

Level 1: Month 3

Weeks 1-2: Finalizing the Full Figma Prototype.

Weeks 3-4: Preparation for the Official TOSA Certification.

Month 3 Roadmap



Weeks 1-2: The Full Template

Building on the header and footer from Month 2, we now design the complete architecture of the website inside Figma.

- 📁 **Page Construction:** Designing internal pages (About, Services, Contact) maintaining strict brand consistency.
- 📱 **Responsive Design:** Adapting the desktop layout for mobile and tablet breakpoints.
- ⚡ **Prototyping:** Linking the pages together so the prototype functions like a real, clickable website.

 full website template UI UX design figma wireframe mockup

The Final Figma Polish



Component Mastery

Finalizing our local components library. Ensuring every button, card, and icon is easily reusable and editable globally.



Auto Layout

Implementing Auto Layout on all major sections so the design naturally adjusts to different text lengths and screen sizes.



Dev Handoff

Learning how to properly export assets and use Inspect mode, preparing the design to be handed over for coding.

Weeks 3-4: The Shift to TOSA

Focusing on Certification

With our portfolio projects completed (Logo, Charte Graphique, and Figma Prototype), the final two weeks of Level 1 are entirely dedicated to exam preparation.

The TOSA certification is a globally recognized standard that validates your software proficiency to employers. We switch our focus from creative design to rigorous technical mastery of the software interface.

What is TOSA?



Validating Your Skills

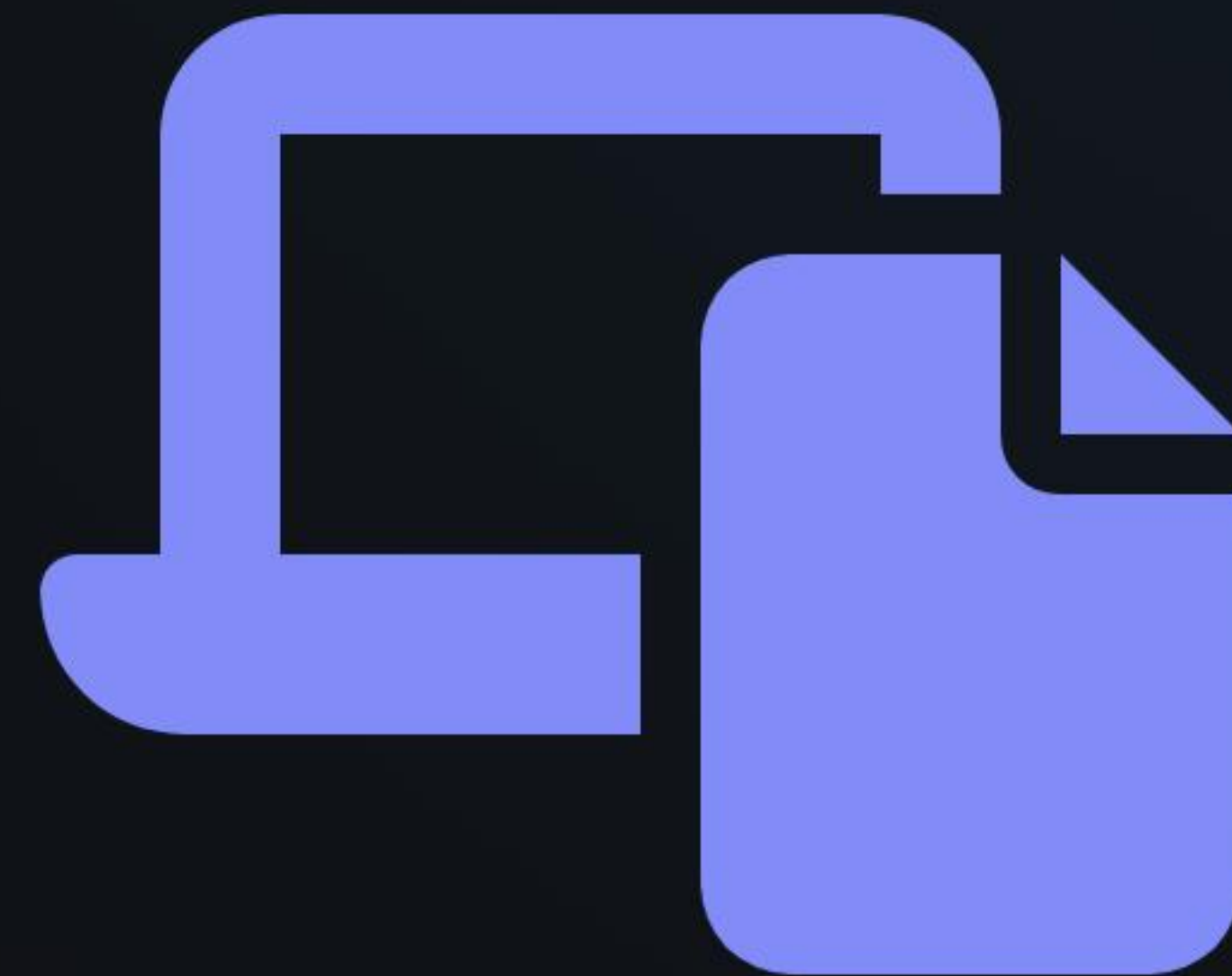
TOSA (Test on Software Applications) provides a precise score out of 1000, establishing your exact skill level (Basic, Productive, Advanced, or Expert).

-  **International Recognition:** Accepted by major corporations worldwide.
-  **Adaptive Testing:** The difficulty of the questions adjusts in real-time based on your answers.
-  **CV Booster:** A concrete, verified metric to add to your LinkedIn and resume.

Our Preparation Strategy

Passing a certification requires a different approach than completing a design project. We focus heavily on speed and technical knowledge.

-  **Shortcuts:** Memorizing essential keyboard shortcuts to increase working speed.
-  **Timed Drills:** Practicing under the exact time constraints of the real exam.
-  **Knowledge Gaps:** Identifying and reviewing menus or tools we may not have used heavily during the creative projects.



Exam Domains

Interface & Workspace

Questions will thoroughly test your knowledge of panels, preferences, file formats, resolution (DPI), color modes (RGB/CMYK), and saving/exporting procedures.

Tools & Methods

Deep dive into specific tool settings. You must know exactly how adjustment layers, clipping masks, typography settings, and selection algorithms behave mathematically.

Level 1 Conclusion

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Months Completed

The End of the Beginning

By the end of Month 3, you have completed the entire Level 1 curriculum. You have a digital logo, a brand identity document, a fully interactive website prototype, and you are prepared to sit for a professional software certification.

You are now ready to begin actual web development.

Questions?

Any questions regarding the Figma prototype completion or the TOSA exam structure?

End of Level 1 Program

Image Sources



Thumbnail for

Source: [webdesign.tutsplus.com](https://cms-assets.tutsplus.com/cdn-cgi/image/width=850/uploads/users/1223/posts/107212/image-upload/01_childrens_education.jpeg)



Thumbnail for

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