1. Yes or no questions
- Some question can be answered with a simple yes or no.
- An open-ended question is where there can be different answers to the question.
- In a branching database we need to use question that have a yes or no answer.

2. Making groups
- A branching database is formed into a tree structure.
- A question needs to place the objects into 2 groups.
- It is important to think about the attribute of the objects.

3. Creating a branching database
- We want to not use a lot of objects or the database would become complicated.
- Questions need to be yes or no answers.
- Play and check that your programming works and has no errors. You might need to debug.

4. Using a branching database
- Questions need to be quick and easy to follow.
- Branching databases don't always look the same.
- There shouldn't be 2 objects in 1 box.

5. Using a branching database
- An attribute can be: colour, diet, habitat or length.
- Test your programming by starting from the object and highlight which route will take the object back to the top level of the branching database.

Key Vocabulary

Attribute	A word or a phrase that can be used to describe an **object** such as its colour, size, or price.
Table	A way of presenting information or data using rows and columns.
J2data	A software used to present data.
Branching databases	A way to group objects or identify one specific object.
Questions	Is the object used in Scratch.
Information	**Data** put into a context that provides meaning

Does it fly?
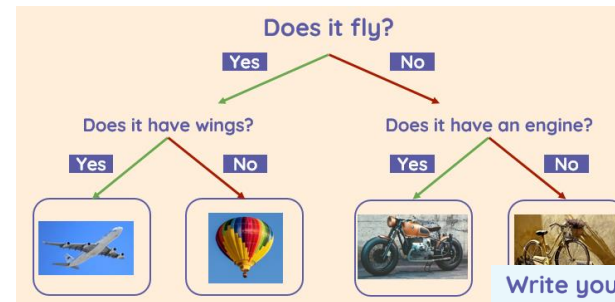
Write your yes/no questions

Attributes:
- **Main colour**
(Blue, Green, Grey, Brown, Purple, Red)
- **Diet**
(Herbivore, Carnivore)
- **Habitat**
(Land, Air, Sea)
- **Length**
(Smallest = 2 metres, Biggest = 26 metres)

Question starters:
- Is it _____?
- Is it a _____?
- Does it live _____?
- Is it longer than _____ metres?