

# GRAFISK FACILITERING

V. Helle D. Melin



# MENNESKER

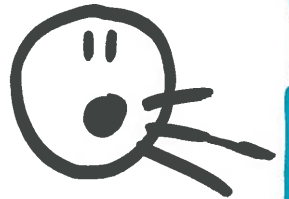
De enkle



Drej ansigterne



Tilføj linjer



Tilføj ord



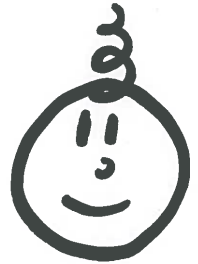
ANDRE UDTRYK



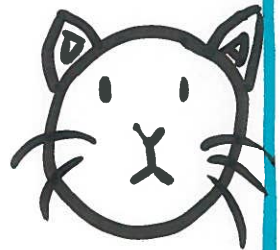
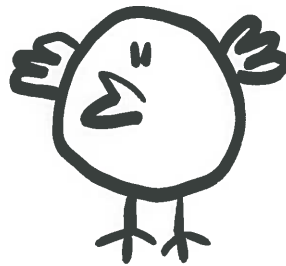
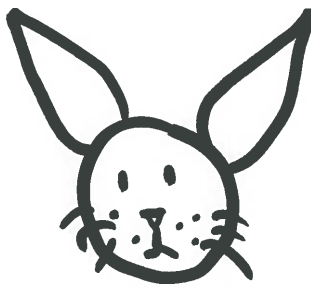
# MENNESKER - FORTSAT

Symboler  
&

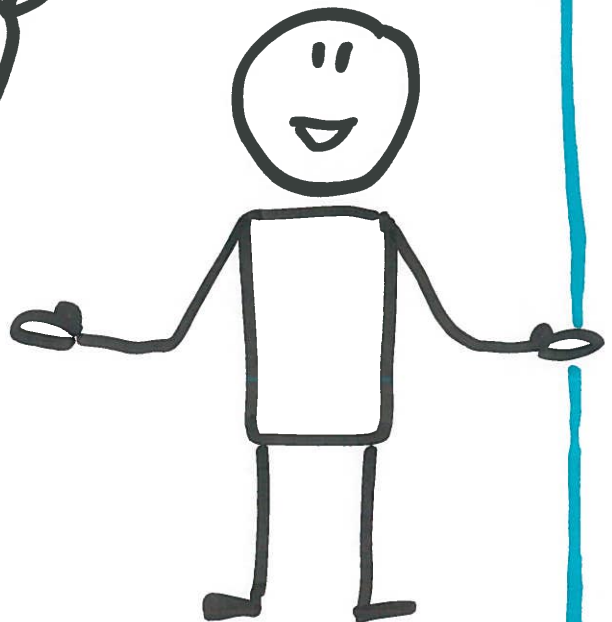
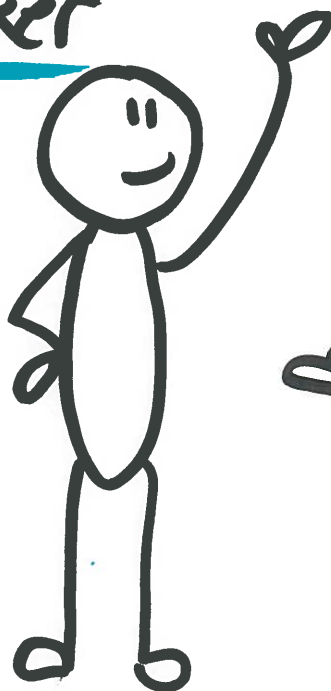
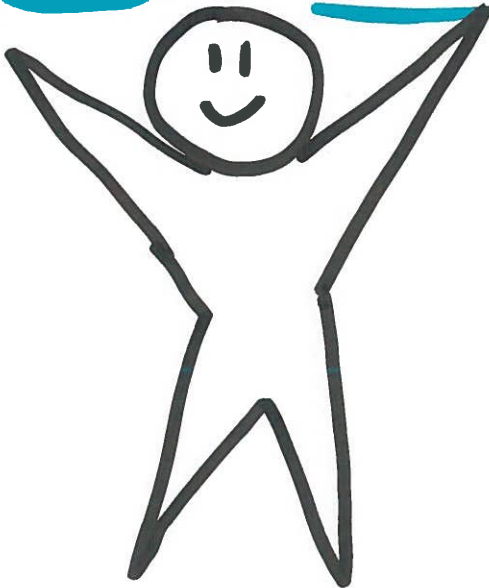
KONTRASTER



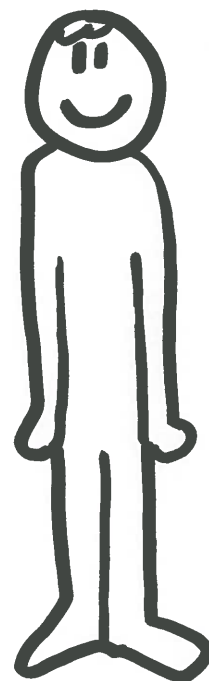
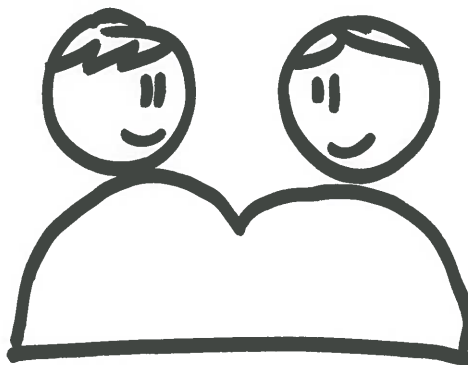
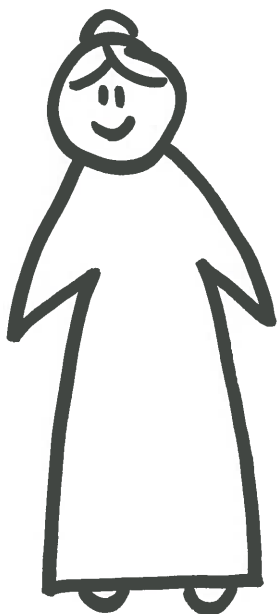
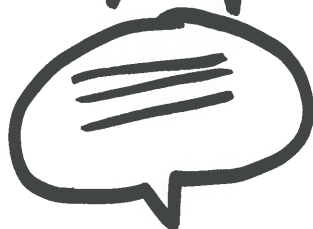
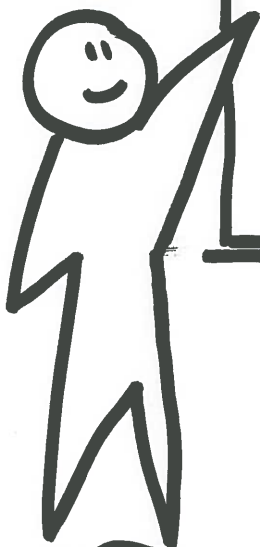
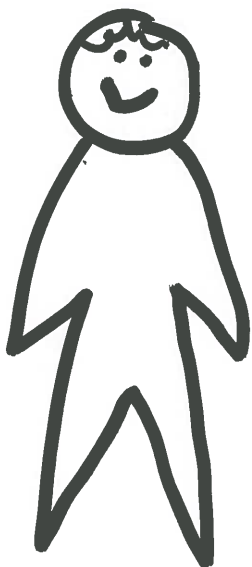
Dyr



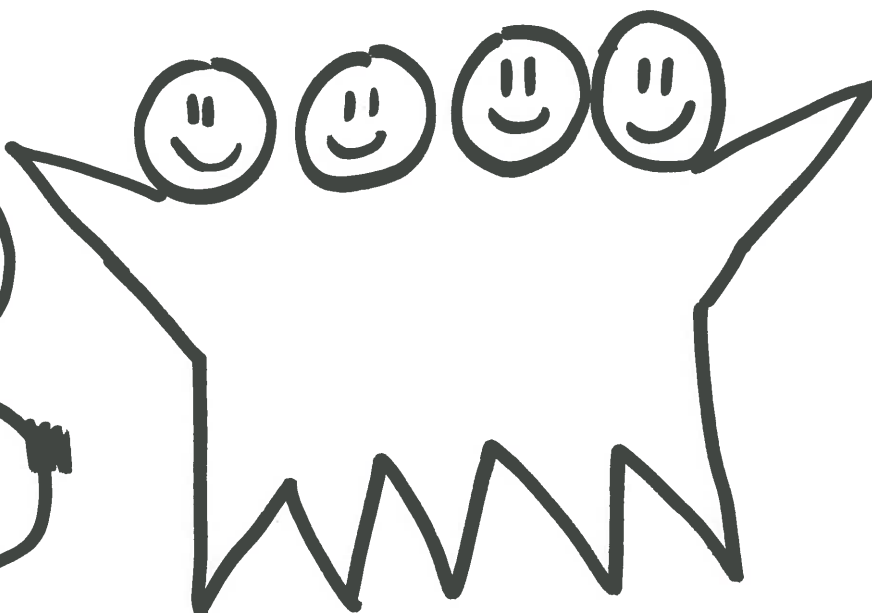
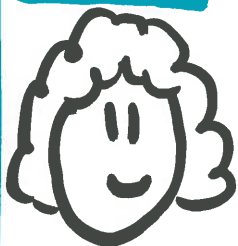
Stående mennesker



# MENNESKER



Här





# ABC

## TITTEL

- Er for hele billedet
- Hjælper læser med at forstå, hvad de skal høre om.

## OVERSKRIFT

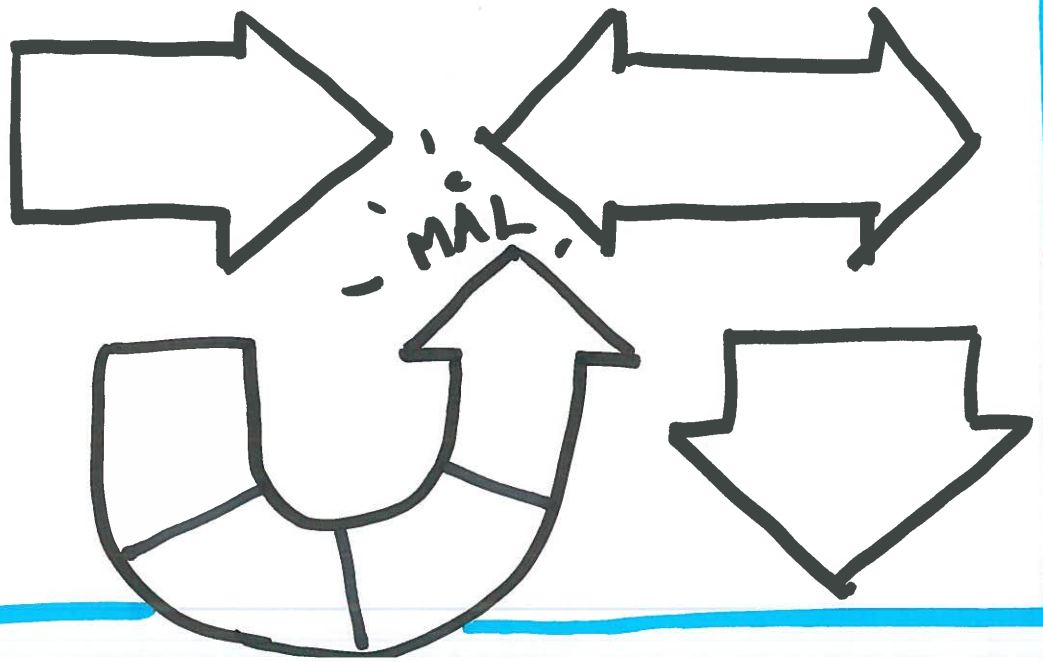
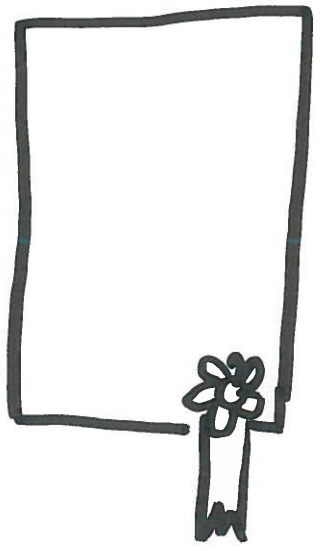
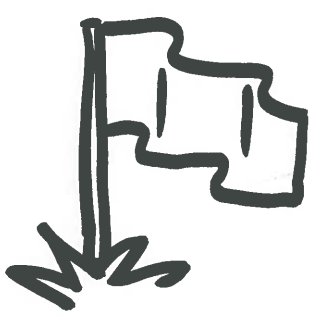
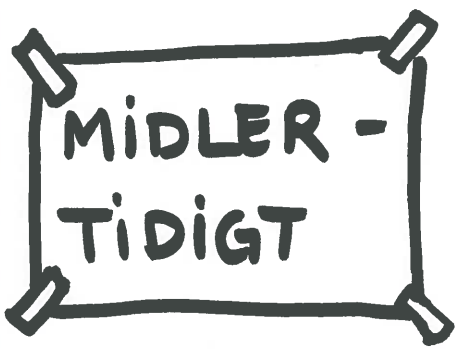
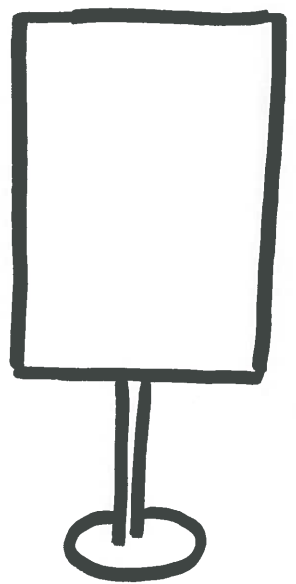
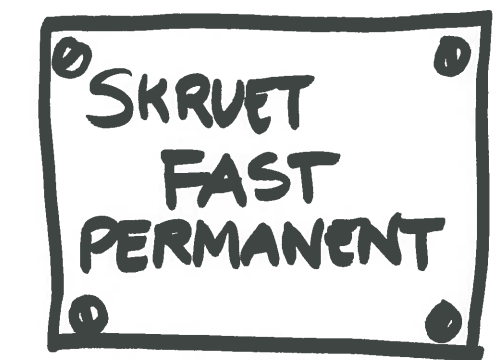
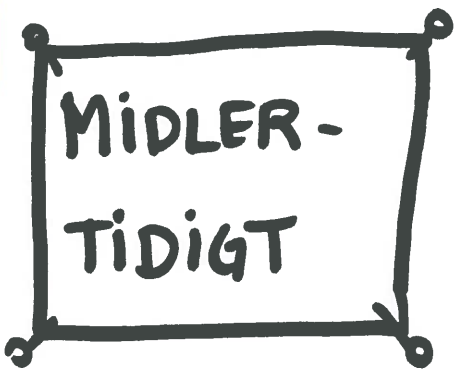
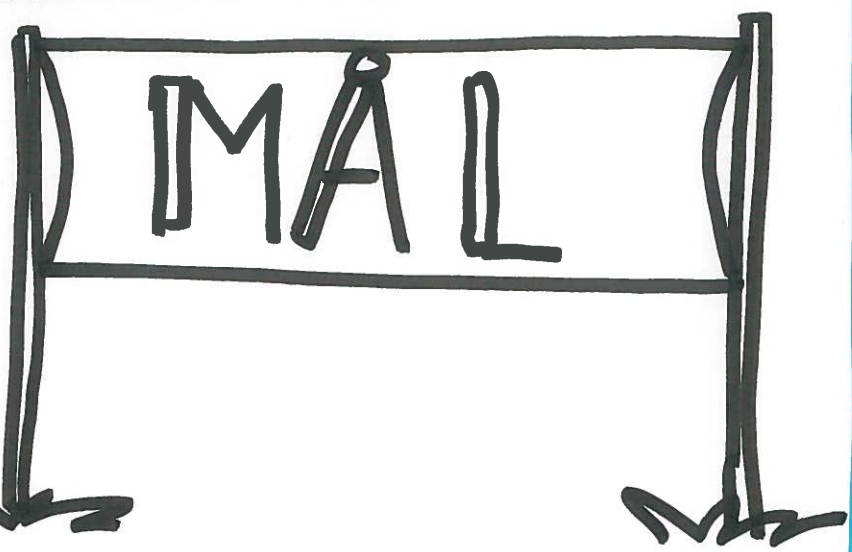
- Hjælper med at navigere i billedet.

## brødtekst

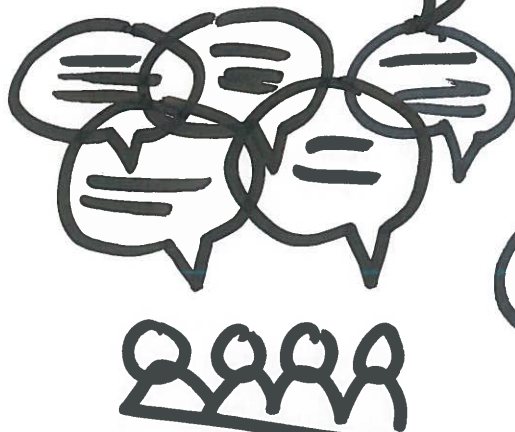
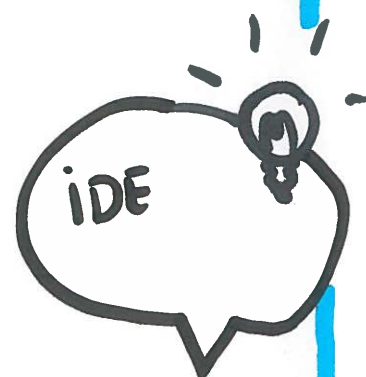
- Korte sætninger eller tekst-blokke, som skal videregive info.

- Skriften skal være letlæselig, enkel og hurtig.
- Effekter er sjove, men indhold er vigtigst.

# SKILTE & PILE



# TALEBOBLER



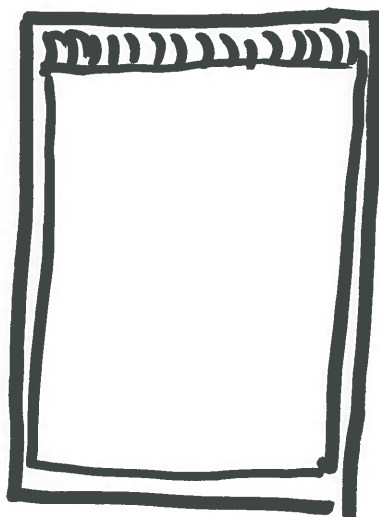
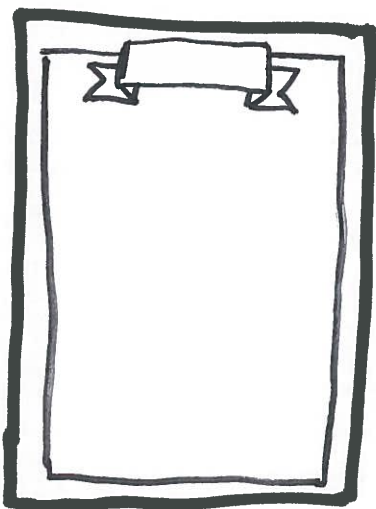
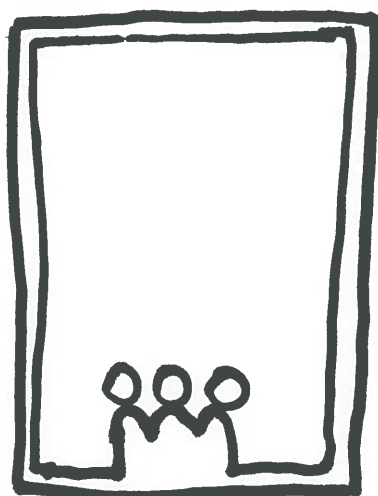
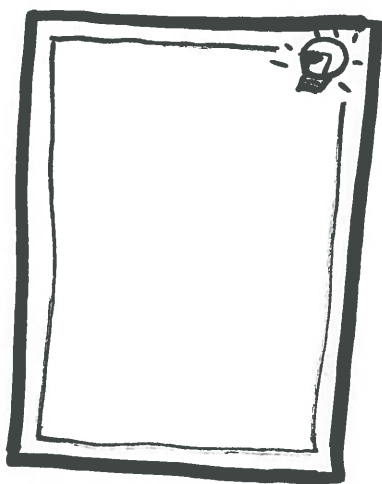
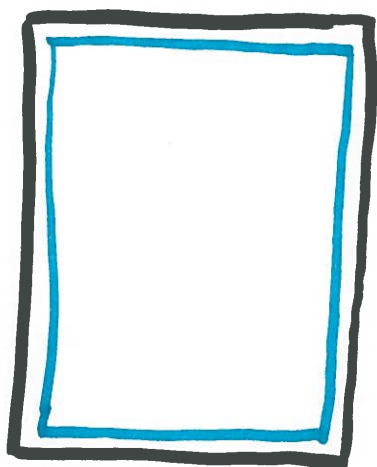
MANGE STEMME





# RAMMER

- Afgrænser, stabiliserer og hjælper med at få ro.
- Med mange elementer i billedet, så lav en enkel ramme.

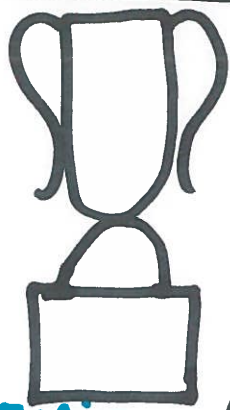




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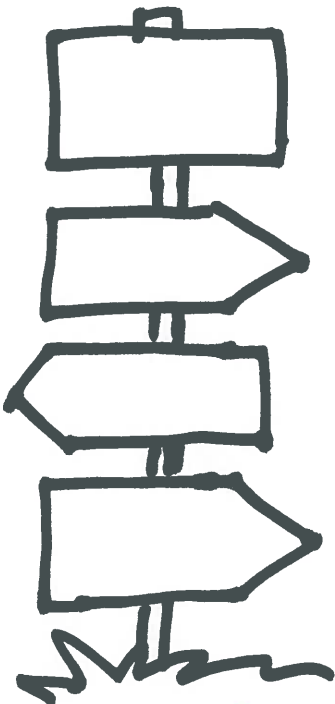
TID



PRÆMIE



PRÆMIE



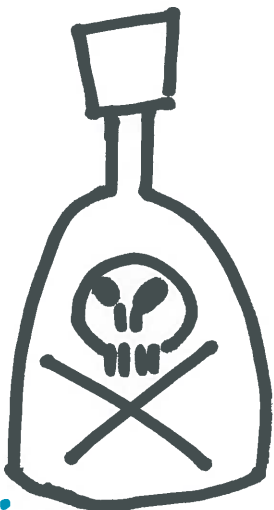
MANGE VEJE



FØLELSER



OVERBLIK



GIFT



SKRIVE LYST



TAG TEMPERA-TUR

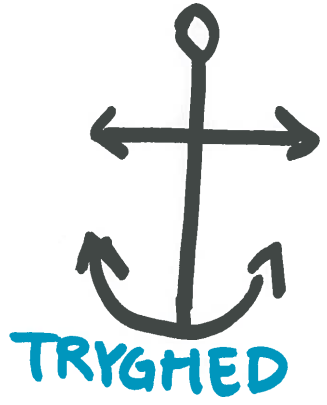
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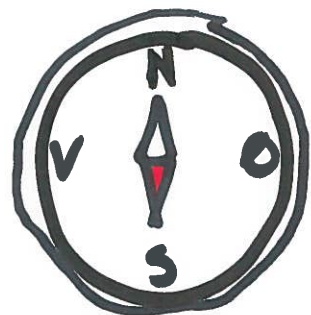
HØRE



FOKUSERE



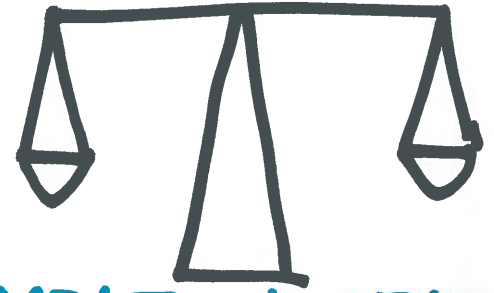
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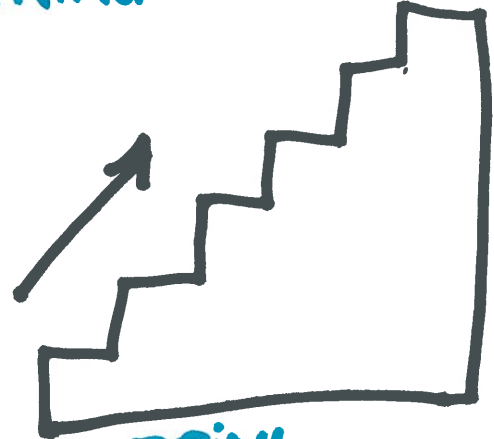
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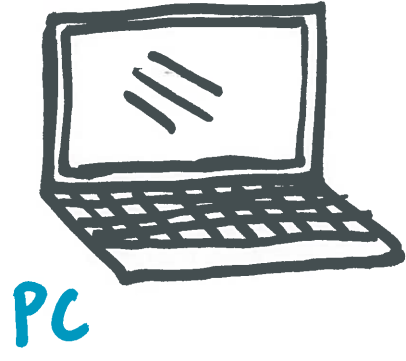
MÅL IDE



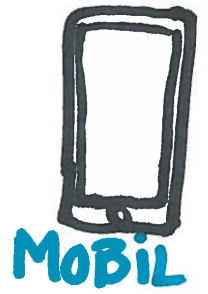
VÆGT-LIGEVEGT



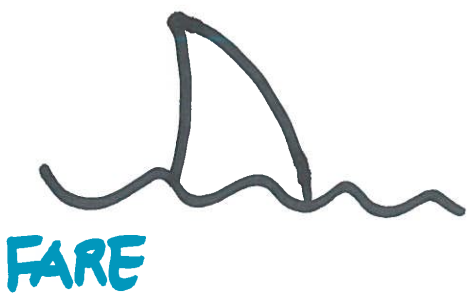
LÆRING



PC



MOBIL



FARE

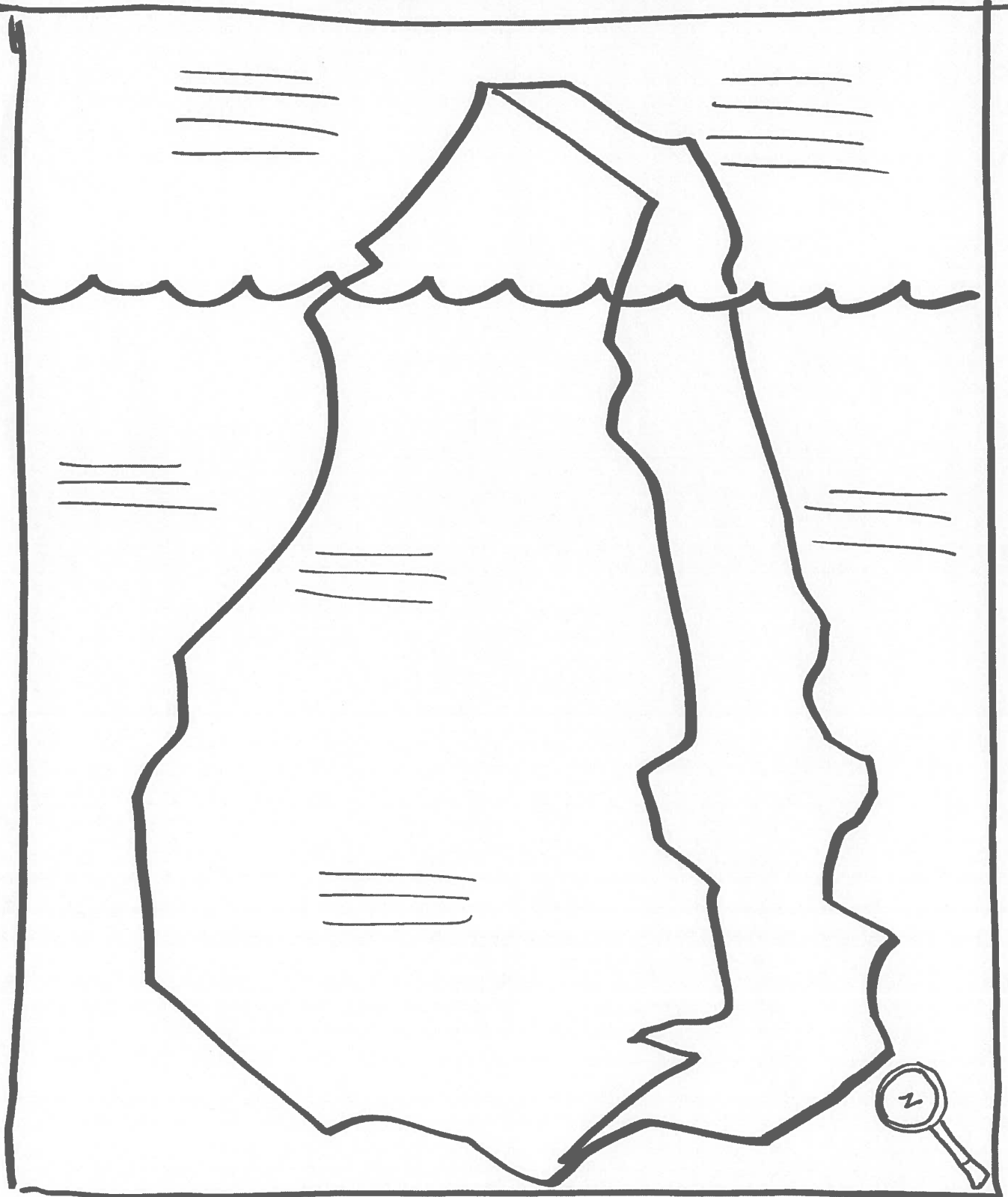


OVERBLIK



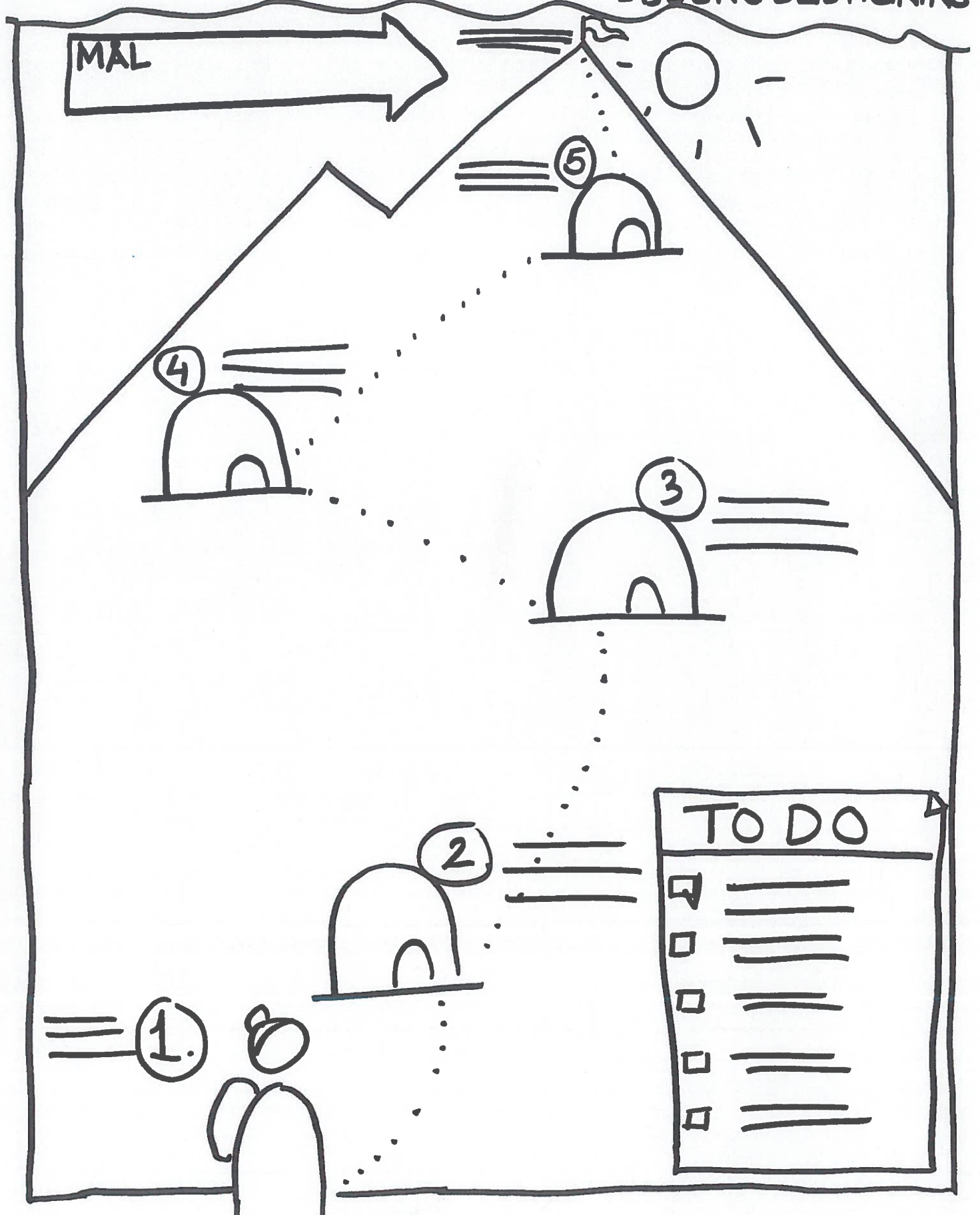
GUIDE PÅ VEJ

# HVAD LIGGER UNDER OVERFLADEN ?



# VEJEN MOD MÅLET

-BJERG BESTIGNING





# REFLEKSION OVER EGEN LÆRING

① HVAD ER MIT MÅL?

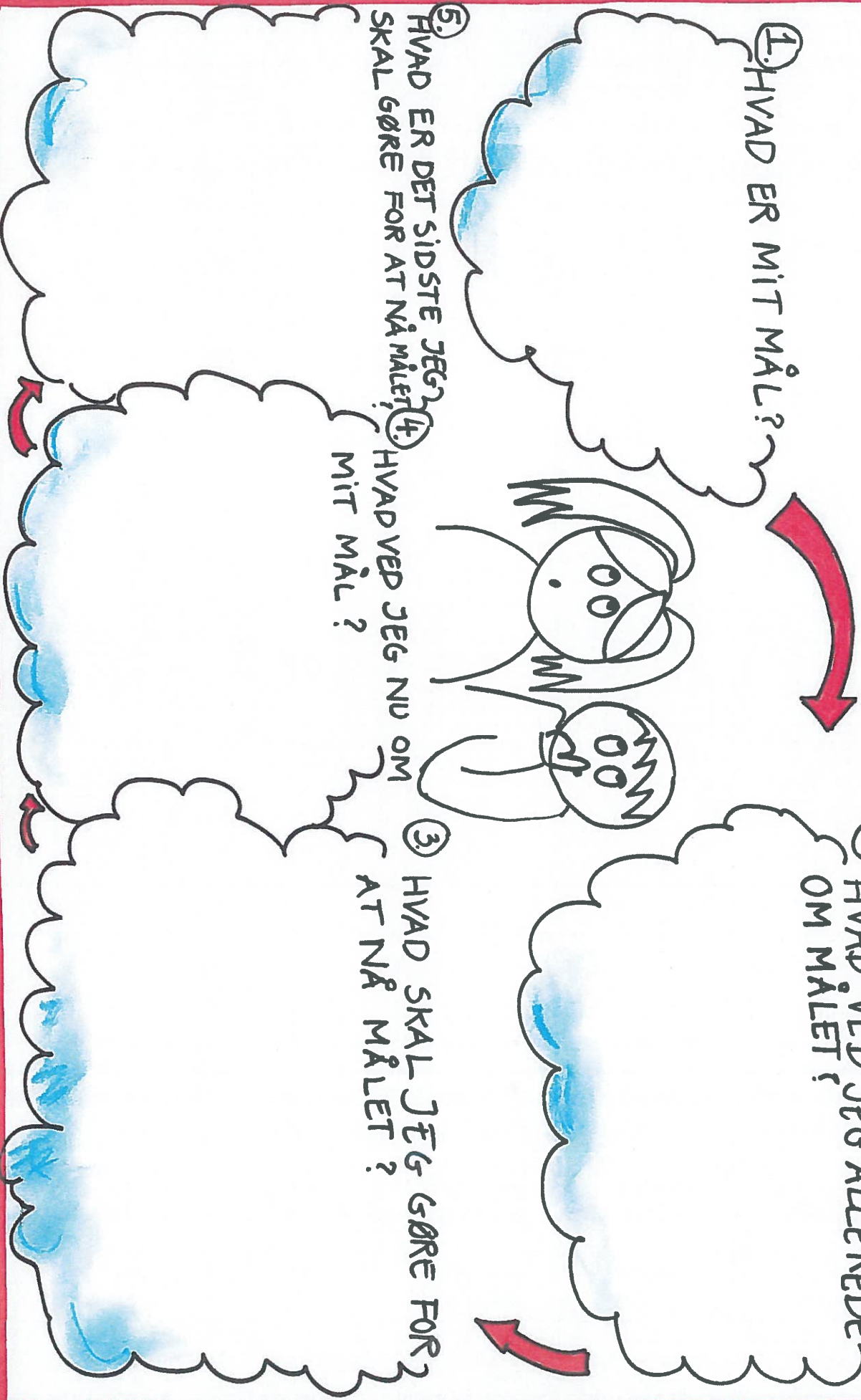
② HVAD VED JEG ALLEREDE OM MÅLET?

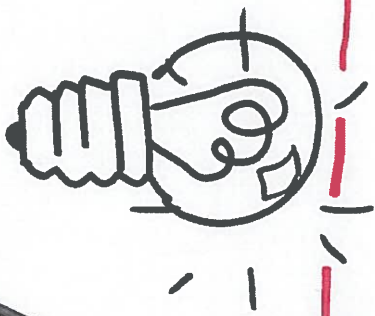


④ HVAD VED JEG NU OM MIT MÅL?

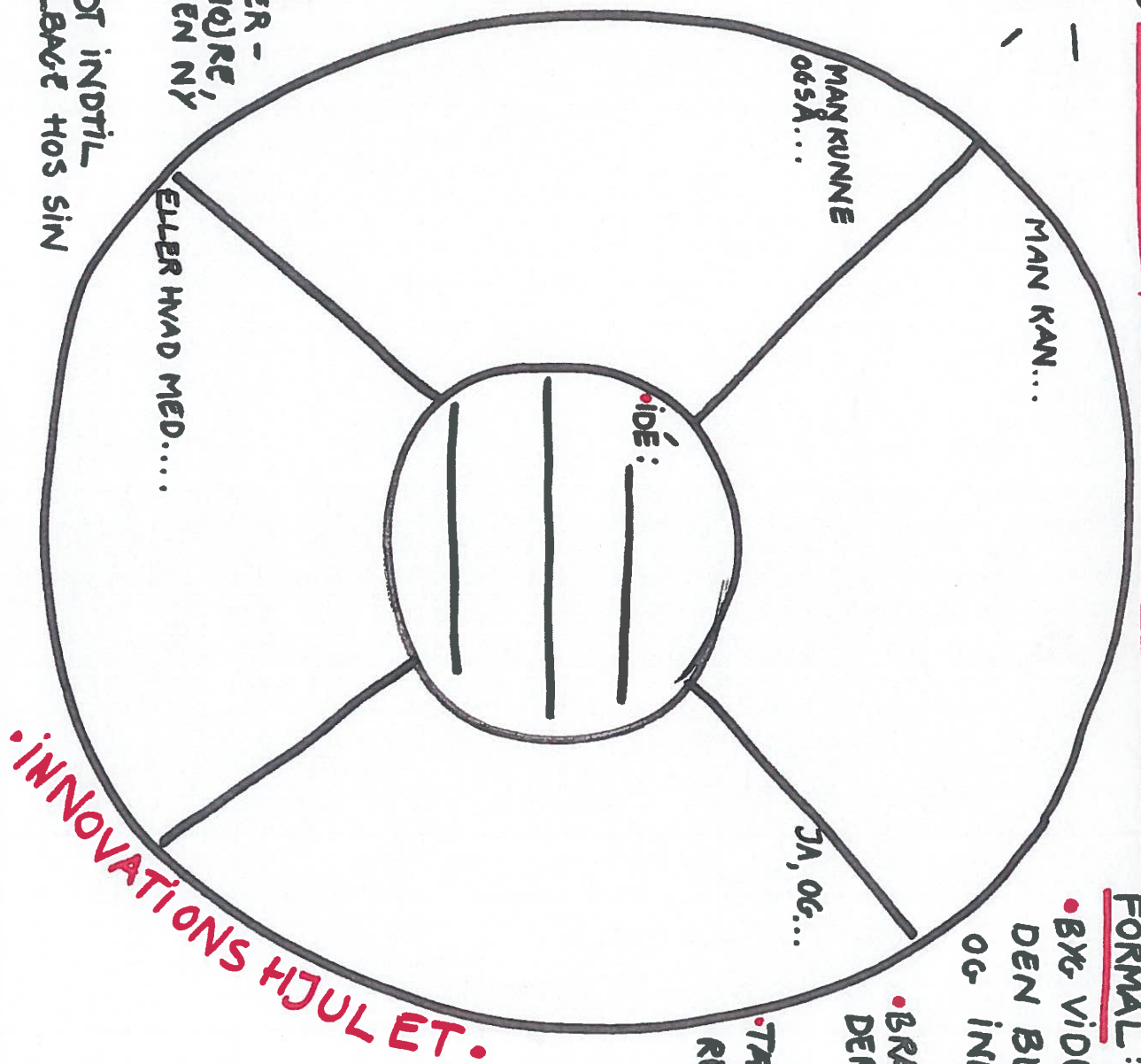
⑤ HVAD ER DET SIDSTE JEG SKAL GØRE FOR AT NÅ MÅLET?

③ HVAD SKAL JEG GØRE FOR AT NÅ MÅLET?



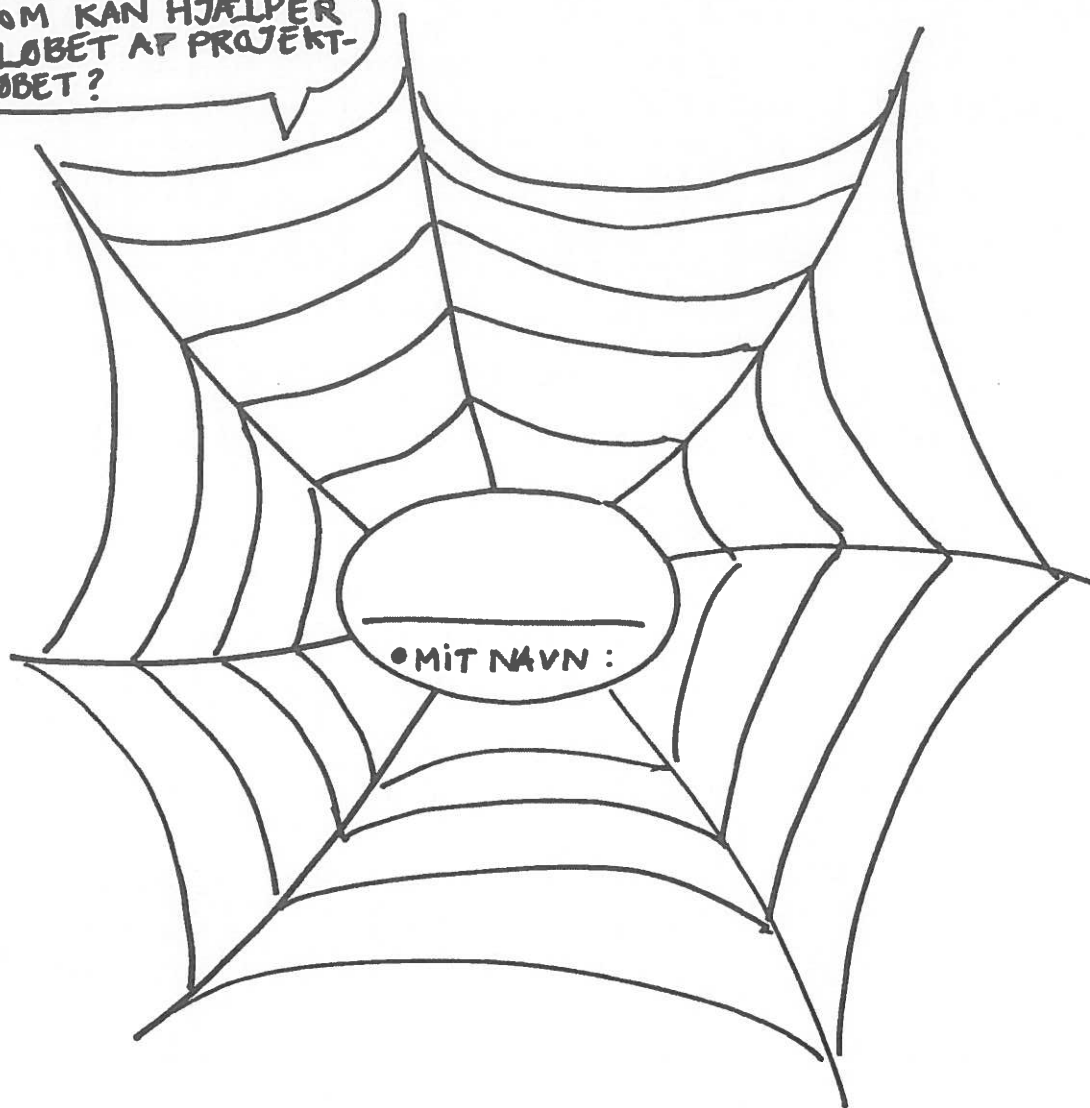


- ARBEJDSGANG:
1. EN PERSON SKRIVER ET FORSLAG
  2. SEND ARKET VIDERE TIL PERSO-  
NEN TIL HØJRE,  
SOM TILFØJER EN NY  
VINKEL
  3. FORSÆT RUNDT INDTIL  
ARKET ER TILBAGE HOS SIN  
EJERMAND.



- FORMÅL:
- BÆVIDERE PÅ EN IDE SÅ DEN BLIVER MERE KREATIV OG INNOVATIV.
  - BRAINSTORM OM EN IDE DER SKAL UDVIKLES
  - TÆNK I FØRSKELLIGE RETNINGER

• HVILKE PERSONER KENDER  
JEG, SOM KAN HJÆLPER  
MIG I LØBET AF PROJEKT-  
FORLØBET?



PROJEKT: \_\_\_\_\_

• (JO TÆTTERE RELATION TIL EN PERSON, JO TÆTTERE  
PÅ CENTRUM SKAL PERSONERNE PLACERES.)

# EDDERKOPPE SPIND

STYRKER



SVAGHEDER



MULIGHEDER



FRYGTER...





# EVALUERING



HVAD GIK GODT?



HVAD GIK MINDRE GODT?



HVAD HAR VI LÆRT?



HVAD VIL VI GØRE ANDERLEDES  
NÆSTE GANG?

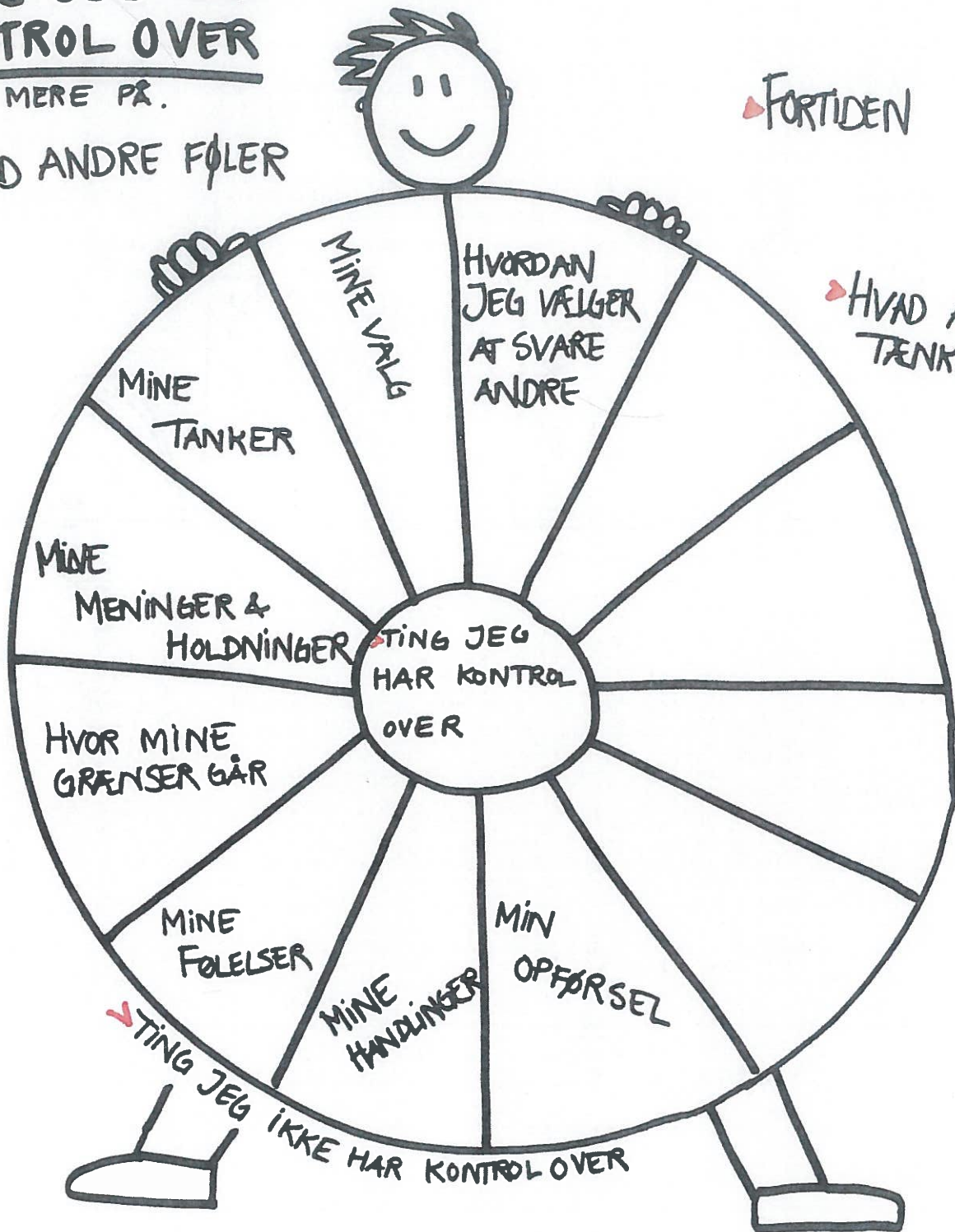
o o

# TING JEG HAR KONTROL OVER

SKRIV MERE PÅ.

▶ HVAD ANDRE FØLER

▶ FORTIDEN



▶ HVAD ANDRE TÆNKER

▶ HVAD ANDRE SIGER

▶ VEJRET

NAVN: \_\_\_\_\_

▶ ANDRES FEJL