



CHRIST'S COLLEGE, SUNDERLAND
Emmanuel Schools Foundation

Computing Curriculum Intent 25-26

Ethos

In an ever-advancing digital world, Computing is a fundamental part of the Christ's College curriculum. Rooted in our Christian ethos, the Computing curriculum underpins core values of wisdom, responsibility, stewardship and integrity. As technology continues to shape society, we recognise that it is through human creativity, problem-solving and ethical decision-making that technology is designed, developed and applied. Our curriculum encourages students to understand technology as a powerful tool that can be used for good, enabling justice, creativity and innovation, or misused in ways that undermine wellbeing, equality and social harmony.

Throughout the Computing curriculum, students are encouraged to reflect critically on the impact of technology on individuals, communities and the wider world. They explore how digital systems influence behaviour, relationships, identity and opportunity, and consider the moral, social, legal and political implications of emerging technologies. By embedding online safety, digital citizenship and ethical discussion throughout all key stages, we aim to ensure students become confident, responsible users of technology who are masters of digital tools rather than being controlled by them.

Technology is an integral part of everyday life; therefore, we explicitly teach students how to use it safely, respectfully and securely. Our curriculum promotes respect for the rule of law, individual liberty and freedom of expression, while developing students' ability to distinguish fact from opinion, evaluate sources critically and understand issues such as privacy, copyright and digital reputation.

Computing also provides powerful tools for creativity and cross-curricular learning. We aim for students to be creators of digital content and technology, not just consumers. Our broad and balanced curriculum develops skills across computer science, information technology and digital literacy, enabling students to design, build, analyse and evaluate digital solutions.

Curriculum

At Christ's College, Computing is taught as a core subject from EYFS through KS1, KS2 and KS3, before developing into specialist pathways at KS4. The curriculum is carefully sequenced to ensure progression in knowledge, skills and vocabulary, building from early experiences with technology and logical thinking in EYFS to more complex programming, data handling and digital media at secondary level. All objectives are at least as ambitious as the National Curriculum for Computing, with KS4 courses aligned directly to examination board specifications.

The curriculum is structured around three interlinked strands: Computer Science, Information Technology and Digital Literacy. Across these strands, students develop computational thinking, problem-solving skills and creativity through programming, physical computing, data handling and systems understanding. They learn how digital systems work, how information is represented and transferred, and how technology can be used to create, communicate and collaborate effectively.

Online safety and digital resilience are embedded throughout all year groups rather than taught in isolation. Topics such as self-image and identity, online relationships, privacy and security, copyright, managing online information and digital wellbeing are revisited regularly and developed in age-appropriate ways, ensuring students build a deep and lasting understanding of how to navigate the digital world safely and responsibly.

Specialist vocabulary is explicitly taught and revisited over time to support understanding and confidence. Effective questioning, debugging, project-based learning and opportunities for independent problem-solving are used to build resilience and

perseverance. Students are encouraged to plan, test, refine and evaluate their work, developing an understanding of project lifecycles and the value of learning from mistakes.

Community

Where possible, the Computing curriculum makes meaningful links to the local context of Sunderland and the wider region, including the use of technology in industries such as manufacturing, engineering and digital services. These links help students understand the real-world relevance of Computing and the diverse career pathways it can support.

The curriculum actively promotes inclusion and high aspiration for all learners. By highlighting a wide range of role models, careers and applications of technology, we aim to challenge stereotypes and address gender imbalances within Computing. Students are encouraged to see that success in digital fields is achievable regardless of gender, background or starting point.

Christ's College is committed to enriching students' experiences beyond the classroom through opportunities such as careers events, clubs, competitions, and links with further and higher education. These experiences help students connect their learning to future pathways and develop ambition and confidence in their abilities.

Character

Character development is central to the Computing curriculum at Christ's College. Students are Valued, Challenged and Inspired through learning experiences that promote independence, curiosity and resilience. Through collaborative work, ethical discussion and problem-solving, students develop the virtues of Love, Wisdom, Fairness, Self-Control, Courage, Humility and Integrity.

Computing also nurtures key personal attributes such as perseverance, creativity, logical reasoning and social intelligence. By engaging with challenging tasks and real-world

scenarios, students learn to approach problems thoughtfully, work effectively with others and take responsibility for their actions in both digital and physical environments.

Our ultimate aim is to equip students with the skills, knowledge, confidence and character needed to thrive in an increasingly digital society and to continue developing their learning and values throughout the next stages of their life journey.