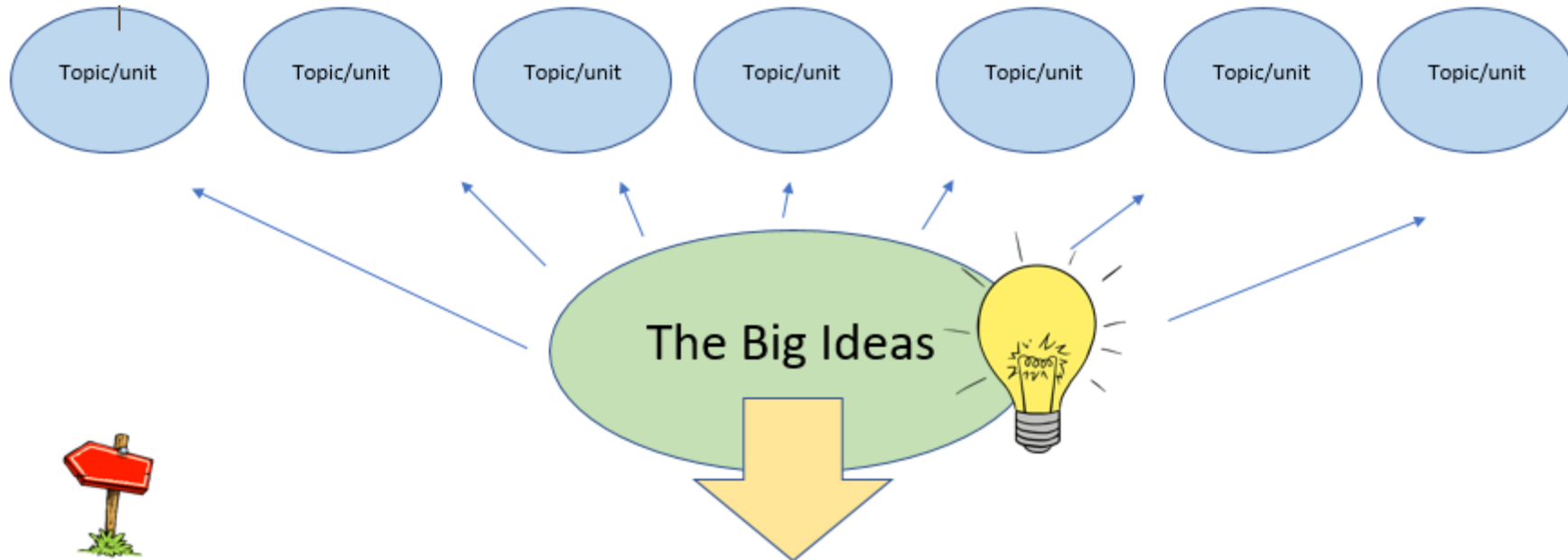


# The Big Ideas

Master practical skills

Design, make, evaluate and improve

Take inspiration from design throughout history



<u>Milestone A- Years 1 and 2</u>	<u>Milestone B- Years 3 and 4</u>	<u>Milestone C- Years 5 and 6</u>