KIDS & TEENS FREELANCING TRAINING INSTITUTE

App Designing Course Outline

Module 1: What is App Design?

- What is an app and how do we design them?
- Difference between user interface (UI) and user experience (UX)
- Famous app designs (e.g., Instagram, TikTok) and what makes them great
- Introduction to basic design tools (Canva, Figma, Adobe XD)

Module 2: Understanding the User

- Who uses apps and what do they want?
- Thinking like a user: empathy in design
- Simple ways to research app design (talking to friends, surveys, or looking at existing apps)
- The importance of keeping things simple for users

Module 3: Getting Started with Layouts

- Introduction to grids, spacing, and alignment
- How to organize buttons, text, and images on a screen
- Simple sketching: How to plan out an app screen on paper or in a design tool
- Designing the first screen (Home Screen or Welcome Screen)

Module 4: Color, Fonts, and Visual Style

- Choosing colors that match the mood of the app
- Introduction to fonts: Why readability matters
- Making your app visually appealing: icons, buttons, images, and backgrounds
- Creating a fun color palette and simple typography for your app

Module 5: Designing Interactive Elements

- What are interactive elements? (buttons, menus, sliders)
- How users interact with apps (tapping, scrolling, swiping)
- Designing clickable buttons and icons in a tool like Figma or Canva

- Simple project: Create a button, add hover effects or transitions

Module 6: Building Navigation

- How do users get from one screen to another in an app?
- Designing menus, home buttons, and back buttons
- Planning a simple app journey: What screens will users visit?
- Creating a basic navigation flowchart or wireframe

Module 7: Testing Your Design

- Why testing is important in app design
- Sharing your design with others and getting feedback
- Improving your design based on suggestions
- Testing navigation and making sure it feels easy to use

Module 8: Final Project – Create Your Own Mini App Design!

- Plan your own app (choose a fun theme: games, art, music, etc.)
- Design 3–5 screens for your app (Home screen, settings, profile, etc.)
- Make your design interactive with clickable buttons
- Present your final design to friends or class, explaining how users would navigate it

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Bonus Materials:

- Printable wireframe templates
- Icon and button starter pack
- Simple UI design tips for beginners
- Certificate of Completion