



# Primary computer science

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## Library

### Setup

Find 10 favourite class books and photograph the front covers. Print these out so they are easy to identify from a distance.

### Preparation

Make two columns on your whiteboard, in and out.  
Place all the laminated book fronts in the in column.

Place all the favourite books on your library shelf.

### Introduction

It is a great to start by discussing what libraries they use and what they do to borrow books. Do they have a library card? Do they scan books in and out? Do they know how long they are allowed to keep books?

### Library Role-play

Explain to the children that they are going to model what really happens inside a library. Not just what they see happening but also what happens on the library computer.

Place one child by a table with a scanner as the librarian. (You may wish to model your library without a librarian if that is your pupils normal experience)

Setup some pupils to borrow books and return them.

Point out the whiteboard list of books and ask pupils if they know what it represents? If they are not sure make sure they know that it is the list of books that are in and out of the library recorded by the computer when they are scanned in or out. Leave a child to move them across from one column to another when they are borrowed or returned.

Setup another child to tell the computer whiteboard list child when a book has been borrowed and when it has been returned. It helps if this child can read the titles (this child needs time so make sure library scanning happens slowly).

**Extension** You could discuss how long they are allowed to keep books and have some form of days counter by each borrowed book. You could simulate days by turning the lights on and off.

**Aims:** To role play how a library works

### Resources

Whiteboard to act as the database  
Table to act as the library counter  
10 class favourite books  
10 laminated front covers of 10 favourite books  
Library scanner or toy till with scanner

### KS1 National Curriculum Coverage

Recognise common uses of information technology beyond school

