

Beginner Level Graphic Design Course

This course is specially designed for kids aged 6 to 10, introducing them to the basics of creativity, design principles, and digital tools in a fun and interactive way. Over the next three months, students will learn how to create eye-catching designs, understand color theory, work with shapes and typography, and use Canva to bring their ideas to life.

Each class will combine hands-on activities, group projects, and fun challenges to help kids explore their imagination while developing practical design skills. By the end of the course, students will have their own portfolio of creative projects to showcase their talent.

The Course Syllabus

Time duration: 3 months (11th Jan – 30th Mar)

Requirements and Tools: A laptop, and Canva.

Learning Outcomes

- Student should have a good understanding of design elements and principles
- Student should be able to design basic flyers, banners and 2D figures.
- Student should be able to use Canva
- Student should be able to develop design thinking skills

Course Road Map

This course offers an exciting journey through four levels of achievement: Fresher, Explorer, Legend, and Master. Each level marks a significant milestone in learning and creativity, as students' progress from understanding the basics to mastering key graphic design skills.

Upon completing the entire course, every child will be awarded the title of Design Star and receive a special certificate to celebrate their hard work, creativity, and growth. It's more than just a certificate—it's a badge of their creative journey and a testament to their imagination and dedication.

Fresher Level

Week 1: Introduction to Graphic Design

- **Milestone Name:** "Design Explorer"

- **Achievement:** Attending the first class and learning what graphic design is.
- **Saturday (2 hours):**

What is graphic design? Where can they work? and types of designers. Examples in everyday life.

Design elements: shapes, color, forms, lines, type, texture, size.

- **Sunday (4 hours):** Exploring Canva Interface: basics like adding text, shapes, images and using templates.

Building a portfolio using Canva by saving all designs to show progress over time

- **Assignment ~ 3 stars:** Find and take photos of three examples of graphic design in everyday life (e.g., a billboard, a cereal box, a flyer). Bring the photos to the next class to share with others.

Play around with Canva and discover what you can create with it with the various design elements.

Explorer Level

Week 2: Colors and Shapes

- **Milestone Name:** "Color Wizard"
- **Achievement:** Creating a design using primary colors and shapes.
- **Saturday:**

Introduction to color theory (primary, secondary colors, and emotions of colors).

- **Sunday:** Introduction to shape personalities. Shape-based designs: creating patterns or simple compositions.
- **Assignment ~ 6 stars:** Match colors and shapes with their personalities

Use Canva to create a simple design featuring your favorite colors and shapes with the provided template by the teacher. Add a title explaining why you chose them. (For example, "Happy Colors" using circles and yellows.)

Week 3: Typography Basics

- **Milestone Name:** “Font Finder”
- **Achievement:** Designing a poster with two different fonts.
- **Saturday:** Understanding fonts and their personalities using cartoon or movie characters.
- **Sunday:** Designing a simple poster with text and images.
- **Assignment ~ 6 stars:** Match fonts with their personalities

Design a poster for your favorite activity or food using two different fonts in Canva.
Write a sentence about why you chose those fonts.

Week 4-6: Design Principles

- **Milestone Name:** “Detail Detective”
- **Achievement:** Completing design projects utilizing all design principles.

Week 4: Alignment, contrast, repetition, (Design Principles)

- **Saturday:** Explaining the concepts with examples
- **Sunday:** Giving feedback about the assignment giving and addressing misunderstandings
- **Assignment for Alignment, Contrast & Repetition ~ 3 stars:** Line up your text and images so they look tidy and easy to read. Use light and dark colors or big and small shapes to make important parts stand out. Repeat certain colors or shapes to make your poster look neat.

Week 5: Balance, emphasis, movement, (Design Principles)

- **Saturday:** Explaining the concepts with examples
- **Sunday:** Giving feedback about the assignment giving and addressing misunderstandings
- **Assignment for Balance & Emphasis ~ 3 stars:** Make sure the poster feels even by arranging shapes, colors, and text on both sides. Highlight the most important detail (like the event name) so it grabs attention.

Week 6: Proportion, white space, hierarchy (Design Principles)

- **Saturday:** Explaining the concepts with examples

- **Sunday:** Giving feedback about the assignment giving and addressing misunderstandings
 - **Assignment for Space & Hierarchy ~ 3 stars:** Leave some empty areas (called white space) to make your design feel calm and not crowded. Show level of importance and organization by placing object to tell a story.
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Legend Level

Week 7: Composition and Layout

- **Milestone Name:** “Layout Legend”
 - **Achievement:** Arranging text and images neatly to tell a story.
 - **Saturday:** Defining and explaining what they mean and how they are used in real life situations. Using examples like piecing a puzzle together to form a layout
 - **Sunday:** Designing a birthday card or a menu with spaces allocated to each element and their size of importance.
 - **Assignment ~ 3 stars:** Each child will be given a layout they are to stick to. Design a simple menu for a pretend restaurant and name the restaurant anything of your choice using a font. Include three dishes and their prices. Ensure to use design elements.
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Week 8-9: Design Projects (Teacher demonstrations)

- **Milestone Name:** “Creative Storyteller”
- **Achievement:** Identifying design and recreating concepts

Week 8: Design Projects

- **Saturday ~ 3 stars:** Introduction to a theme (e.g., nature, animals, or space).
- **Sunday ~ 3 stars:** Guided project work (like creating a storybook page).

Week 9: Design Projects

- **Saturday ~ 3 stars:** Creating a party poster for a birthday
- **Sunday ~ 3 stars:** Creating a carton or movie poster for your favorite show

Master Level

Week 10-11: Individual or Grouped Projects

- **Milestone Name:** “Project Luminary”
- **Achievement:** Showcasing creativity and design thinking
- **Saturday:** Let kids pick a project from assignment listed.
- **Sunday:** Offer guidance during class. Get feedback about concepts that the children don’t understand and allow them to do a mini show and tell.
- **Assignment ~ 6 stars:** Develop your own design project. Choose one (swap after each week):
 - Design a poster for a pretend event (e.g., school play, pet adoption fair).
 - Create a themed poster of your choice featuring nature, space or things that inspire you.
 - Make a themed mini-book cover with a title and illustration.
 - Create a 2d figure of a superhero or superhero inspired poster
 - Create a greeting card for a holiday (e.g., New Year, a friend's birthday).Use colors, shapes, and typography learned so far to make it special.

Final Level— Design Star

Week 12: Showcase and Feedback (Show and Tell)

- **Milestone Name:** “Design Star”
- **Achievement:** Presenting their work and receiving feedback.
- **Saturday:** Prepare designs for a final presentation.
- **Sunday:** Showcase work to parents or peers and provide feedback.
- **Assignment ~ 5 stars:** Finalize your project and prepare a short explanation (2-3 sentences) about your design choices (e.g., "I used bright colors for my logo because it makes people happy"). Practice sharing it with others.

Progress Tracker

General Visual Progress Tracker

A vibrant and interactive progress chart designed using Canva’s whiteboard tool, this tracker gamifies learning to keep kids motivated and engaged. Each child has their own row, featuring their name alongside spaces to collect stars and badges for every milestone they achieve. This collaborative visual display fosters a sense of community and friendly competition, making progress visible and fun for everyone.

Personal Digital Tracker

An individualized digital progress sheet for each child, listing all milestones and achievements. Kids can fill in their trackers as they complete tasks, giving them a personalized sense of accomplishment. This tool not only helps children track their own growth but also reinforces their dedication and success throughout the course.

Assessment Rubric

This is a simple rubric to evaluate assignments and projects based on effort, creativity, and application of concepts. For example:

Criteria	1 Star	2 Stars	3 Stars
Use of Concepts	Barely used class concepts	Some understanding	Strong understanding
Creativity	Minimal creativity	Moderate creativity	Highly creative work
Completion & Neatness	Incomplete/untidy	Partially complete/neat	Fully complete and neat

Certificates and Award

Throughout the 3-month course, students will embark on an exciting creative journey marked by **4 levels, 8 milestones**, earning **50-star points**, and completing **16 engaging assignments**. These achievements represent their growing skills and dedication to learning.

Kids who successfully accomplish all levels, milestones, star points, and assignments will be awarded a **Diamond Crystal**, a symbol of their exceptional effort, creativity, and commitment. This special recognition celebrates their journey as a shining example of perseverance and imagination.