objects by answering questions with either 'yes' or 'no'. Branching databases can also be called binary trees.
Data	A collection of information, especially facts or numbers, obtained by observation, questions or measurement to be analysed and used to help decision-making.
Debugging	The process of identifying and removing errors from computer hardware or software.

Key Questions

What is meant by data?

Facts about something; data can be words, numbers or pictures. For example, the class register contains data about the names, addresses and attendance of the children in the class.

Key Resources

purple mash

Tools

2Dos

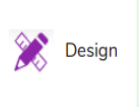
2Chart

Free code chimp

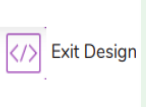
Key Images

Open, close or share a file.

Save your work.

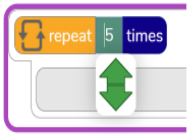


Open design mode in 2Code.



Switch to code mode in 2Code.

A timer code block.



Repeat block.

Key Questions

Why is it useful to use a flowchart to design a computer program?

Using a flowchart to design a computer program is helpful as you can see it in its simplest form as inputs and outputs. You can see where the program is going which will prevent mistakes when creating the code.

What does repeat mean in computer programming?

Using the repeat command will make a block of commands run for a set number of timers or forever. These saves rewriting the code many times.

What is the difference between 'timer after' and 'timer every'?

A 'timer after' means after a certain amount of seconds, the action will occur. 'Timer every' means that the action will re-occur every certain amount of seconds on a loop.