

GRAMMAR IN CONTEXT

Use of *Conditionals* in Graphic Design

A communicative grammar lesson connecting conditional sentences to real-world design practice.

B1 – B2

INTERMEDIATE – ADVANCED

60–90 MINUTES

TEACHER VERSION

ACTIVITY 01 Fill in the Gaps — Zero Conditional

Complete each sentence using the correct present simple form of the verb in brackets.

1. If you (use) too many colors in a design, it (look) messy.
2. If the resolution (be) too low, the image (appear) pixelated.
3. If you (press) Ctrl + S, the software (save) your work.
4. If a file (be) too large, it (take) longer to load.
5. If you (not check) the print settings, the colors (not match) what you see on screen.

ACTIVITY 02 Match the Sentence Halves — First Conditional

Draw a line to connect each condition with the correct result.

CONDITION (IF-CLAUSE)	RESULT
If you send the final design today,	the project will be completed on time.
If we don't use high-quality images,	users will leave before seeing the content.
If the client likes the draft,	they will approve the project.
If you learn how to use Photoshop,	you will be able to create better visuals.
If the website loads too slowly,	the final print won't look professional.

ACTIVITY 03 Correct or Incorrect? — Second Conditional

Read each sentence. Decide if the second conditional is used correctly or incorrectly. If incorrect, write the correction.

1. If I had a better laptop, I would edit videos more quickly.
Correct / Incorrect → Correction: _____
2. If she learns graphic design, she will create amazing logos.
Correct / Incorrect → Correction: _____
3. If we were experts in animation, we could work for a big studio.
Correct / Incorrect → Correction: _____
4. If the client was more flexible, we finish the project faster.
Correct / Incorrect → Correction: _____
5. If I designed a mobile app, I will make it user-friendly.
Correct / Incorrect → Correction: _____

RP

SPEAKING ACTIVITY

Client–Designer Role-Play

Students practise conditional sentences in realistic professional conversations, switching roles between each scenario.

SKILLS PRACTISED

SPEAKING & FLUENCY

NATURAL CONDITIONALS

PROFESSIONAL PROBLEM-SOLVING

Instructions

1.

Pair up or form small groups.
2.

Assign roles — one student is the Graphic Designer, the other is the Client (or Team Member).
3.

Act out the situation using **at least three different conditional sentences** during the conversation.
4.

Switch roles and repeat with a new scenario.

ROLE-PLAY SCENARIOS

SCENARIO 01The Client Wants a Last-Minute Change

GRAPHIC DESIGNER

Convince the client that last-minute changes are difficult and may affect quality.

CLIENT

Insist on changes to the color scheme and ask about possible alternatives.

Designer: *If you had given this feedback earlier, we could have made the change easily.*

Client: *If we don't change the color, I'm afraid the branding won't look right.*

Designer: *If we rush this now, there might be mistakes in the final version.*

SCENARIO 02A Designer Forgot to Save Their Work

JUNIOR DESIGNER

Apologise and explain the situation. Ask for advice on next steps.

SENIOR DESIGNER

Offer solutions and advice. Stay calm and constructive.

Junior: *If I had saved my work, I wouldn't have lost everything!*

Senior: *If you start again now, you might still finish by the deadline.*

Junior: *If the software had auto-save, this wouldn't have happened.*