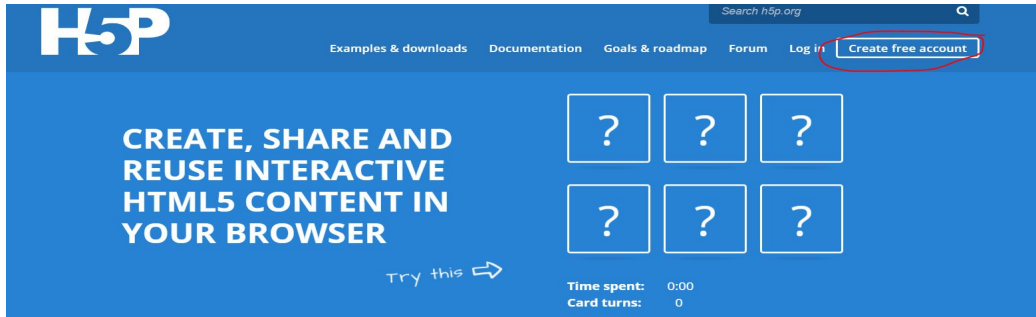
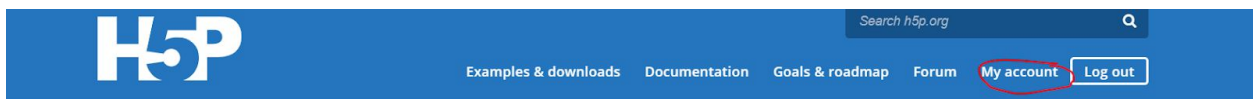


All About H5P: A How-To Guide

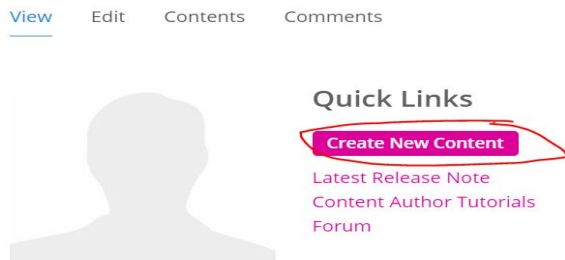
1. Create a free account. Start by opening the website: <https://h5p.org/>. Then click on “Create Free Account” and follow the prompts.



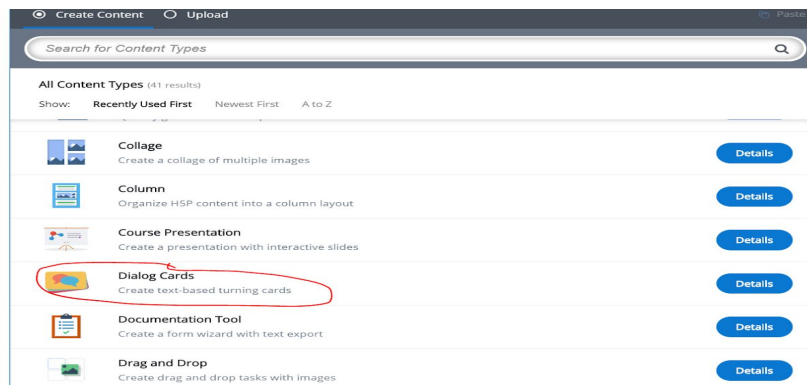
2. Once you’ve explored the site and the different activities it offers (see “Examples and downloads”), choose your Content Type and start creating! Let’s walk through an example that uses Dialog cards as a model.
3. First, click on “My account.”



Then, select “Create New Content.”



In the new window, scroll down and select the activity of your choice. Here we will select “Dialog Cards.”



4. Enter the Title, Task Information, and the information you want to put on both sides of the card. Click “Add Dialog” to add more cards and information. Here is a brief example:

The screenshot shows a web interface for creating dialog cards. At the top, there is a dropdown menu labeled "Mode of presenting the dialog cards" with "Normal" selected. Below this is a "Task description" field containing the text "What do these words mean in English?". Underneath is a "Dialogs" section with a list of two items: "1. casa" and "2. cerveza". A blue button labeled "+ ADD DIALOG" is positioned below the list. To the right of the list, there are two text input fields. The first is labeled "Text*" and has a hint "Hint for the first part of the dialogue"; it contains the word "cerveza". The second is labeled "Answer*" and has a hint "Hint for the second part of the dialogue"; it contains the word "beer". A rich text editor toolbar is visible above the answer field, showing options for bold, italic, underline, link, and list, along with a "Normal" dropdown.

5. Optional Step: You can change the Behavioral Settings to meet your needs. The default is that the “Retry” button is enabled, giving students unlimited times to retry the task. Here is what the drop down menu looks like:

The screenshot shows a dropdown menu titled "Behavioural settings." with a close button in the top left corner. The menu contains four settings, each with a checkbox and a description: "Enable 'Retry' button" (checked), "Disable backwards navigation" (unchecked, with the note "This option will only allow you to move forward with Dialog Cards"), "Scale the text to fit inside the card" (unchecked, with the note "Unchecking this option will make the card adapt its size to the size of the text"), and "Randomize cards" (unchecked, with the note "Enable to randomize the order of cards on display.").

6. Once you’ve entered all the cards and information you’d like, scroll down and click “save.”

The screenshot shows the bottom section of the editor. It includes a "Case sensitive" checkbox (unchecked) with the note "Makes sure the user input has to be exactly the same as the answer." Below this is a "Text overrides and translations" field. There is a "Tags" field with a checkbox for "Organize your content with tags" (unchecked). The "HSP Options" section contains four checked checkboxes: "Display buttons (download, embed and copyright)", "Allow download", "Embed button", and "Copyright button".



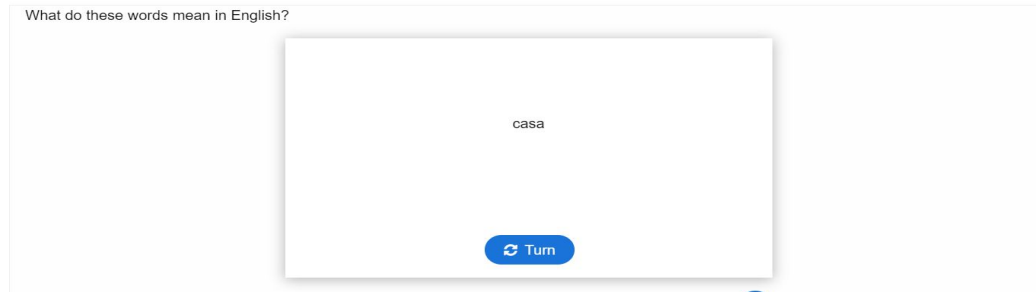
7. You will then be redirected to a preview page to see your work:

Practice 1

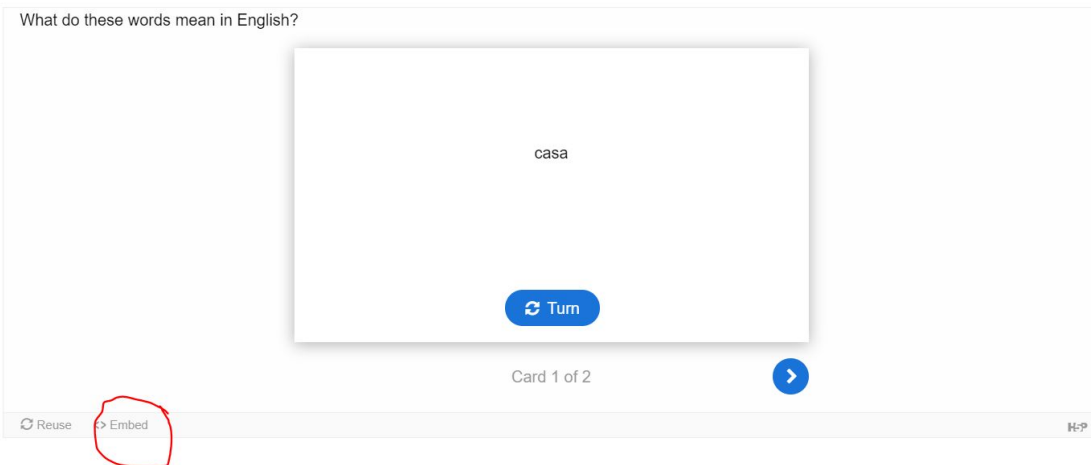
[View](#) [Edit](#)

[Clone content](#)

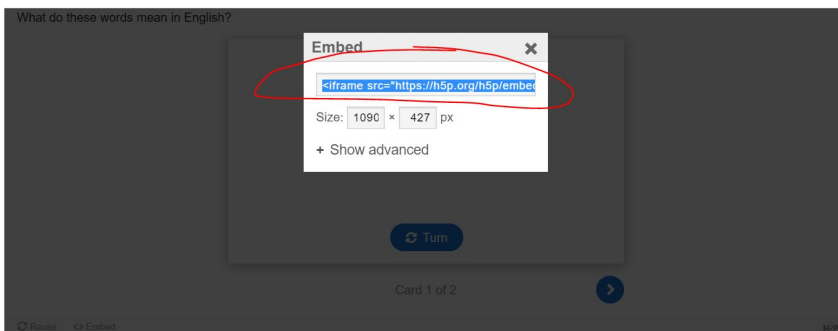
Submitted by DCS-Spanishi on Wed, 04/24/2019 - 21:05



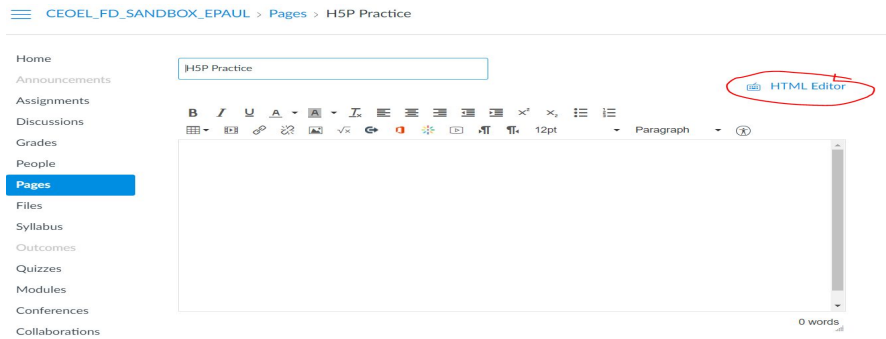
8. To embed your H5P activity, all you need to do is click on “Embed” at the bottom of the preview page.



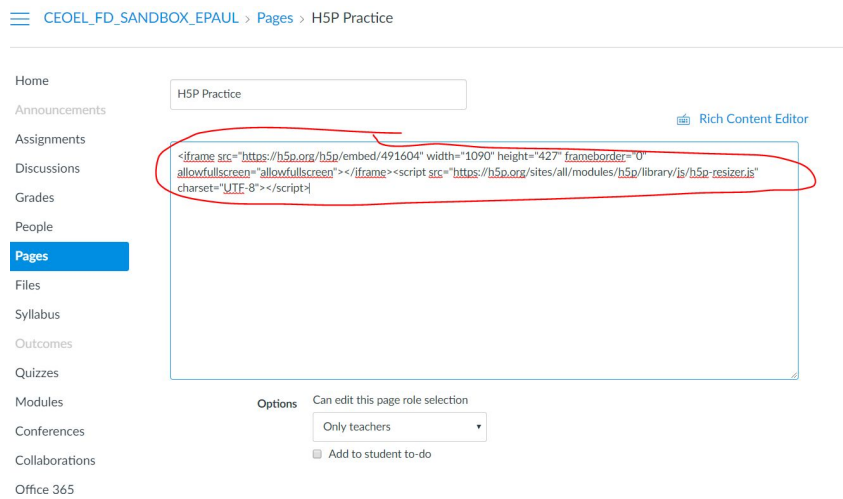
9. The following window will pop up. Copy the link.



10. Open your Canvas course and choose the page where you want to include the activity. Click on “HTML Editor” to open the pane where you will paste the link.



11. Paste the link and then scroll down and save.



12. You should then see your activity in Canvas!

