

Year 3: Branching Database

Branching Database

A database is 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.

A branching database **is 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.

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.

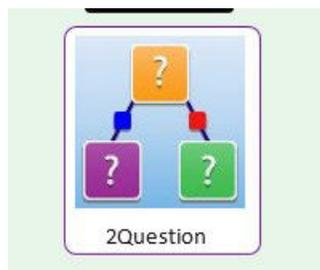
What you will learn by the end of the unit:

To sort objects using just 'yes' or 'no' questions.

To complete a branching database using 2Question.

To create a branching database of the children's choice.

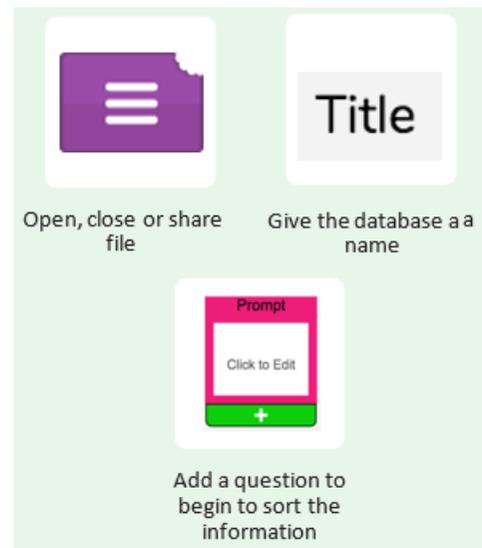
Key Resources



Vocabulary

Branching database	A branching database is 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.
Database	A database is used to store a collection of data which is organised in such a way that it can be searched, and information found easily. Database usually refers to data stored on computers.
Question	A question is something that is asked or written to try and gain information.
Data	Data are facts and statistics collected together for information.

Key Images



Year 3: Simulation

Simulation

A computer simulation is a program that models a real-life situation. They let you try things out that would be too difficult or dangerous to do in real life. Some simulations represent dangerous situations for training such as flying in space, carrying out medical operations or piloting an aeroplane. Others simulate activities for fun, such as racing simulations. There can be problems because simulations are often too simple; and unexpected problems can still occur in real life that are difficult to simulate. Simulations can also be very expensive.

What you will learn by the end of the unit:

To consider what simulations are.

To explore a simulation.

To analyse and evaluate a simulation.

Key Resources



Vocabulary

Simulation

A computer simulation is a program that models a real-life situation. They let you try things out that would be too difficult or dangerous to do in real life.

Key Images



2Simulate main screen

Locked Out



Locked Out

A lively dog causes problems for **Mariza**, her baby brother Sam and her mum.

The Dark Side of Elpmis



The Dark Side of Elpmis

Trainee astronauts get ready for a mission to the planet **Elpmis**.

Year 3: Graphing

Graphing

A graph is a diagram representing part of a set of data.

Graphs can be drawn by hand or on the computer. There are different types of graphs.

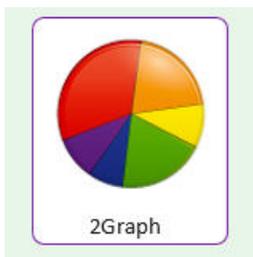
There are lots of different types of graphs including line graph, bar chart and pie chart. The frame lines on the graph are called the axes. The axis that goes up and down (vertical) is called the 'y' axis and usually shows the amount. The axis that goes across (horizontal) is called the 'x' axis and shows what is being measured.

What you will learn by the end of the unit:

To enter data into a graph and answer questions.

To solve an investigation and present the results in graphic form.

Key Resources



Vocabulary

Graph	A diagram showing the value of objects.
Field	A part of a record.
Data	Facts and statistics collected together for reference.
Bar Chart	A graph in which the numerical amounts are shown by the height or length of lines or rectangles of equal width.
Block Graph	A graph where a block represents one item.
Line Graph	A graph where a line is used to show an amount.
Pie Chart	A type of graph in which a circle is divided into sections that each represent a part of the whole.
Row	A horizontal line of entries in a table or graph.
Column	A vertical line of entries in a table or graph.

Key Images

