

Year 3 Creating a branching database and interrogating simple databases knowledge organiser

Key words and prior learning from Year 2

Multiple Choice - questions which have given answers for someone to choose from

Branching/Binary Database - a way of classifying a group of objects

Data collection sheet/Survey - a form with at least 3 columns used to collect and organise data or answers to questions (category, tally and frequency)

Chart - a chart is used to display data so it is easier to compare

Graph - a graph is used to show how two different set of data relate to each other

Pictogram - a chart that uses pictures to show data

Who uses skills like these?



- Scientists to identify objects, nature and animals
- Police detectives when they are trying to identify people
- Shopkeepers to keep track of stock
- Vets to classify animals

Year 2 Multiple Choice Survey

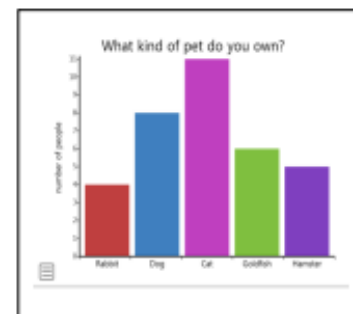
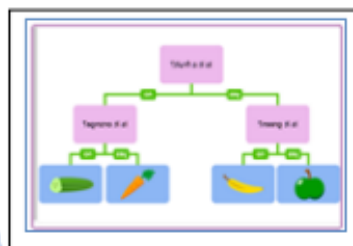


How do you travel to school?

☐ Walk ☐ Car ☐ Bus ☐ Other

What lunch do you have?

☐ Sandwiches ☐ School Dinner ☐ Go Home



Key Learning

Self-Assessment

	WT	A	WA
I can create a branching database			
I can use a branching database to classify data			
I can use a simple database to search and sort information			
I understand what field and record mean in a database			
I can enter data into a class database			
I can recognise different types of data			
I can explain the difference between discrete and continuous data			
I can create charts to interpret data			
I can find errors in a database			
I understand that there is a difference between a computer and paper-based database			

New key words we will use in Year 3 'Creating a branching database and interrogating simple data bases'

Record - fields and data about one thing in a database

Database - a way of storing and organising information

Data Types - the options the answers can be displayed as. This can be letters, words, images, numbers or a mixture of them

Form View - shows you an individual record about one thing

Table View - shows you more than one record in rows

Field Name - the title of data in a record or table

Discrete Data - data from counting separate items

Continuous data - data from measuring something

Simple Search - when you look for one thing at a time

Sort - putting data into an order for example alphabetical or smallest to largest

Year 3 Write a Program Part 1 Block Based Sequences Knowledge Organiser

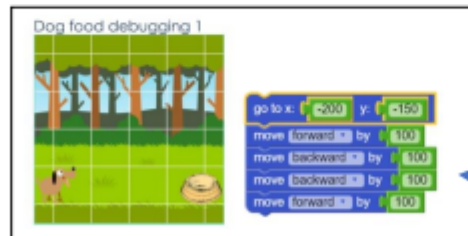
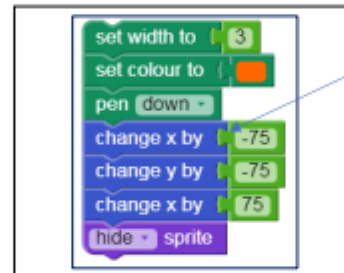
Key words and prior learning from year 2 Sequencing Simple Algorithms and Programs

Sequence – a particular order in which related things follow each other.

Reverse – do the direct opposite of the stated command.

Who uses skills like these?

- App developers
- Software developers
- Computer game designers



Key Learning	Self-Assessment		
	WT	A	WA
I can put instructions into a sequence			
I know what an algorithm is			
I can predict the code from a partner's piece of work			
I can use the command tools in Visual to create a simple program			
I can add an input to my code e.g. when a key is pressed			
I can change the sprite in Visual			
I can add a background sprite			
I can debug code to fix errors			
I can use the input 'when this sprite is clicked'			
I can use the 'glide to x and y' block			

New key words we will use in Year 3 Write a Program Part 1 Blocked Based Sequences

Program – a set of instructions in a language that is understood by a computer

Code blocks – the instruction 'block' that joins together to make a program

Sequence – the order that instructions are carried out

Sprite – name given for a character in computer software Visual or Scratch

Debug - Look at your program and find where there is a problem and fix it

Input – This is usually an external device like a mouse or keyboard, in the case of coding we can add an input event block such as **when this sprite is clicked** or **when the space bar is pressed** to trigger an event

