

FIGMA

Summary

Figma is a versatile design tool that can be highly beneficial in a K-12 education setting. Here are several ways Figma can be used in this context: creating materials (e.g., lesson plans/presentations, handouts, and infographics); collaborative projects; app design (students can create simple apps and web interfaces); digital arts projects and portfolios; and game-based learning. Figma is a unique collaborative workstation that has no size limitations. The board can be freely zoomed in and out to accommodate spacing needs.

By leveraging Figma's capabilities, educators and students in a K-12 setting can enhance the learning experience, foster collaboration, and develop valuable design and technical skills.

Note: With the free Figma account there is a file limit. Each user can only have 3 figboards at a time, each with a limited number of pages, and each one only has a 30-day history.

Procedure

- Select the "Get started for free" button. Then either enter an email and password to proceed or select the "Continue with Google" button. Select the "Create Account" button.
- 2. Explore frequently used Figma components, such as:
 - "Design File" Workspace with tools and widgets that allow total freedom in your design activity. This is mainly used for individuals who know exactly what their board will look like and do not need a template.
 - 2. "FigJam Board" Allows you to select workspace templates for fast activity creation and for common modes of collaboration.
 - 3. "Import" Upload files from your computer to a workspace.
- 3. Here is a basic "How-To Guide" for more information.

Figma. (n.d.). The Collaborative Interface Design Tool. https://www.figma.com/ Showalter, C (2018, November 10). Intro to Figma - beginners guide to Figma basics [Video]. YouTube. https://youtu.be/jk1T0CdLxwU?feature=shared (The text in this tech tool card was adapted from ChatGPT).