



**PROJECT: ENTRE4ALL COMMUNITY SUPPORT CENTRES:
AN INNOVATIVE OUTREACH PROGRAMME TO EQUIP
ADULTS WITH DISABILITIES WITH KEY COMPETENCES
(SOCIAL ENTREPRENEURIAL AND DIGITAL)
OUTPUT 2 – EDUCATIONAL KIT: Training Techniques & Handouts**

TEMPLATE A1: Training Techniques and handouts for adult educators/teachers/trainers,
which will be used for the ENTRE4ALL EDUCATIONAL PACK

Partner: RIC Novo mesto

Date: October 2020

Module	2. Digital competences		
Activity Number	M2-T5-A1		
Topic	GRAPHIC AND VIDEO DESIGN		
Learning Outcomes	<p>Level 3 - 4:</p> <ul style="list-style-type: none"> - To learn what are the elements and contents of a web page - To learn how to choose software. 		
Learning approach	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%; vertical-align: top;"> <input checked="" type="checkbox"/> Blended-learning opportunities <input checked="" type="checkbox"/> Individual e-learning <input type="checkbox"/> Work-based learning <input type="checkbox"/> other (please specify) </td> <td style="width: 50%; vertical-align: top;"> <input checked="" type="checkbox"/> F2F training <input checked="" type="checkbox"/> Open-distance learning <input type="checkbox"/> Community work </td> </tr> </table>	<input checked="" type="checkbox"/> Blended-learning opportunities <input checked="" type="checkbox"/> Individual e-learning <input type="checkbox"/> Work-based learning <input type="checkbox"/> other (please specify)	<input checked="" type="checkbox"/> F2F training <input checked="" type="checkbox"/> Open-distance learning <input type="checkbox"/> Community work
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Training Technique	Lecture		
Duration	90 MINUTES		
Facility/ Equipment	Classroom with computers, projector, pen, whiteboard, tables, chairs, personal computers, post-it notes, flip board		
Participants will need:	A pen, notebooks		
Attached worksheets	<p>I.1-1_ The pros and cons on Graphic design software - for the lecturer</p> <p>I.1-2_ Colors and what they mean to me - For the students</p>		
Main Tasks / Procedure	<p>TASK 1: Adjust the lecture according to attendees' disabilities.</p> <p>Start the lesson with the introduction of the lecture, allow the participants to introduce themselves and their background.</p> <p>TASK 2: Slide 59 - Discuss with students what is a brand, what does visual identity include and why it is important. Show slide 60.</p> <p>TASK 3: Slide 61 – Discuss with students WHY the presented logos in the slide are efficient. Continue with the presentation.</p> <p>TASK 4: Research the best graphic design software of current year. Write them down in a table and discuss pros and cons of each one (Handout 1 – for the lecturer).</p> <p>TASK 5: Emphasize the importance of a logo and show slide 66. Continue with slideshow and discuss the importance color.</p>		

	<p>TASK 6: Before showing slide 68 handout the worksheet nr. 2 and let students write down their comprehension of colors. Discuss the results and discuss what colors would they use for their company's logo.</p> <p>TASK 8: Wrap it up (5 mins)</p>
<p>Useful Resources referenced to DATABANK (IO2-A2)</p>	<p>Resource: ENTRE4ALL teaching material PowerPoint presentation; https://fixthephoto.com/best-free-graphic-design-software.html https://99designs.com/blog/logo-branding/how-to-design-logo/ https://dotugo.com/blog/83-graphic-design/156-importance-of-knowing-color-psychology-in-graphic-design.html</p>
<p>Tips</p>	<p>Level 5:</p> <p>KNOWLEDGE</p> <ul style="list-style-type: none"> • Visual identity <p>SKILLS</p> <ul style="list-style-type: none"> • Development of a whole visual identity • Usage of visual identity <p>COMPETENCE</p> <ul style="list-style-type: none"> • Logo design • Design of visual identity and promotional material • Use of visual identity • Copyright law and protection of visual identity elements <p>Level 6:</p> <p>KNOWLEDGE</p> <ul style="list-style-type: none"> • Video design <p>SKILLS</p> <ul style="list-style-type: none"> • Video production and its uses <p>COMPETENCE</p> <ul style="list-style-type: none"> • Creation of promotional videos • Publication of video on various platforms • Usage of videos • Protection of videos

Worksheet 1 Handout – For the lecturer

I.1-1 The pros and cons on Graphic design software

SOFTWARE	PROS	CONS
Vectr		
Inkscape		
Gravit Designer		
Canva		
GIMP		
Easelly		
SVG-Edit		
Daz 3D		
Blender		
Krita		

Worksheet 2 Handout – Colors and what they mean to me - For the students

I.1-2 The meaning of color

SOFTWARE	CONS
Black	
White	
Red	
Blue	
Green	
Yellow	
Purple	
Brown	

