



# Graphic Facilitation Manual



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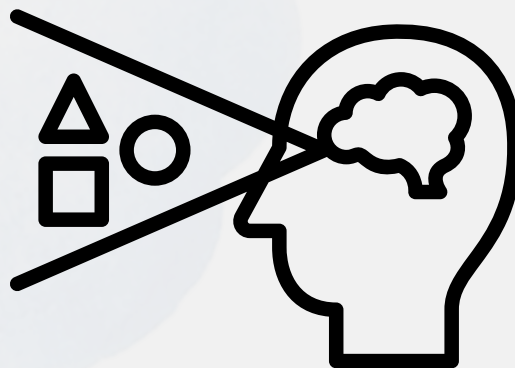
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# About the Project



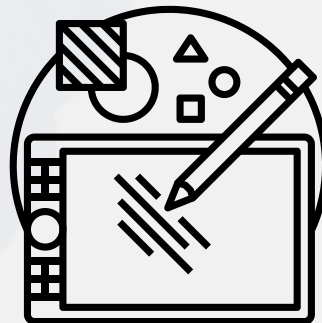
This project aimed to instruct youth workers on how to utilize graphic facilitation as a learning tool and implement it in youth activities across Europe. Given the prevalent misconception that one must be an artist to draw, we focused on enhancing the visual communication skills of trainers and youth workers by demonstrating that everyone has the ability to draw. The principal objective of this project was to introduce learning tools and techniques for graphic facilitation, with the main goal of improving the quality of implementation of youth mobility projects within the framework of Erasmus+.



# About the Project



Through this project, participants learned how to convey their ideas in a graphical and visual manner as an effective method for learning. This included developing drawing skills, enhancing creative thinking, and empowering participants for their further professional development through the use of creativity and innovative methods. Our primary objective was to enhance the visual thinking abilities of trainers and facilitators, teach them the necessary skills, and provide them with the visual tools needed for their work with youth.



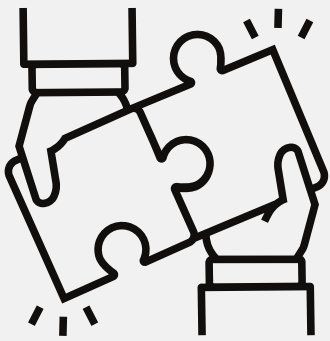


# Result



As a result of this project, participants were able to create their own facilitation toolkits, which they can utilize in their future activities to deliver knowledge and information to young learners.





## Partner Organisations



- Asociación Villafuente para el Desarrollo Rural, Spain
- Associazione di Promozione Sociale EUREKA, Italy
- DOMINO CEM, The Republic of North Macedonia
- IKIGAI Verein zur Förderung von Kunst, Kultur und Bildung, Austria
- Inter-nationaal Leernetwerk, Netherlands
- Karacaören Doğa Kültür Turizm Tanıtma ve Dayanışma Derneği, Türkiye
- KYBELE, France
- Stowarzyszenie SEDA, Poland





DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6
<p>Welcome to GRAPHIC QUEST</p>	<p>ERASMUS Long Story in a nutshell</p>	<p>WRITE LIKE A PRO</p>	<p>STORY OF MY LIFE</p>	<p>Planet? I didn't even know about it. Let's go</p>	<p>FEEDBACK</p>
<p>I think we should get to know each other a little better first</p> <p>GET TO KNOW EACH OTHER</p>	<p>\$*!# %@</p> <p>SYMBOLS</p>	<p>THE ART OF COLOURS</p>	<p>Read my lips GRAPHIC INVENTORY</p>		
<p>Can't we all get along</p> <p>TEAM BUILDING</p>	<p>TODAY'S STORY CUBE</p> <p>BASIC SHAPES</p>	<p>MONDAY OCTOBER 14</p> <p>GRAPHIC TEMPLATES</p>	<p>Set me free??</p>	<p>Go ahead, take a chance</p> <p>CHANCE</p> <p>YOU AS A GRAPHIC FACILITATOR</p>	<p>COPY &amp; PASTE</p> <p>DISSEMINATION</p>
<p>FEAR TO DRAW</p>	<p>FLIPCHART HERO</p>	<p>KAMISHIBAI 紙芝居</p>			
			<p>Who do you like best? Who?</p> <p>EVALUATION</p>		

# About the Manual

In an increasingly visual world, the ability to communicate through images is more important than ever. Graphic facilitation is a powerful tool that enhances communication, fosters creativity, and makes learning more engaging and effective. By integrating visual elements such as drawings, diagrams, and symbols into discussions and presentations, facilitators can break down complex ideas, improve information retention, and encourage active participation.





# About the Manual

This manual is designed to provide youth workers, trainers and educators with the foundational knowledge and practical skills needed to incorporate graphic facilitation into their work. Whether you are new to visual thinking or looking to refine your skills, this resource offers step-by-step guidance, practical exercises, and creative techniques to enhance your ability to convey ideas through visuals.

Throughout this manual, you will explore essential topics such as visual thinking, creative strategies, mind mapping, sketchnoting, and storytelling through drawing. By the end, you will have the confidence to integrate graphic facilitation into your training sessions and workshops, helping to make learning experiences more dynamic and memorable.





# **What is Graphic Facilitation?**

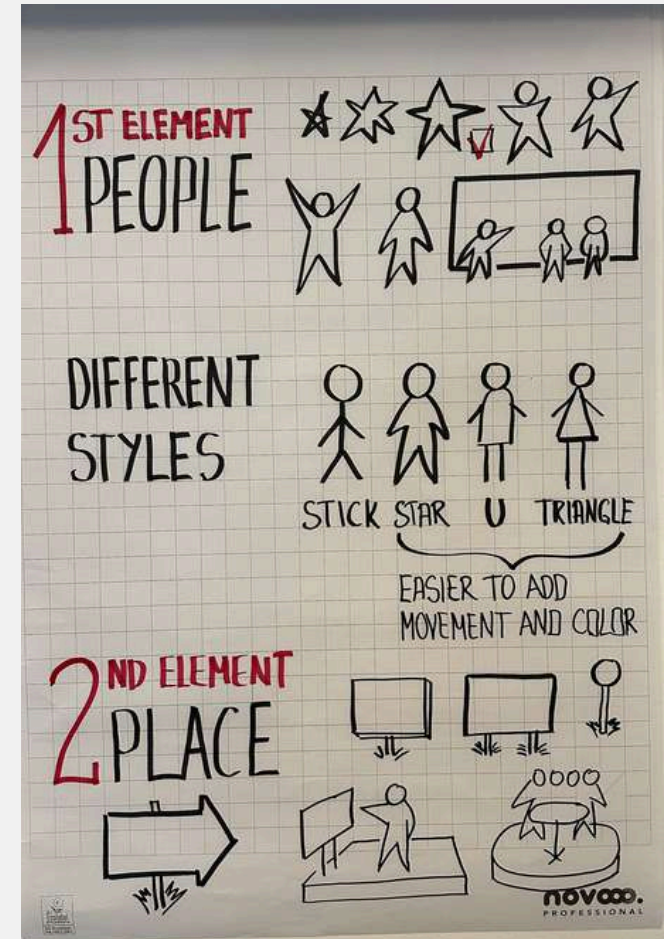
## **How does it support Learning?**

# Graphic Facilitation



Graphic facilitation is a visual communication method that uses drawings, symbols, and structured layouts to support learning, collaboration, and engagement.

It helps learners by making abstract ideas more concrete, enhancing memory retention, and fostering creative expression.



# What is Visual Thinking? Fear of Drawing?



# Graphic Facilitation



Visual thinking is the process of interpreting and expressing ideas through images.

Many individuals experience a fear of drawing due to self-doubt or lack of experience.

Overcoming this fear requires practice, embracing imperfection, and focusing on conveying concepts rather than artistic perfection.







# Basic Elements & Principles

**Lines and Shapes:** The foundation of all visual representation.

**Hierarchy:** Establishing importance through size, weight, and placement.

**Balance and Composition:** Arranging elements harmoniously for clarity and appeal.

**Contrast and Emphasis:** Using boldness, shading, or colors to highlight key ideas.

# Creative Thinking Booster



- Brainstorming visually through sketches and diagrams.
- Using metaphors and storytelling to enhance understanding.
- Incorporating unexpected connections to spark new ideas.



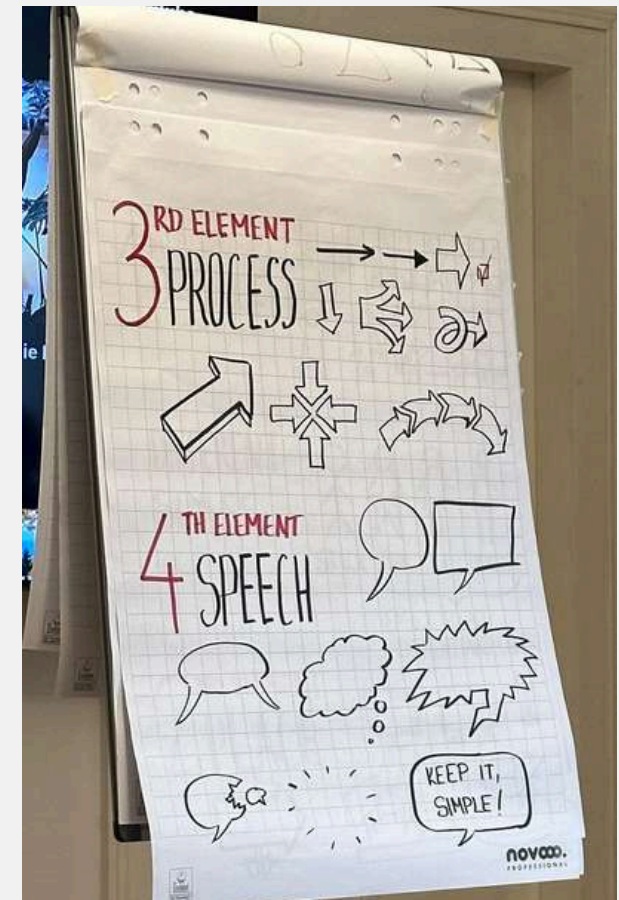
# Icons and Symbols



Icons are simplified representations of ideas, and they help in quick comprehension.

Common categories include:

- People and Emotions
- Processes and Flowcharts
- Nature and Environment
- Technology and Innovation

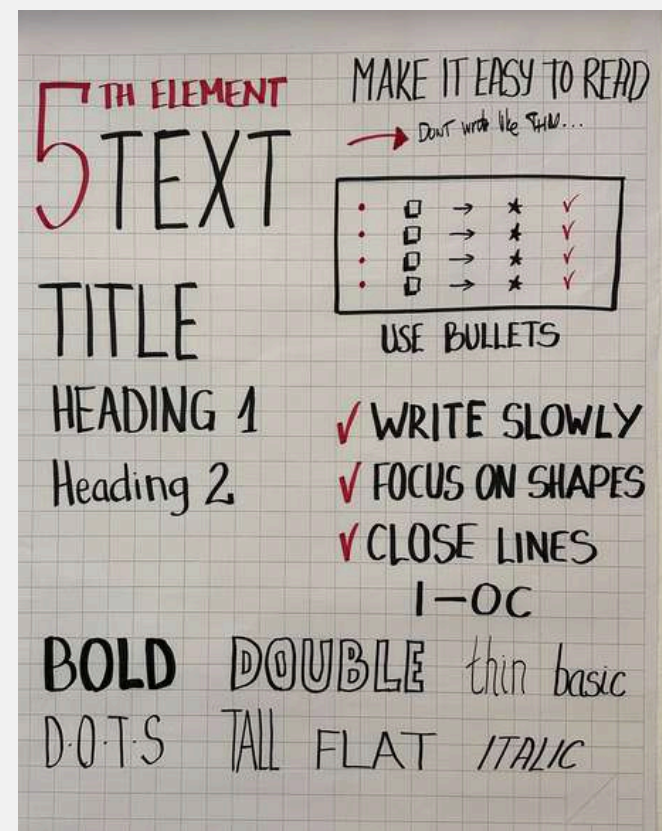


# My Visual Vocabulary

Building a personal library of symbols allows facilitators to draw quickly and consistently. It's helpful to practice and refine commonly used symbols over time.

## Write Like a Pro

- **Lettering Styles:** Block letters, cursive, and decorative fonts.
- **Spacing and Alignment:** Ensuring text remains legible and organized.
- **Consistency:** Maintaining a uniform style throughout visual notes.





# Color Theory and Practice



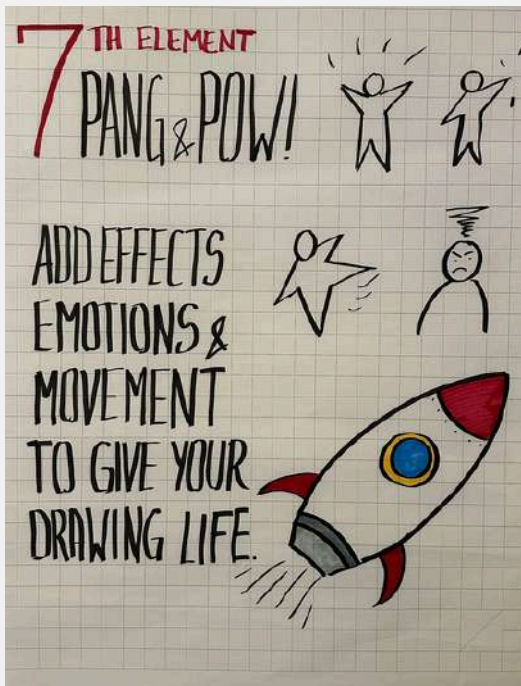
**Primary, Secondary, and Tertiary Colors:**

Understanding the basics of color mixing.

**Warm vs. Cool Colors:** Using color psychology to set the tone.

**Contrast for Readability:** Ensuring clarity through proper color choices.

# Shading and 3D



- **Hatching and Cross-hatching**  
Creating depth with lines.
- **Shadowing Techniques**  
Making illustrations pop.
- **Perspective Drawing**  
Adding dimensionality to visual notes.

# Mind Mapping



Mind maps visually organize thoughts and ideas around a central theme.

They enhance memory, facilitate brainstorming, and simplify complex topics.





# Sketchnoting



- Sketchnoting combines text and visuals to create engaging and memorable notes.

It involves:

- Listening and summarizing key points.
- Using structure like grids or columns.
- Integrating symbols and drawings to reinforce concepts.



# The Power of Prompts

- Prompts help facilitate creative expression.

Examples include:

- "What if...?" scenarios.
- Opposite thinking: Exploring an idea from a different angle.
- Random word association: Connecting unrelated terms.



# Drawing a Story



- Storytelling through visuals enhances engagement and retention.

Key elements include:

- Character development.
- Story arcs (beginning, middle, end).
- Visual pacing for emphasis.

# Preparation for Graphic Facilitation Workshops



- Defining learning objectives.
- Gathering materials (markers, paper, tablets, etc.).
- Designing interactive activities.
- Practicing live drawing techniques.



# Me as a Graphic Trainer



- Personal reflections on the role of a graphic facilitator, including strengths, challenges, and growth areas.

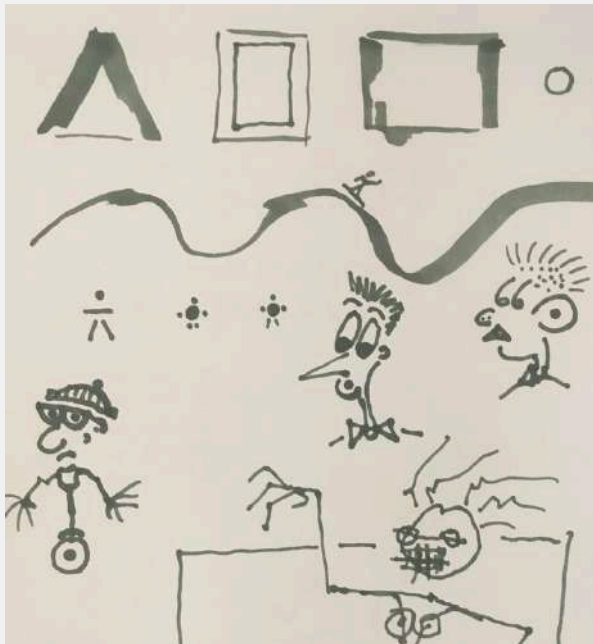
Tips for continuous improvement include:

- Seeking feedback from participants.
- Exploring new techniques and styles.
- Networking with other facilitators.

# References



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# How to Access the Manual



This Graphic Facilitation Manual has been developed through collaboration between trainers and participants of the training course held during the GraphiQuest: Visual Journey in Youth Work Project (2024-1-AT01-KA153-YOU-000238750).

The project aimed to equip youth workers with visual communication skills. This manual serves as both a guideline and a reflection of shared experiences and creative works. It includes essential techniques, principles, and exercises designed to enhance learning, engagement, and creativity through graphic facilitation.

The manual is freely available at

**<https://www.ikigaivienna.org/graphiquest>**

Youth workers across Europe can access and apply these visual methods in their own training sessions and workshops.



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