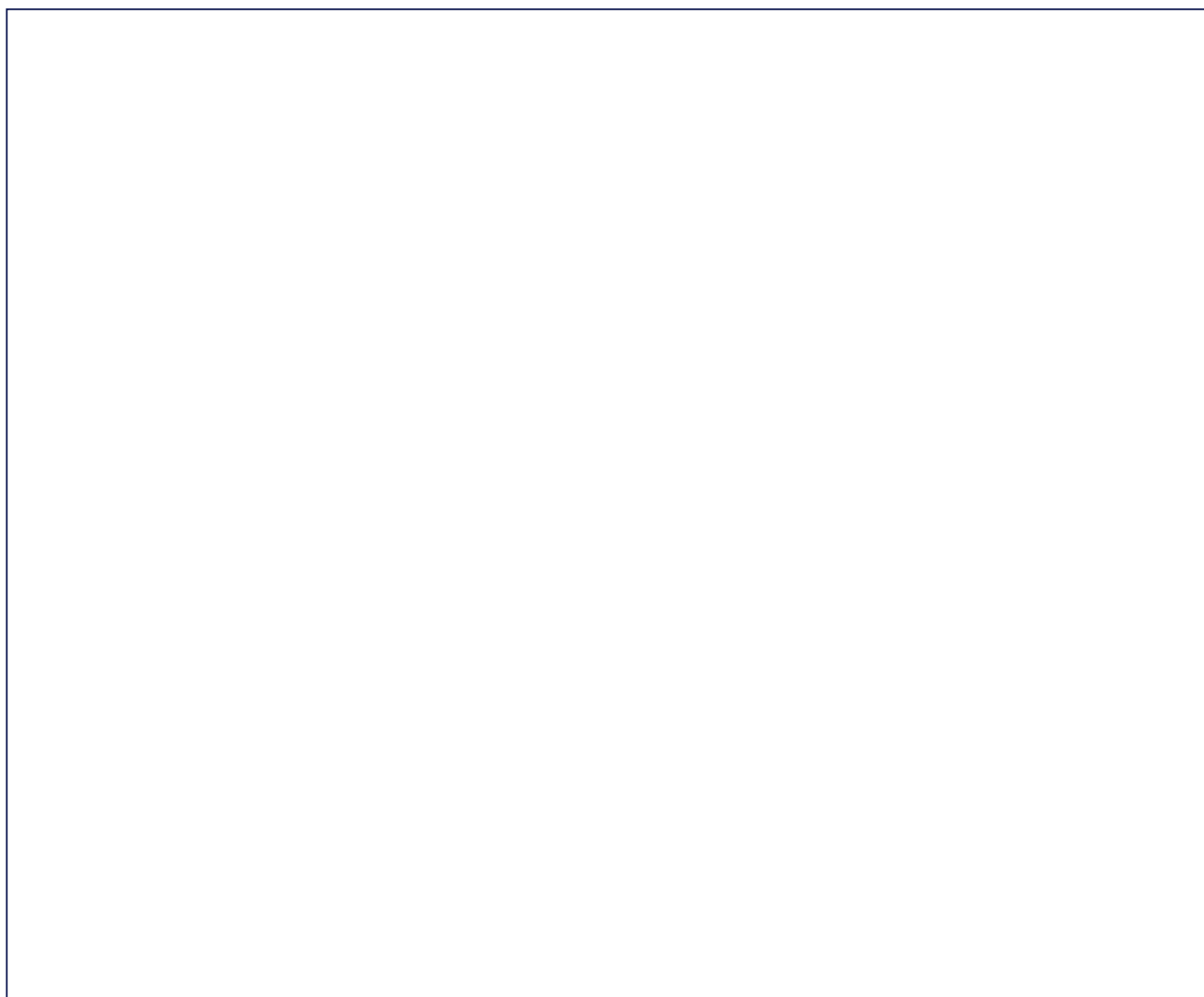


Kit's Computing Lab: Designing a Database

Learning objective: To understand the structure of a database by designing a record system for a library.

Kit the fox is organising the BookFlik library. A database stores information in an organised way. Use your drawing space to create a 'record' for a book. Follow the steps below to complete your diagram.

Draw: Draw a clean, organised table layout on a piece of paper. Use a ruler to make the lines straight. In the boxes, write fictional book details (e.g., 'The Lost Forest', 'Author Name', 'Adventure', '£5.50'). Add an arrow pointing to a single row of information and label it 'Record'. Add an arrow pointing to a single column of information and label it 'Field'. Use a friendly, tidy style, perhaps adding a small drawing of Kit the fox in the corner holding a clipboard.



Label words: Field · Record · Database · Data · Primary Key

Steps:

1. Step 1: Draw a large rectangle to represent a 'Record'. Inside, draw four smaller boxes (fields) for: Title, Author, Genre, and Price (£).
2. Step 2: Add a unique 'Book ID' number in the top corner of your record. Why is it important for every book to have a unique ID?
3. Step 3: Label your drawing using the words from the word bank to show which parts are the 'Fields' and

which part is the whole 'Record'.

4. Step 4: If you were searching this database, which field would be the most useful to use as a filter if you wanted to find all the mystery books?

5. Step 5: Imagine you want to add a new book that costs £7.99. Write down where that information would go in your record structure.