ICT and Computer Science
Subject Leader: Mr Sutcliffe

Welcome to the ICT and Computer Science department at Netherwood. We are a team of 3 teachers – Mr Sutcliffe, Mr Snelling & Mr Jones. Our aim is provide students with the opportunity to explore computer science and ICT so that they are prepared for the modern world that we live in. We expose students to as many branches of ICT, Computer Science and Digital Literacy as possible. This includes:

- Computer programming – both in Scratch and Python
- Graphic design – planning and creation in Photoshop
- Computer hardware
- Proficient Office application skills, ready for the world of work
- Being safe online
- Being secure in the modern day – cyber security.

ICT & CS Staff

- Subject Leader – Jordan Sutcliffe
- Teacher – Christopher Snelling
- Teacher – Andrew Jones

ICT & CS Curriculum Map 2025-2026

Key Stage 3

At KS3, students will study a variety of topics derived from Computer Science, ICT or Digital Literacy themes. Digital Literacy is being computer literate in the modern world, ICT skills are using computer applications to achieve a certain goal e.g. Microsoft Excel or Adobe Photoshop and Computer Science is the technical understanding of computing including programming, computer hardware and data representation. These topics are interwoven during all year groups to enable a broad and balanced Computing curriculum. Our topics include Scratch Programming, Python Programming, Computer Hardware, Developing Interactive Products, Using Office and many more.

Key Stage 4
At Key Stage 4, students can opt into GCSE Computer Science or OCR Creative iMedia.

Computer Science is engaging and practical, encouraging creativity and problem solving. It encourages students to develop their understanding and application of the core concepts in computer science such as computer hardware, computer networks, computer security and programming. Students also analyse problems in computational terms and devise creative solutions by designing, writing, testing and evaluating programs. Computer Science is split into two papers – Computer systems and Computational thinking, algorithms and programming.
Computer systems is primarily hardware focussed featuring the CPU, memory & storage, computer networks and more.

Computational thinking, algorithms and programming is mainly about computer programming and designing algorithms to meet a criteria.

Creative iMedia will inspire and equip students with the confidence to use skills that are relevant to the digital media sector and more widely. They'll design, plan, create and review digital media products to meet client and target audience demands. Creative iMedia has 3 areas – the R093 Media Industry exam, R094 Visual Identity and Graphics coursework and R097 Interactive Digital Media Products coursework.

The R093 exam is themed around the media industry, students will learn how to plan a storyboard, how to use a script, jobs in the media industry, how to develop a Gantt chart, camera angles and shots used in filming and lots more.

The R094 coursework is a digital graphics topic, students learn to plan, design and create various digital graphics from developing their ideas on paper through to bringing these ideas to life in Adobe Photoshop.

The R097 coursework is themed around students creating an interactive product such as a shop kiosk or website. Students are still required to plan, design and create this product but will now also be required to include audio and video (along with digital images) that they plan and create.