**Everydae in the City at CfAL: Designing Your Future with Figma**

**Meeting Date and Time**

* **Date:** Monday, August 19, 2024
* **Time:** 1:30 PM - 3:30 PM

**Participants**

* **Number of Participants:** 10 - 15
* **Facilitators:** Angel
* **Tech Facilitation:** Robert

**Topic**

* **Designing Your Future with Figma**

**Objectives**

* Introduce students to the basics of Figma through a meaningful and reflective design activity.
* Encourage students to think about their future aspirations, passions, and goals, and visually represent them in Figma.
* Enable students to create a personal design project that reflects who they are and where they want to go.

**Resources Needed**

* **Space Needs:** Enough space to host the participants and a projector.
* **Materials:** Everydae promotional fliers, reflective question prompts, example designs.
* **Technology:** 5 laptops with Figma installed, USB-C to HDMI cable for projection, internet access, projector, and any other necessary cables.

**Unit Outline**

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| Section | Suggested Length | Subject / Description | Notes/Talking Points/Questions/Resources | Who's Doing What? |
| Overview of DAE and Introduction to Figma | 10 minutes | Provide a short overview of DAE, our philosophy, and an introduction to Figma. | Introductions and pronouns (including students). DAE: A place for people to learn how to solve problems and create change with technology. Purpose: To help students explore and express their future aspirations through design. Structure: Introduction, warm-up activity, main activity, sharing, and reflection. | Angel |
| Warm-Up Activity: Figma Basics | 15 minutes | Guide students through basic Figma tools and functions. | Cover essential tools such as: creating shapes, using the text tool, layering objects, basic alignment, and color selection. The goal is to make students comfortable with the interface and basic functions without overwhelming them. | Angel |
| Main Activity: Visualizing Your Future | 75 minutes | Students design a visual representation of their future goals, dreams, and passions using Figma. | Explain the task: Each student will create a "vision board" in Figma that represents their future aspirations—career goals, personal dreams, passions, etc. Provide guiding questions to help them think about their future. Encourage creativity and personalization. Facilitators will support students as they work on their designs, offering guidance and answering questions. If there are more students, form groups where students take turns with facilitation. | Angel |
| Sharing and Discussion | 10 minutes | Students share their designs and engage in a reflective discussion about their future visions. | Each student presents their "vision board" design. Facilitators and peers provide supportive feedback. Discuss how visualizing goals can help in achieving them and how Figma can be a tool for planning and creativity in their personal and academic lives. | Angel |
| Everydae Program Introduction | 5 minutes | Reflection on the session and introduction to the “Everydae” program. | Summarize the key takeaways, discuss how design skills can be further developed, and introduce the “Everydae” program. Distribute Everydae promotional fliers. | Robert |

Important Notes

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* **Partner Contact:** Tesha Tramontano Kelly, **Contact Number:** (475) 285-6500
* **Tech Facilitation:** Robert will ensure all technology is set up and functioning properly.
* Ensure Figma is pre-installed on all laptops and that there is reliable internet access.
* Bring a USB-C to HDMI cable to project the Figma interface for group instruction.
* Provide students with guiding questions to help them think about their future goals and aspirations during the main activity.
* If the number of participants exceeds the number of laptops, students should work in groups, taking turns with facilitation support.