

Accessibility

Colour

Margins

Readability

Alt text

Contrast

Font

Web design

FIND IT!

Every great idea starts with a problem
Sketch it out, scribble it down, draw your dream
app or website – no idea is too big or too small!

DESIGN IT!

Turn your idea into a plan
Think about how people will use it. What buttons
do they press? What colours will you choose?
Make it fun and easy!

TEST IT!

Build a prototype
Create a rough version to see how it works. Ask
your friends to try it out. See what they love and
what needs fixing.

LAUNCH IT!

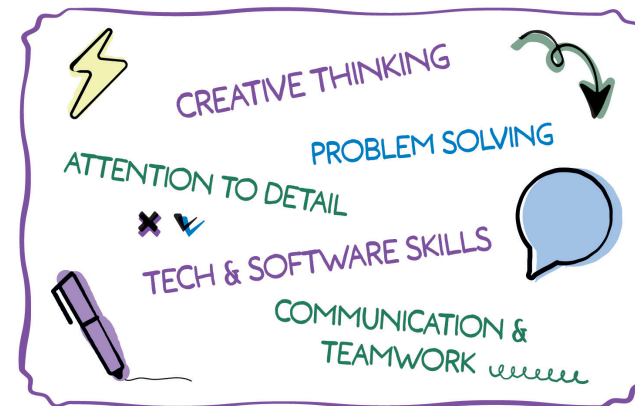
Turn your prototype into the real thing
Now it's time to build the final product. With
some tech magic, your idea becomes something
everyone can use!

You don't need to be a coder to be a creator
Designers imagine, test, improve – and make awesome stuff

Skill set

WHAT MAKES A GREAT PUBLISHING DESIGNER?

Designing books for schools isn't just about making pages
look nice – it's about making information clear, engaging,
and easy to understand. Here are some key skills that help:

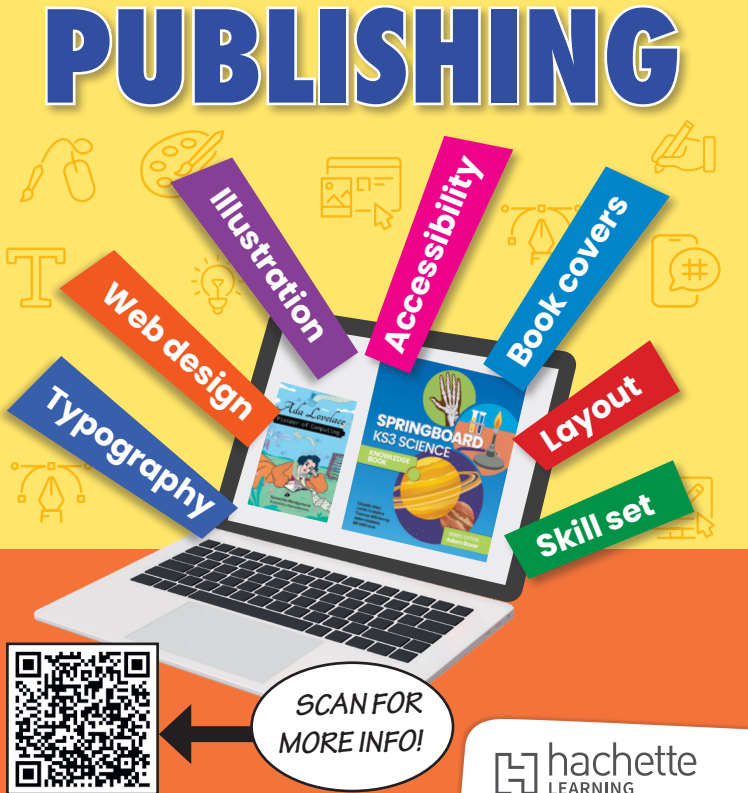


HOW CAN YOU GET INTO PUBLISHING DESIGN?

Study it: Graphic design courses at college or university
can help, but they're not the only route. Some people start
with apprenticeships or learn on their own.

Build a portfolio: Redesign pages, make posters, or
create digital projects – even small personal work can
stand out. Stay curious, follow designers online, watch
tutorials, and keep experimenting!

DESIGN for PUBLISHING



SCAN FOR
MORE INFO!