Design School Lesson Plan
Graphic Instructional Text
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TITLE OF LESSON

Graphic Instructional Text

ACHIEVABLES

- Students will create a graphic instructional text demonstrating step-by-step directions for how to do a specific task.

SUGGESTED LEARNING OBJECTIVES

- Create a functional text by creating a step-by-step / instructional visual
- Write directions with clarity and logic

PREPARATION

- Students will each need access to a computer or mobile device with an Internet connection.
- Present the Quick Guide to Canva to onboard your class quickly.
- A projector or interactive whiteboard is ideal for the modelling process
- Read teacher notes.

SUGGESTED LEARNING FLOW

Part I: Exploring Interests

As a warm-up, students will answer the following prompt:
Think of a specific hobby that you have. It could relate to sports, cooking, arts, crafts, or any other interest. If someone wants to get into that hobby, what is an entry-level task that they could do before moving on to something advanced?

Students pair up and share their answers with the members in their group.

Students then choose a list of three hobbies or interests that they feel knowledgeable about. It has to be something that requires a person to do something. From there, students use a pair-up strategy to find another classmate with a similar interest. If the first choice isn't available, a student should be able to find someone with a second or third choice.

Part II: Instructional Texts

As a class, review the key components of a good step-by-step, instructional text. These include (but are not limited to):

- Clear
- Concise but also thorough
- Specific
- Sequential

Introduce students to the idea of a graphic instructional text. What makes this different? What makes it easier to understand? How might someone use a graphic instructional text?

Part III: Creating the Graphic Instructional Text

While working in pairs, students will figure out what type of entry level task someone could do for the first time. For example, if they are learning to skateboard, it could be a simple kickflip.

Students will use paper to sketch out a quick diagram of the step-by-step instructions.

Using Canva, students will create a separate visual for each step. This could include a flat design graphic or a Creative Commons visual. They will add any necessary text and titles.

Graphic Design Notes (Use [Quick Tips for Great Design](#))

Before students start designing, run through the Quick Tips for Great Design one-page reference guide. This includes five important tips for creating an effective design.

Part IV: Publishing

Students will publish their graphic instructional text to a digital platform. It could be a blog, wiki, website, or presentation. Each step should flow naturally to the next one.

HOMEWORK/EXTENSION ACTIVITIES

- Students can use the Canva visuals to create a multimedia podcast. They can combine audio with the Canva graphics they have created.
- Students can present their instructions in a how-to speech alongside the visuals they created in Canva