

1999 National Curriculum for ICT



2014 National Curriculum for Computing

No mention of algorithms, or specific requirement for children to understand how computers follow instructions

‘understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions’

Pupils should be taught to plan and give instructions to make things happen. They should try things out and explore what happens in real and imaginary situations.

‘create and debug simple programs’

No explicit requirement for children to use logical reasoning and make predictions. They were required to plan instructions and describe the effects of their actions.

‘use logical reasoning to predict the behaviour of simple programs’

Pupils should be taught to use text, tables, images and sounds.

‘use technology purposefully to create, organise, store, manipulate and retrieve digital content’

talk about the uses of ICT inside and outside school

‘recognise common uses of information technology beyond school’

No mention of e-safety

‘use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies’

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'Pupils should be taught to create, test, improve and refine sequences of instructions to make things happen and to monitor events and respond to them.'

'Describe and talk about effectiveness of their work with ICT, comparing it with other methods and considering the effect it has on others.' '...test, improve and refine sequences'; no requirement to teach debugging or error correction.

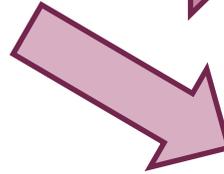
No requirement to teach children how computer networks or the internet works. Requirement to teach children to share and exchange information in a variety of forms.

No specific reference to search engines. Broader requirement to work with a range of sources of data and check information is relevant and reasonable

Refers only to combining text, tables, images and sound. No reference to combining software and systems, or working to accomplish given goals.

No reference to e-safety

KS2



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'design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts'

'use sequence, selection, and repetition in programs; work with variables and various forms of input and output'

'use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs'

'understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration'

'use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content'

'select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information'

'use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.'