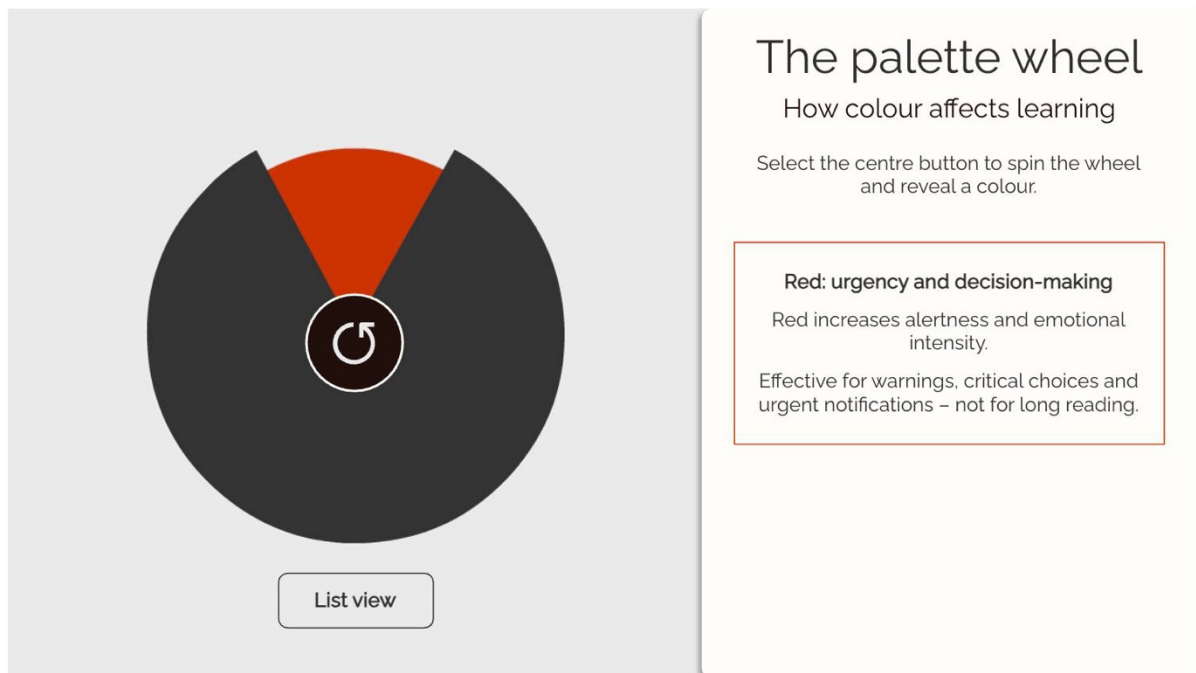


## The palette wheel



### Overview

The palette wheel is a short interactive activity that explores how colour can influence attention and interpretation.

The activity centres on a rotating wheel with six colour segments. Interaction is limited to a single action, allowing the effect of each colour to be viewed without distraction or comparison overload.

### Structure and interaction

The interface opens on the wheel, with a single control positioned at the centre. Selecting this control spins the wheel and brings one colour into focus.

Movement is controlled and stops cleanly. A secondary animation layer is used beneath the visible colour layer to ensure the wheel settles without abrupt motion.

When the wheel stops, a colour-specific panel appears. Each panel presents one short explanation related to how that colour is commonly associated with mood, emphasis or readability in learning contexts. Only one colour is shown at a time.

## **Visual design**

The wheel and interface are built from vector shapes to ensure sharp rendering at all sizes. Colour is used sparingly outside the wheel itself, keeping attention on the selected segment.

Typography is simple and unobtrusive. Layout relies on spacing rather than decoration, with elements centred to create a stable frame for the interaction.

Motion is limited to the wheel spin and panel transitions. Animation is used only where it helps indicate change and does not continue once a selection is made.

## **Accessible alternatives**

A list view provides a text-based version of the activity. This presents all colour explanations in a linear format without animation.

The list view is accessed via a clearly labelled control positioned beneath the wheel. Selecting it opens a full-page panel containing all content, with a single Close control to return to the main interface.

## **Accessibility**

All interactive controls are keyboard operable. Focus order follows a predictable sequence across both the wheel and the list view.

Decorative elements, including the wheel itself, are hidden from assistive technologies. All explanatory content is delivered through text that is readable by screen readers.

Controls include concise, descriptive labels. Reading order is managed so information is presented in a logical sequence.

## **Technical notes**

The wheel animation uses a two-layer approach, with a hidden rotating layer beneath the visible colour segments. This avoids stepped motion and allows the wheel to stop smoothly.

The list view is implemented as a separate panel without animation to ensure compatibility with screen readers and keyboard navigation.

## **Summary**

The palette wheel uses:

- a single, focused interaction
- restrained visual design
- short, self-contained explanations
- a text-based alternative for linear reading.

The activity is intended as a quick reference rather than a lesson, and can be explored briefly or revisited as needed.