

## **Worksheet – Introduction to Figma**

**Module:** Introduction to Figma

**Duration:** 90 minutes

**Level:** Beginner

**Target group:** Deaf youth learning visual design and teamwork

### **Part 1 — Warm-up (Understanding the Basics)**

1. Match the word with the meaning:

| Word  | Meaning                                                                                     |
|-------|---------------------------------------------------------------------------------------------|
| Figma | <input type="checkbox"/> A design tool for creating app and website screens together online |
| Frame | <input type="checkbox"/> A “page” or container that holds design elements                   |
| Layer | <input type="checkbox"/> A single object in a design, like a text box or image              |
| Style | <input type="checkbox"/> The visual look of elements, such as color or shape                |

Write your answers (1–4):

1 → \_\_ , 2 → \_\_ , 3 → \_\_ , 4 → \_\_

2. Circle the correct answer:

Designers like Figma because it:

- A. Works only offline
- B. Lets people design together in real time
- C. Is used for writing code

Answer: \_\_\_\_\_

### **Part 2 — Practice: “Design Relay” Activity**

Work in small teams.

Each team designs one simple app screen using Figma.

Follow the steps below:

| Step | Task                                                             | Figma Concept |
|------|------------------------------------------------------------------|---------------|
| 1    | Choose your app idea (e.g., weather app, to-do list, recipe app) | Frame         |
| 2    | Add shapes, icons, and text                                      | Layers        |
| 3    | Choose colors and fonts                                          | Style         |
| 4    | Organize elements clearly                                        | Frame & Layer |

Example:

Task: “Design a Weather App”

- Frame → Mobile screen layout
- Layers → Add text “Today’s Weather,” icons for sun/rain, and temperature
- Style → Blue and white theme, rounded buttons
- Presentation → Show the design on full screen

## **Part 3 — Apply Your Knowledge**

### **Activity: “My First App Screen”**

Open Figma (or draw on paper if offline).

1. Choose one idea for an app:

☐ Music player   ☐ Shopping list   ☐ Recipe app   ☐ Notes app   ☐ Other:

\_\_\_\_\_

2. Create or sketch your layout:

- What will be the title?
- What shapes and icons will you use?
- Where will buttons and text go?

Write or draw your ideas here:

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## **Part 4 — Quick Quiz**

### **Question**

### **Choose the correct answer**

1. What is a “Frame” in Figma?

☐ A page or screen for your design

☐ A video file

☐ A color filter

2. What is a “Layer”?

☐ A text or image placed in your design

☐ A password

☐ A folder name

3. What is “Style” used for?

☐ To make designs visually consistent

☐ To delete objects

☐ To save files

**Question****Choose the correct answer**

4. What can Figma be used for?

☐ Designing apps and websites

☐ Watching videos

☐ Writing essays

**Part 5 — Reflection**

- What did you learn about Figma today? \_\_\_\_\_
- What was difficult for you? \_\_\_\_\_
- Where could you use Figma in your life or schoolwork? \_\_\_\_\_

***Teacher's Note:***

*This worksheet helps participants understand **basic visual design concepts** using Figma.*

*Encourage learners to:*

- *point or sign to describe what they see,*
- *use color and shapes to express ideas visually,*
- *share screens and explain design choices to their teammates.*