

GRAPHIC DESIGN COURSE SYLLABUS FOR KIDS

❖ Day 1: Introduction to Graphic Design

- Understanding what graphic design is and its importance
- Exploring examples of graphic design in everyday life
- Introduction to basic design principles (such as color theory, typography, and layout)

❖ Day 2: Getting Started with Design Software

- Introduction to graphic design software (such as Canva or Adobe Spark)
- Navigating the interface and basic tools
- Hands-on practice creating simple designs (e.g., posters, greeting cards)

❖ Day 3: Exploring Color and Typography

- Understanding the psychology of color in design
- Introduction to typography and font selection
- Creating designs focusing on color schemes and typography

❖ Day 4: Introduction to Shapes and Icons

- Exploring the use of shapes and icons in design
- Learning how to create and manipulate shapes



➤ Hands-on practice incorporating icons into designs

❖ Day 5: Introduction to Photo Editing

➤ Basics of photo editing software (such as Pixlr or Canva)

➤ Learning essential photo editing techniques (cropping, resizing, color adjustment)

➤ Adding images to designs and editing them as needed

❖ Day 6: Creating Logos and Branding

➤ Understanding the importance of logos and branding

➤ Learning how to design logos using simple shapes and typography

➤ Hands-on practice creating logos and branding elements

❖ Day 7: Introduction to Layout Design

➤ Understanding the principles of layout design

➤ Learning how to create balanced and visually appealing layouts

➤ Hands-on practice designing layouts for various projects (e.g., flyers, brochures)

❖ Day 8: Introduction to Illustration

➤ Exploring the basics of digital illustration

➤ Learning how to draw simple illustrations using graphic design software



- Hands-on practice creating illustrations for design projects

❖ Day 9-12: Application Projects

- Students work on individual or group projects applying graphic design skills learned so far
- Projects may include creating posters, social media graphics, or magazine covers
- Guidance and feedback provided by instructors as students work through their projects

❖ Day 13-14: Project Presentations and Feedback

- Students present their completed projects to peers or parents
- Feedback session: peers provide constructive feedback on each other's projects
- Reflection: students reflect on their learning experience and the application of graphic design principles in their projects

❖ Day 15: Review and Recap

- Reviewing key concepts covered throughout the course
- Recapping important graphic design principles and techniques
- Providing additional practice opportunities and challenges for students to reinforce their learning

