UI Learning Design

Colors

Main
#A45DBB
#F2A900

Accent
#FF6F20
#6A1B9A
#FFB74D

Terminology

Term	Definition	Base Iconography
Knowledge Check	A formative, item-based assessment (akin to an ungraded quiz)	
Tinker Time	An embedded way for students to practice directly in the platform	
I wonder…	A list of questions or things to think about to instigate cognitive engagement	
Checkpoint	Found in Recap pages, where students are prompted to review key terms and learning outcomes to gently self-assess their level of comfort / confidence	
Reminder or Note	Something that's worthwhile for a student to keep in mind as they progress.	
Tip or Trick	Something that will help students implement this concept faster or learn faster. These can be either tech tips or tricks OR learning tips or tricks	
Video (Show it)	Demonstrative → demonstration of skill set; graded	

Assignment (Try It)	Formative → practice to either learn a new skill or get better at a gained skill; not-graded	
Recap	A quick-view summary of the key topics covered, learning outcomes, tips and tricks, and FAQs	
Roadmap	An at-a-glance outline of the upcoming unit and an explanation of how students will experience that learning.	