



# BOAZ INTERNATIONAL SCHOOL

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## Curriculum- Mastering Figma

### 1.0 Introduction

This curriculum provides a structured approach to learning the skill, covering foundational concepts/principles, practical skills, leading from beginner to intermediary, mastery until advance levels. Adjustments can be made based on the specific goals, learning pace, and level of expertise of the students. Practical projects and hands-on exercises are essential to reinforce learning and prepare students for real-world scenarios in the field of web design.

### 2.0 Course Overview

This course provides an in-depth understanding of Figma, a powerful design tool used for creating user interfaces and user experiences. It covers everything from basic design principles to advanced techniques, ensuring participants can create professional-grade designs.

### 3.0 Learning Objectives

By the end of this course, students will be able to:

1. Understand the fundamental principles of design and how to apply them using Figma.
2. Develop skills in creating wireframes, prototypes, and high-fidelity designs.
3. Apply practical techniques to solve real-world design problems.
4. Enhance soft skills such as collaboration, communication, and project management.
5. Prepare for professional roles in UI/UX design.

### 4.0 Learning Outcome

At the end of study, the students will be equipped with a range of knowledge, skills, and competencies necessary to succeed in the field. The expected outcomes or goals to be achieved include:

#### ***Knowledge and Understanding***

- Explain the core concepts of UI/UX design.
- Identify the features and functionalities of Figma.
- Understand the design process from ideation to final product.

#### ***Skills Development***

- Create wireframes and prototypes using Figma.
- Design high-fidelity user interfaces.

- Utilize Figma’s collaborative features to work effectively in teams.

#### ***Practical Application***

- Implement design principles in real-world projects.
- Solve design challenges using Figma.
- Develop a portfolio of design projects.

#### ***Soft Skills Enhancement***

- Communicate design ideas clearly and effectively.
- Collaborate with team members and stakeholders.
- Manage design projects from start to finish.

#### ***Professional Readiness***

- Prepare for job interviews in the design field.
- Understand industry standards and best practices.
- Build a professional network within the design community.

## 5.0 Course Outline

### ***Module 1: Introduction to Figma***

- Overview of Figma
- Setting up your workspace
- Basic tools and features

### ***Module 2: Design Principles***

- Fundamentals of design
- Color theory and typography
- Layout and composition

### ***Module 3: Wireframing and Prototyping***

- Creating wireframes
- Building interactive prototypes
- User testing and feedback

### ***Module 4: Advanced Figma Techniques***

- Components and styles
- Responsive design
- Plugins and integrations

### ***Module 5: Real-World Projects***

- Case studies
- Group projects
- Portfolio development

### ***Module 6: Soft Skills for Designers***

- Effective communication
- Team collaboration
- Project management

### ***Module 7: Professional Development***

- Preparing for job interviews
- Networking strategies
- Industry trends and best practices

## 6.0 Assessment Methods

- Quizzes and exams to test theoretical knowledge.
- Practical assignments to assess design skills.
- Group projects to evaluate collaboration and application of skills.
- Portfolio reviews to provide feedback on real-world projects.

## 7.0 Course Prerequisites

- Basic understanding of design principles.
- Familiarity with graphic design software (e.g., Adobe Photoshop, Illustrator).
- No prior experience with Figma is required.

## 8.0 Course Duration

- 12 weeks (3 hours per week)

## 9.0 Certification

- Upon successful completion of the course, students will receive a Certificate.

## 10.0 Enrollment Information

- Course fee: **KSH 53,500**
- Enrollment deadline: [     ]
- Start date: [     ]

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## Appendices on Figma

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### Menu Tabs and Sub-Menu Tabs on Figma Software Interface

#### 1. File

- **New File:** Create a new design file.
- **Open:** Open an existing file.
- **Save:** Save the current file.
- **Export:** Export designs in various formats (PNG, JPG, SVG, PDF).
- **Place Image:** Insert an image into the canvas.
- **Close:** Close the current file.

#### 2. Edit

- **Undo:** Revert the last action (Ctrl + Z).
- **Redo:** Redo the last undone action (Ctrl + Shift + Z).
- **Cut:** Remove the selected object and place it on the clipboard (Ctrl + X).
- **Copy:** Copy the selected object to the clipboard (Ctrl + C).
- **Paste:** Insert the clipboard content (Ctrl + V).
- **Duplicate:** Create a copy of the selected object (Ctrl + D).
- **Select All:** Select all objects on the canvas (Ctrl + A).

#### 3. View

- **Zoom In:** Increase the canvas zoom level (Ctrl + +).
- **Zoom Out:** Decrease the canvas zoom level (Ctrl + -).
- **Fit to Screen:** Adjust the canvas to fit the screen (Ctrl + 0).
- **Show/Hide UI:** Toggle the visibility of the user interface (Ctrl + ).

#### 4. Object

- **Group:** Group selected objects (Ctrl + G).
- **Ungroup:** Ungroup selected objects (Ctrl + Shift + G).
- **Bring to Front:** Move the selected object to the front (Ctrl + Shift + ]).

#### 5. Text

- **Bold:** Apply bold formatting to text (Ctrl + B).
- **Italic:** Apply italic formatting to text (Ctrl + I).
- **Underline:** Apply underline formatting to text (Ctrl + U).
- **Strikethrough:** Apply strikethrough formatting to text (Ctrl + Shift + X).

## Essential Tools on Figma Software Interface

- **Move Tool (V)** - Select and move objects around the canvas.
- **Frame Tool (F)** - Create frames to organize design elements.
- **Shape Tools (R for Rectangle, O for Oval)** - Draw basic shapes like rectangles and ovals.
- **Pen Tool (P)** - Create custom vector shapes and paths.
- **Text Tool (T)** - Add text to the canvas.
- **Hand Tool (H)** - Pan around the canvas.
- **Comment Tool (C)** - Add comments to the design for feedback and collaboration.
- **Slice Tool (S)** - Define export areas for specific parts of the design.
- **Eyedropper Tool (I)** - Pick colors from the canvas.
- **Zoom Tool (Z)** - Zoom in and out of the canvas.