**🎨 Beginner Figma Practice Projects**

**🔹 1. Simple Button Design**

* Create different button styles (primary, secondary, disabled, hover state).
* Play with colors, shadows, rounded corners.  
  👉 Goal: Learn **shapes, text, colors, and states**.

**🔹 2. Social Media Post**

* Design a square Instagram post (1080x1080px).
* Add a background, text (e.g., “Happy Weekend”), and an icon.  
  👉 Goal: Practice **layouts and typography**.

**🔹 3. Basic Mobile App Splash Screen**

* A plain screen with app logo + name.  
  👉 Goal: Learn **framing for mobile devices**.

**🔹 4. Login Screen (like we discussed)**

* Email input, password input, login button, “Forgot password?” link.  
  👉 Goal: Practice **input fields, alignment, and spacing**.

**🔹 5. Simple Landing Page (Web)**

* Create a **one-page website** with:
  + Header (logo + nav bar).
  + Hero section (big title + button).
  + Footer (contact info).  
    👉 Goal: Practice **grid layouts & web design basics**.

**🔹 6. Profile Card**

* A small card with profile picture, name, and short bio.  
  👉 Goal: Practice **images, text hierarchy, and alignment**.

**🔹 7. To-Do List App UI**

* Simple app screen with:
  + Title (“My Tasks”).
  + A list of 3–4 tasks.
  + Add Task button.  
    👉 Goal: Practice **lists and component design**.

**🔹 8. Music Player UI (Mini)**

* Play button, next/previous buttons, progress bar.  
  👉 Goal: Learn **icons, grouping, and spacing**.

**🔹 9. Pricing Table**

* 3 cards: Basic, Standard, Premium.
* Each card has a price, features list, and a “Buy” button.  
  👉 Goal: Practice **card layout & consistency**.

**🔹 10. Mobile Chat App Screen**

* A list of 3–4 chat previews (profile picture + name + last message).  
  👉 Goal: Practice **repeating components**.

📌 **Tip for Practice:**  
Start with **very small projects (buttons, cards)** → then move to **screens (login, to-do app)** → then try **bigger layouts (landing page, dashboard)**.