

MODULE PLAN AND CONTENT

Module 6

FIGMA - GENERATIVE AI



MODULE PLAN

Module Plan	
Module Title	Module : FIGMA - Generative AI
Duration	3 hours (total)
Learning Objectives	By the end of this module, participants will be able to - • Understand key terms in digital design and AI, such as <i>Frame</i> (in Figma), <i>Prompt</i> (for Generative AI), and <i>Layer</i> (in visual design), and talk about them with more confidence. • Recognize why visual design and AI tools are important for school, work, and everyday communication—especially for Deaf creators who think and communicate visually. • Describe the process of turning an idea into a digital product: sketching in Figma → generating images or assets with AI → presenting the result on screen. • Understand how their design choices shape user experience and future opportunities—and how to create thoughtful, accessible, and visually clear content.
Lesson Plan	1. Digital Design & Development Basics Training Module for Deaf Youth Duration: ~90 minutes (2 topics × 40 minutes, + Break 10 minutes)

Module Plan	
	1. Introduction to Figma (40 minutes) Objective: Introduce participants to Figma as a collaborative design tool used for creating user interfaces. Main Points to Cover: • What is Figma? (A browser-based tool for designing websites, apps, and digital products.) • Why designers use it: (Real-time collaboration, clean visual layout, accessible design workflows.) • Understanding frames, shapes, and text tools: (How to place basic elements, organize space, and add visual meaning.) Activity: “Design Relay” : • Team activity: In small groups, participants take turns adding one design element (e.g., button, text, icon) to a shared Figma file. • Example task: “Design a simple mobile app screen.” • Use a visual template to guide the layout (starter frame with labels). • Turn-taking with a visual countdown timer to keep the pace. • Final result: each team shows their collaborative screen design. Teaching Methodology: • Live demo of Figma tools and interface via projector or screen share. • Hands-on team work in Figma using laptops or tablets. • Clear visual instructions shown step-by-step, with sign language support.

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	• Encourage pointing and visual explanation during teamwork. 2. Introduction to Generative AI (40 minutes) Objective: Introduce participants to Generative AI as a creative tool for producing images and visual content using text prompts. Main Points to Cover: • What is Generative AI? (AI tools that create new content—like images—based on written prompts.) • Why creators use it: (Fast idea generation, visual storytelling, design inspiration.) • Understanding prompts, styles, and outputs: (How to write effective prompts, choose visual styles, and improve results.) Activity: • Team activity: In small groups, each participant writes or modifies a text prompt to generate a new image using a Generative AI tool (e.g., DALL·E, Canva AI, Bing Image Creator). • Example task: “Design a poster for a Deaf-friendly event.” • Each group creates a series of evolving images from prompt to prompt. • Visual gallery at the end: Display the results like an art chain. • Optional voting: Which prompt-image pair was the most creative, clear, or fun?

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	Teaching Methodology: • Live demo of AI image generation using projector or shared screen. • Clear, step-by-step instructions shown visually and with sign language support. • Hands-on creative work in teams using laptops or tablets. • Encourage visual discussion: point to image elements, gesture key features.
Materials Needed	• Laptop • Internet • Vocabulary • Youtube • Projector • Printed materials • Mobil phone

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MODULE CONTENT

Content	Description	Content
Lesson Content	Digital Literacy	Digital literacy means having the knowledge and skills to use digital tools like design software and programming languages to create apps, websites, and online content. It includes understanding how digital systems work and being able to build and design simple digital products. Key Digital Terms: Figma: A digital design tool used to create app and website layouts. You can plan what a screen looks like using frames, shapes, and text. It's great for teamwork and visual thinking. Generative AI: Technology that creates new content—like images, text, or designs—from your instructions. You type a prompt(text command), and the AI turns it into a picture or idea. Prompt: A short text instruction you give to Generative AI. For example: “<i>A red robot in a forest</i>”. The AI reads your words and creates something based on them. Frame (in Figma): A container for design elements. It can be a full screen, a button area, or a layout section. Think of it like a “page” or “canvas” for your design. Layer: A single object in your design (like a text box or image). Layers stack on top of each other, just like stickers or paper cutouts.

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		● Style: A visual look applied to a design or AI-generated image. Styles can be “realistic,” “cartoon,” “3D,” “watercolor,” etc. ● Export: Saving your design or image in a shareable format, like PNG, JPG, or PDF, so others can view or use it. Being digitally literate means you can: ● Share your ideas visually ● Collaborate on creative projects ● Use AI tools in smart and fun ways ● Design for accessibility and your community’s needs
Video summary	Youtube Links	Figma – www.xyz. Generative AI – www.xyz Vocabulary : Figma - https://youtube.com/shorts/Dr3NwVZJJPA?feature=share Generative AI - https://youtube.com/shorts/uDIIZ-kj9N8?feature=share Hot reload - https://youtube.com/shorts/J1VckoiTuls?feature=share Prototyping - https://youtube.com/shorts/HE_NexiuQ0g?feature=share UI/UX Design - https://youtube.com/shorts/q35lREjhvfk?feature=share

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Activity		1. Role-Play: Build and Review a Simple App (Figma) Goal: To understand how design works • (There are ready-made templates available in Figma, which are worth working with) • 1. Divide the participants into small groups of 3–4 people. • 2. Give each group a pre-prepared app idea (e.g., "Weather app," "To-do list"). • 3. Design phase (color palette, color transitions) • 4. Designing the home page (registration, for example) • 5. Inserting icons and images • 6. Coloring and shading elements • 7. Imagine trying out the app: what is missing? • 8. Discuss what was difficult during the process?
		2. Real-Life Scenarios: Everyday Problem-Solving with ChatGPT Goal: Show how ChatGPT can help in everyday tasks—at home, at work, or in personal life. 1. Present Visual Scenarios Use clear icons or images to introduce short, real-life situations like: • 🧑 "You don't know what to cook this week." • 📧 "You need to write a polite email to your boss."

Content	Description	Content
		• 🧼 “You want to clean your car like a pro.” • 🛒 “You want to plan a weekly shopping list and menu.” • 📄 “You don’t know how to explain your problem to customer support.”
		2. Activity: Pair Work – What Would You Ask ChatGPT? Participants work in pairs or small groups. For each scenario, they: 1. Think of a question (prompt) they could type into ChatGPT. 2. Write down or sketch the expected answer (text, steps, or tips). 3. Optional: Compare their answers with an actual ChatGPT response shown on a screen. 💬 Example for recipe planning: 👤 Prompt: “<i>Make a weekly meal plan for a vegetarian family, with simple recipes.</i>” 📋 Response: 7-day menu + shopping list + prep tips.
		3. Logic & Customization Challenge Ask participants:

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		- How would you change the prompt to make it more personal? (<i>“Add gluten-free options” / “Use only ingredients under €10” / “Make it for kids”</i>) - What kind of details make a prompt better? (Be specific: tone, style, goal, etc.) Optional logic mini-task: 💡 “If you want to eat 3 meals a day for 5 days, and each recipe must take under 30 minutes, how many total minutes will you spend cooking this week?”
		4. Wrap-Up: Visual Quiz + Group Reflection Quick visual quiz: “Which prompt is better?” Show two example prompts for the same task—one vague, one detailed—and ask: ● Which one gets the better result from ChatGPT? Then ask: 💬 How could these skills help in your life? - Schoolwork? - Emails? - Organizing your week?

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		Creative projects?
Assessment	Quiz	1. What is Figma mainly used for? A) Writing code for websites B) Game development C) Designing app and website layouts ☒ D) Watching videos
		2. In Figma, what is a “Frame”? A) A video file B) A container for design elements, like a screen layout ☒ C) A background image D) A color effect
		3. Why do designers like using Figma? A) It works only on one computer B) It allows real-time collaboration online ☒ C) It only makes printed posters

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		D) Many colors are available 4. Who can use ChatGPT? A) IT manager B) Anyone ☒ C) Teachers D) Doctors
		5. What makes a prompt better when using ChatGPT? A) Making it as short as possible B) Using only one word B) Adding clear details about what you need ☒ D) Enter THE ESSENCE in capital letters.