

Clear writing at work

Design overview

This activity helps learners explore clear workplace communication in an engaging and accessible way. The design is uncluttered and learner-focused, keeping attention on the content while providing subtle visual cues.

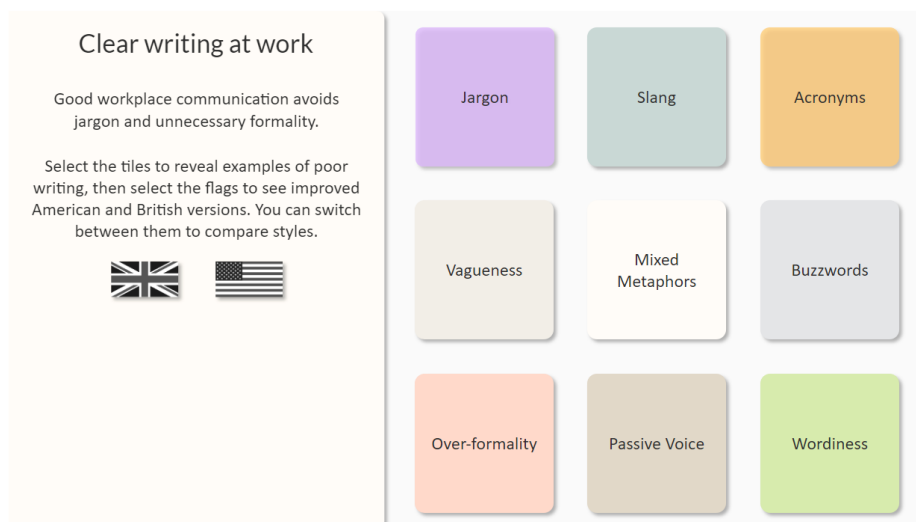
A clean white background with coloured tiles creates contrast and variety without distraction. Typography is simple and consistent, supporting readability and reducing cognitive load. Focus outlines have been customised to remain visible but visually unobtrusive.

The activity centres on interactive tiles. Learners select a tile to reveal an example of poor workplace writing, then use flag buttons to compare improved UK and US versions. A reset button returns them to the topic list. This repeatable cycle keeps navigation simple and encourages exploration.

Accessibility was a key consideration. Introductory instructions are read once by screen readers, avoiding unnecessary repetition. Focus order is carefully managed so that only meaningful interactive elements are announced, while decorative items are hidden from accessibility tools. Keyboard navigation is fully supported throughout.

Subtle audio feedback is built in. A light 'tap' sound plays on interaction with each tile, adding a syncopated rhythm that enhances engagement without overwhelming the learner. This understated sound design supports pacing and helps reinforce the sense of progress through the exercise.

The result is a streamlined, engaging and inclusive activity that combines clarity, interactivity, sound design and accessibility.



Navigation structure

- Entry: learners arrive on a single slide with an introduction and a grid of interactive tiles
- Interaction: each tile reveals a poor writing example and UK and US flags for improved versions within each cultural context
- Reset: an 'End of example' button returns learners to the tile grid