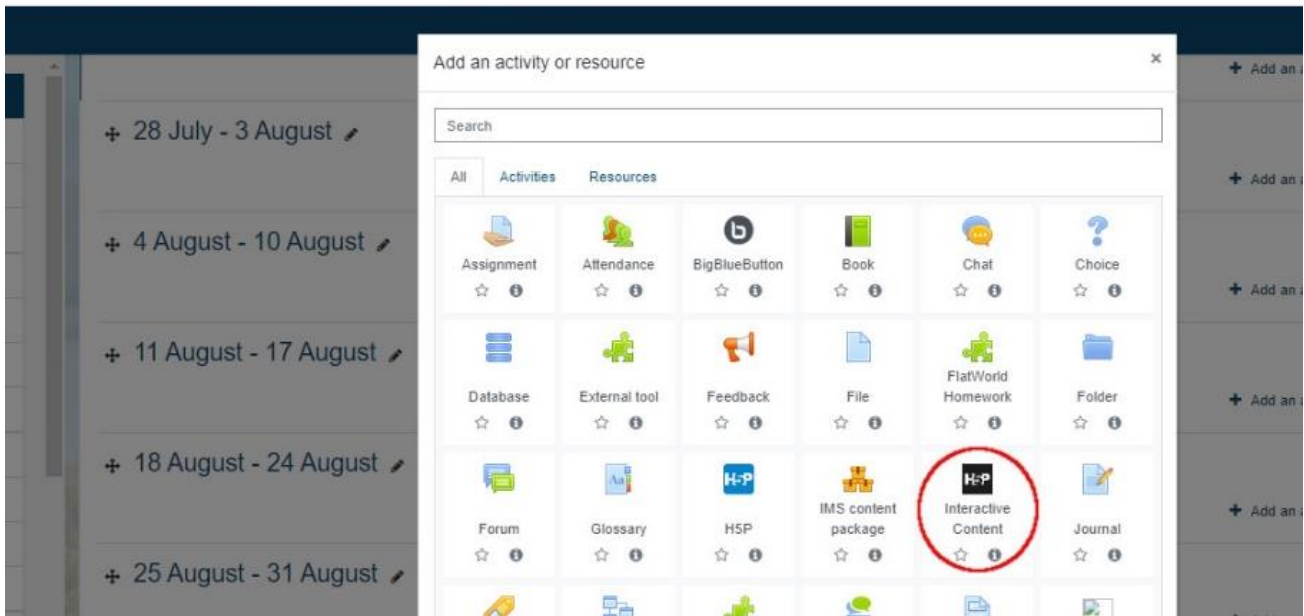## Adding H5P activities from Interactive Content plugin

1. Turn editing on. Click on Add an **Activity or Resource** on the course page.

2. Click on the **Interactive Content** icon in the Activity Chooser.


3. You can add a description of how to navigate the Interactive content that you intend to use, including what students are to do, and that they can/should repeat until they get it right.

    You'll see the menu of activities. You can click on A-Z to find an activity that you want. We'll scroll down.
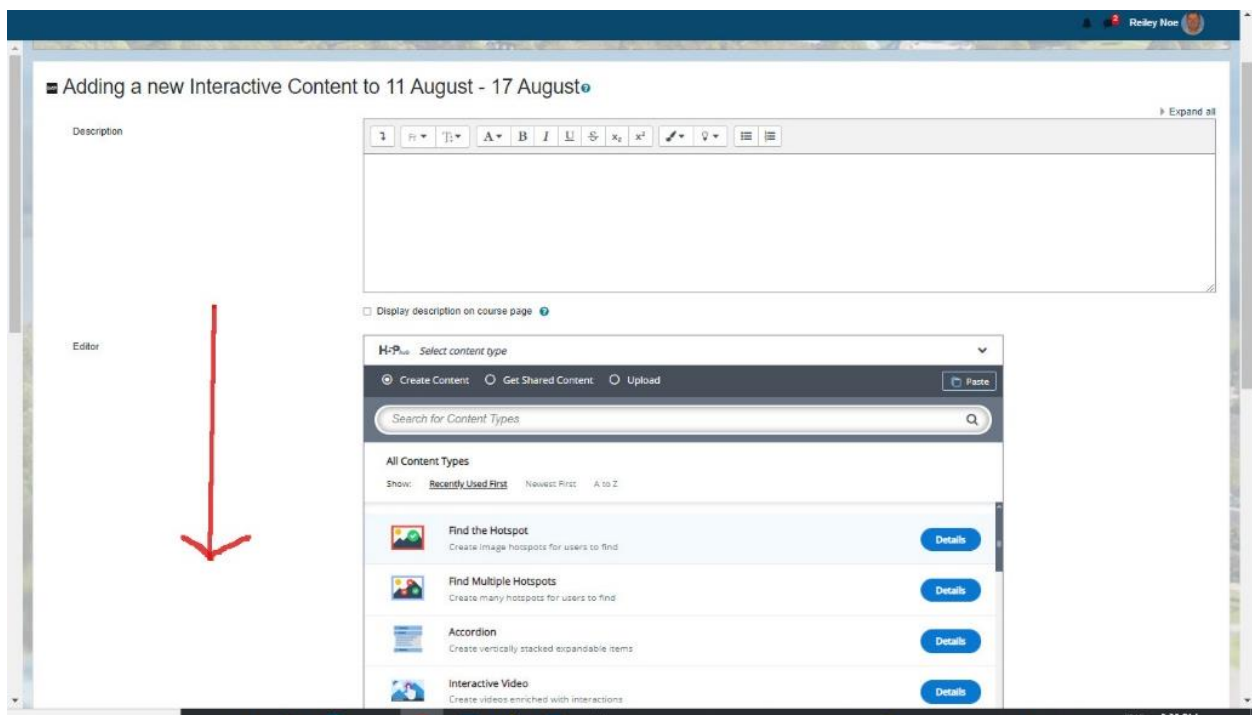
4. Notice the blue and white icons. When you first use an activity, you'll have to download it locally on your computer by clicking on the white Get button before using it.

   If you are using something that you've previously downloaded to make a new activity, you'll want to click on the blue Details button. Here as an example I'm going to look at the hotspots.
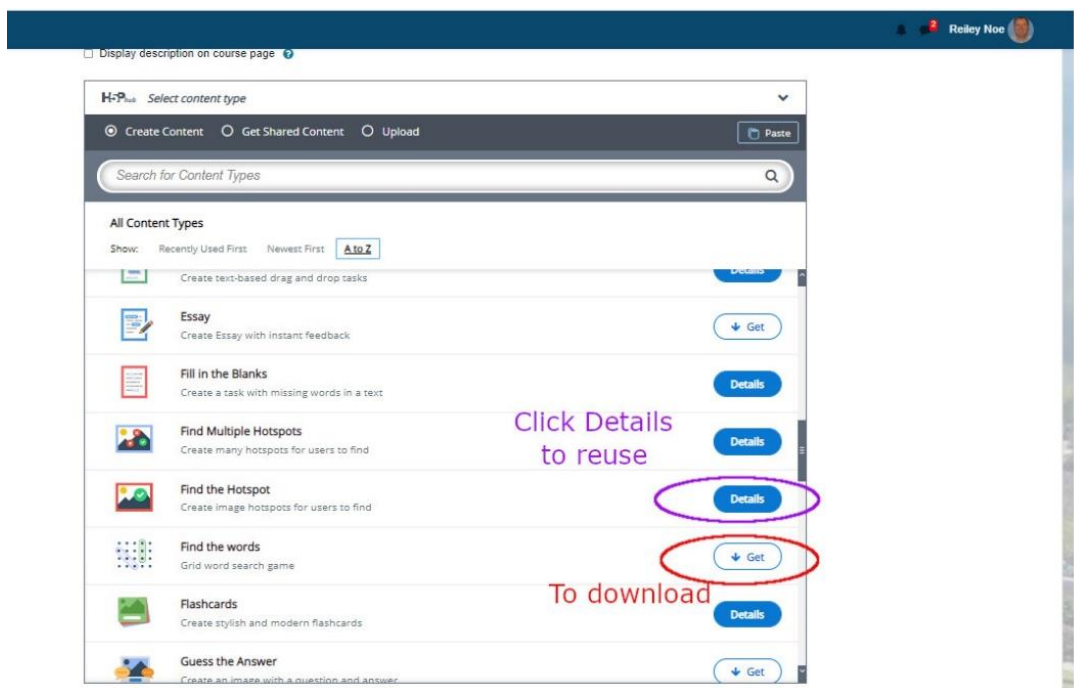

5. I'm going to use **Find the Hotspot** in this example. This activity lets you upload an image – maybe a map, or a diagram, or a chart, or an anatomical drawing – and students need to click on a specific place to identify its location. There is a **Find Multiple Hotspots** that would enable a more advanced version of this activity.

   If you use the Interactive Content icon in the activity chooser, you'll see this short description and a demo. Click on Use.
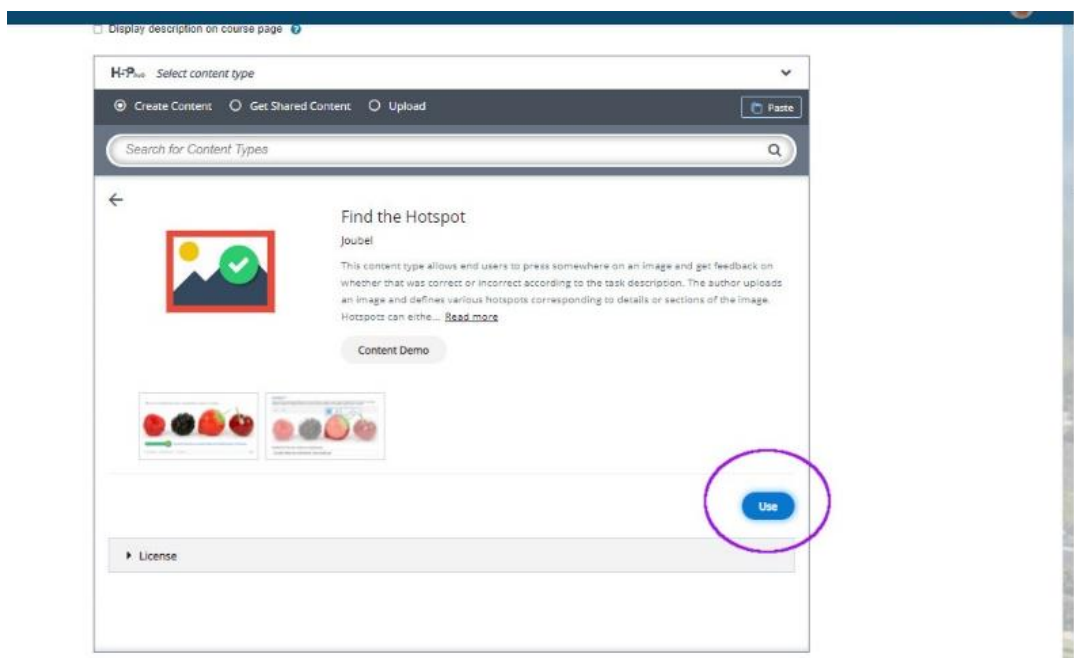
6. You'll generally see an example, and maybe a tutorial link at the top to walk you through how to create the activity. Each activity is going to have some different aspects to creating it. For the Find the Hotspot activity, I'll need to add an image.
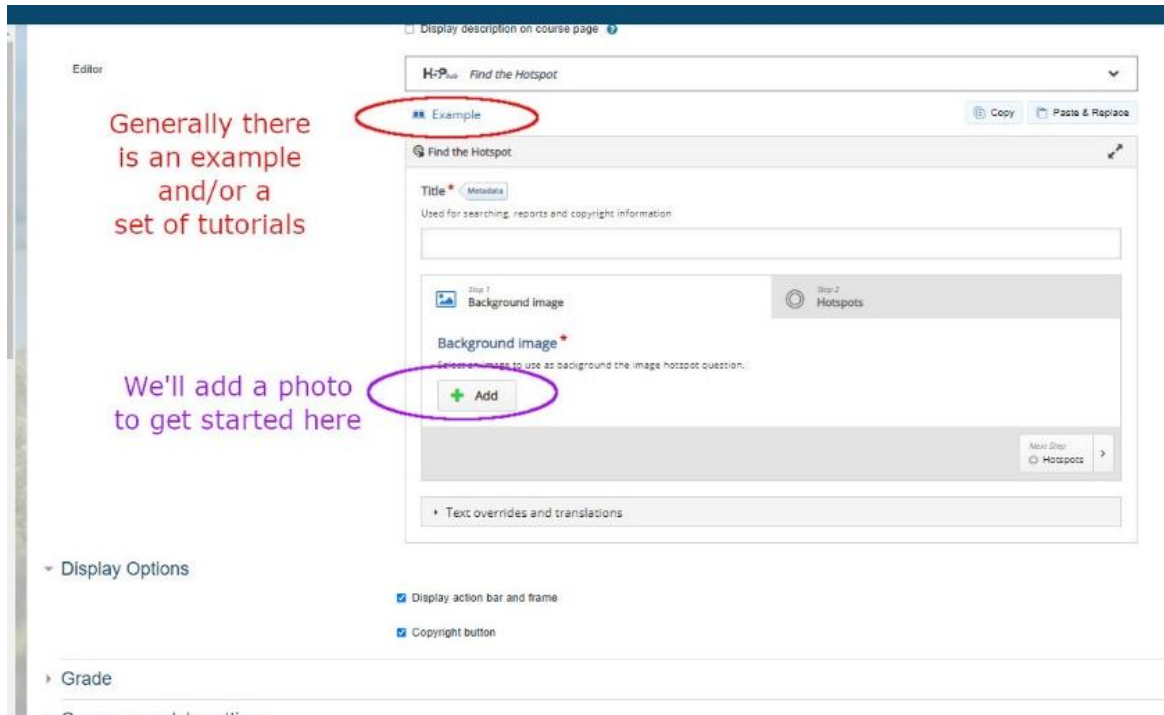

7. I'll add text for the title – here, we are going to locate the San Francisco Metro Area and Silicon Valley on a map of California. I've uploaded an image and now I'll click on the copyright information for the image.
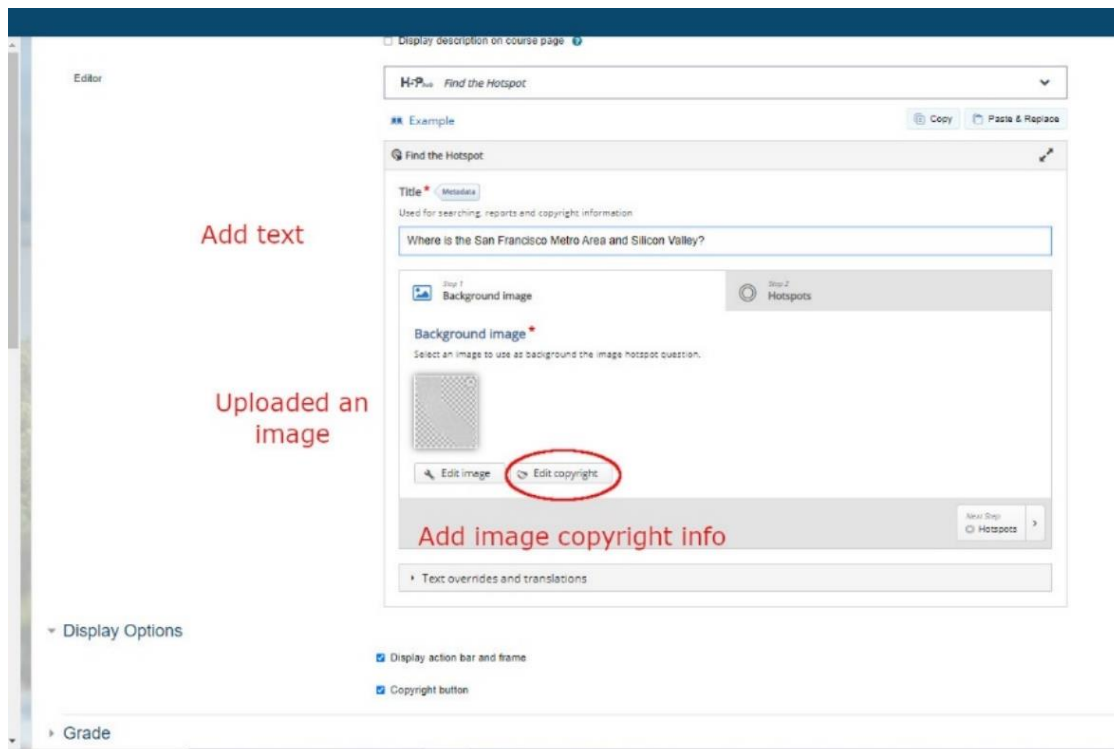
8. A popup appears with information that you can glean about the image. After you've added it in, click on the gray Hotspot's tab.
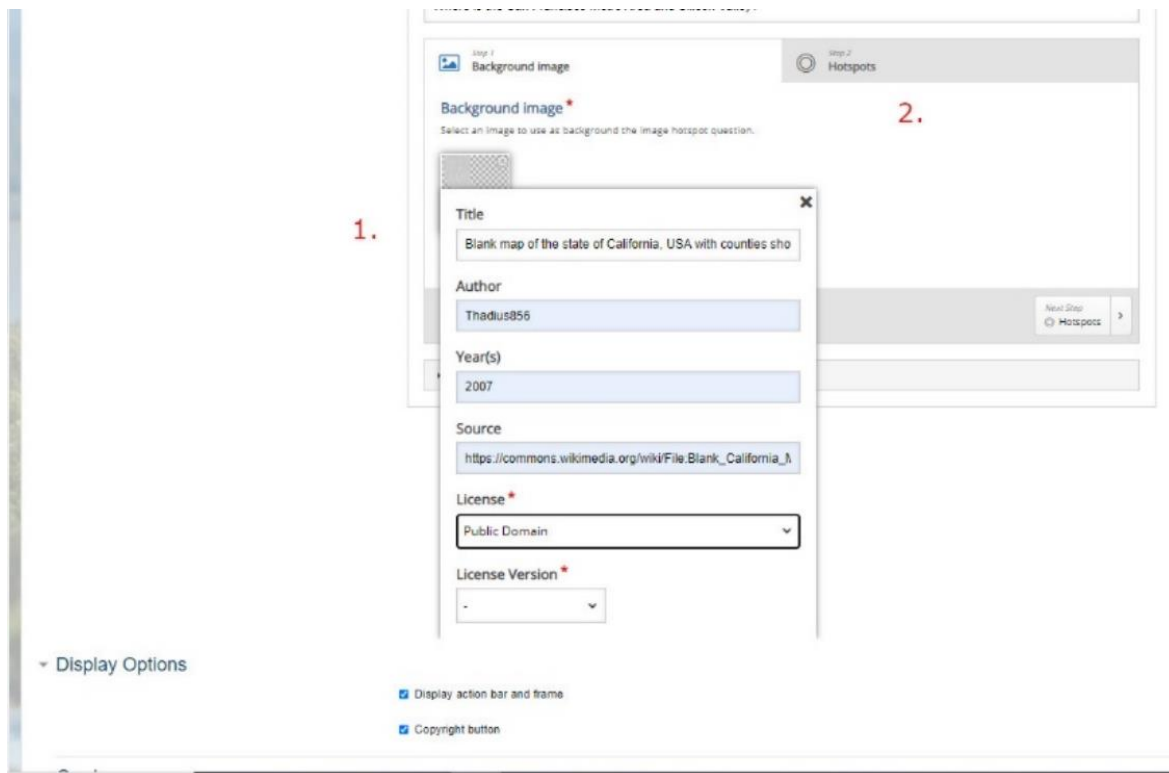

9. Add test about the task description and feedback for wrong answers to guide them to the right place. The circle and square here will let you pick out the hotspot.
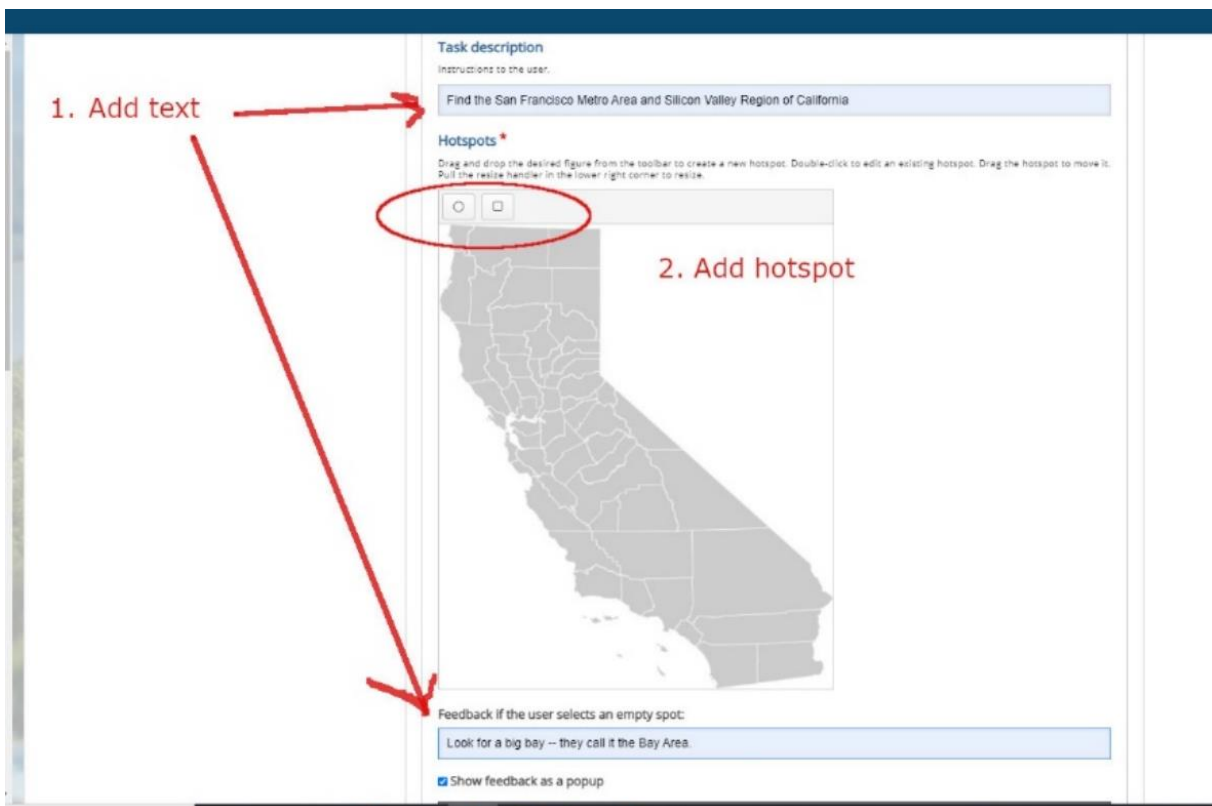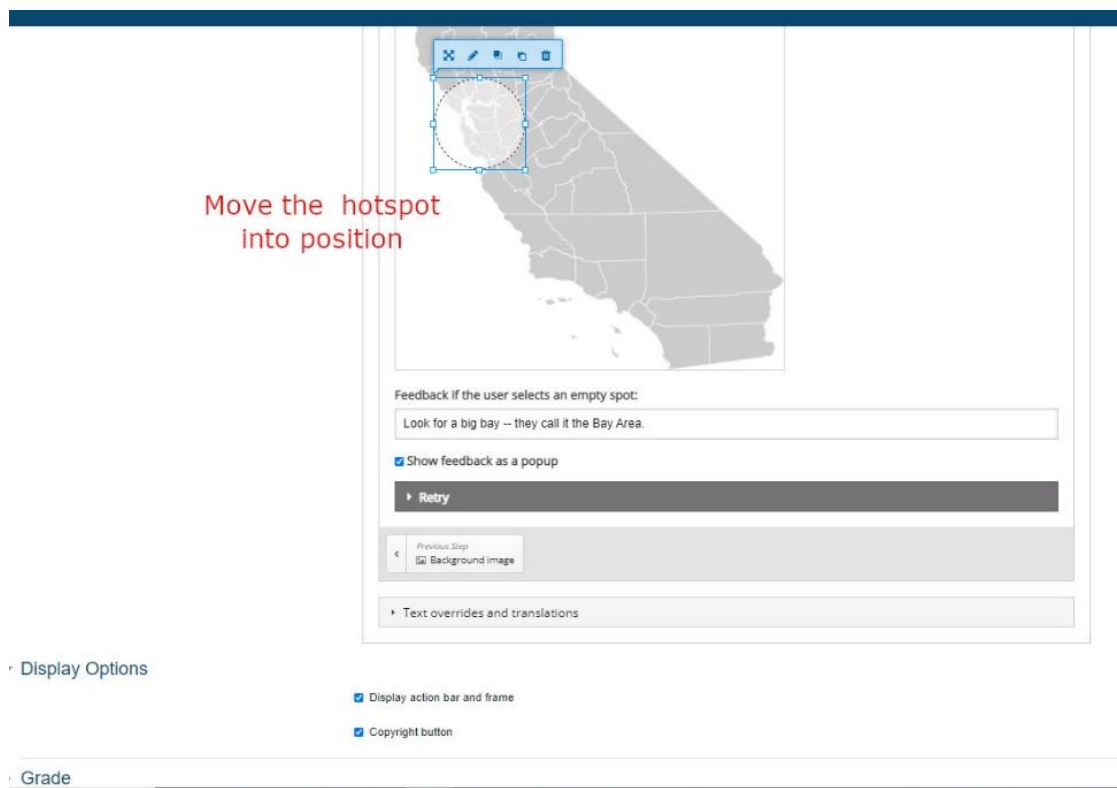
10. After I click on either the circle or square icon, this popup appears – it lets me choose whether this is a hotspot for the correct answer or not – I'm going to make it so – and some positive feedback for correct answers. Then I click done.
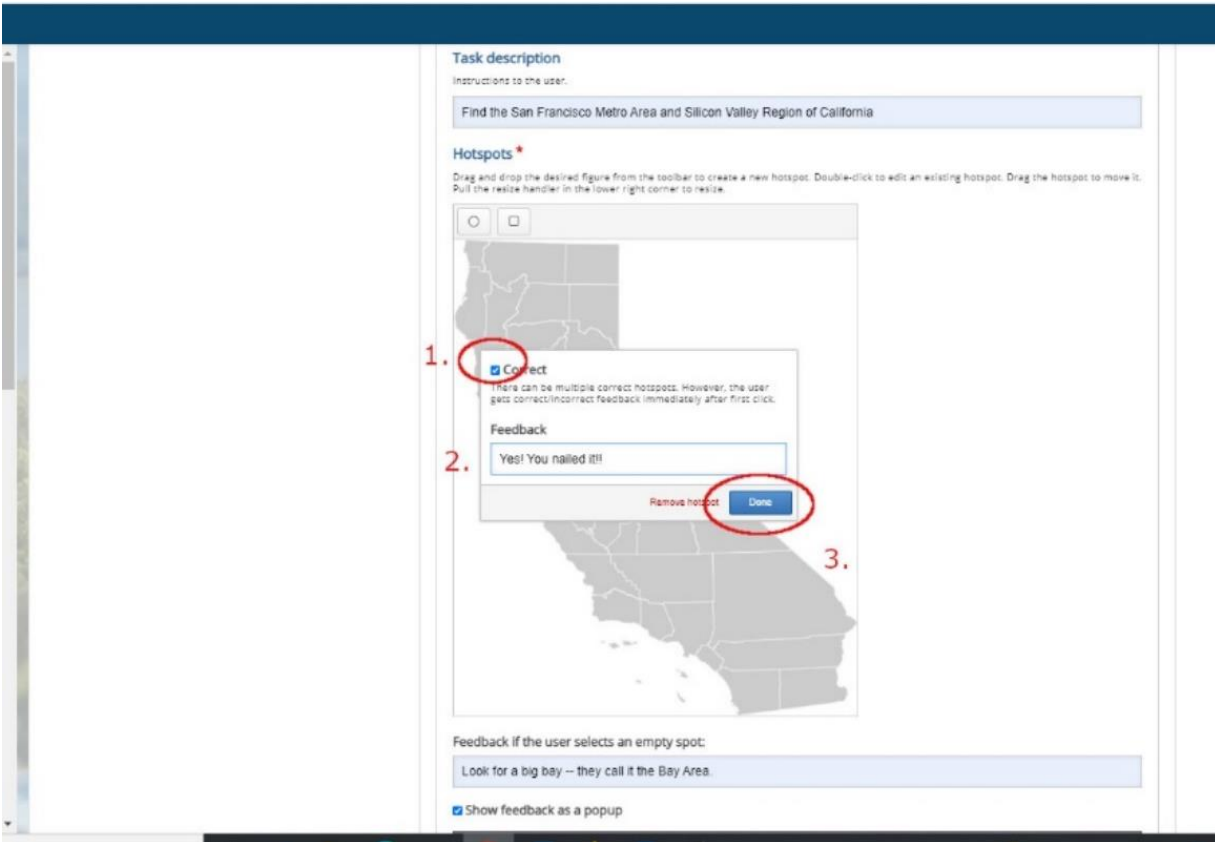
11. The hotspot appears on the screen, next, we'll move it into position for a correct answer.
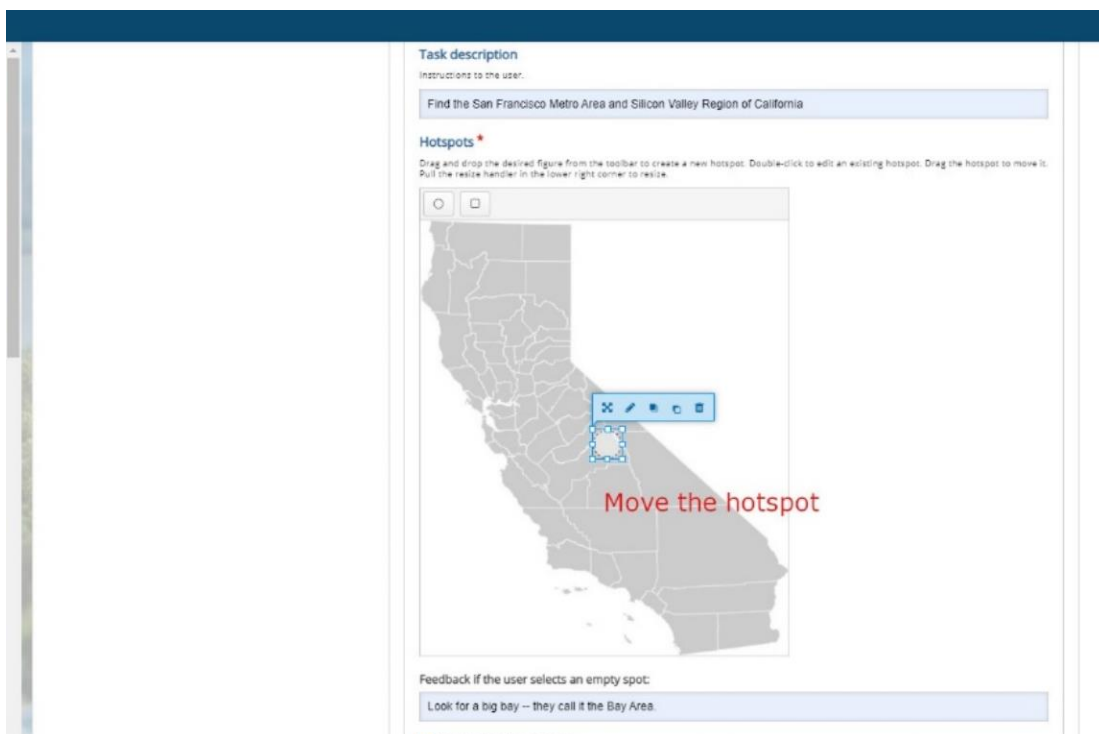
12. I've moved the hotspot into position. My aunt in Sonoma County may quibble with this exact positioning, but this works for our diabolical purposes.
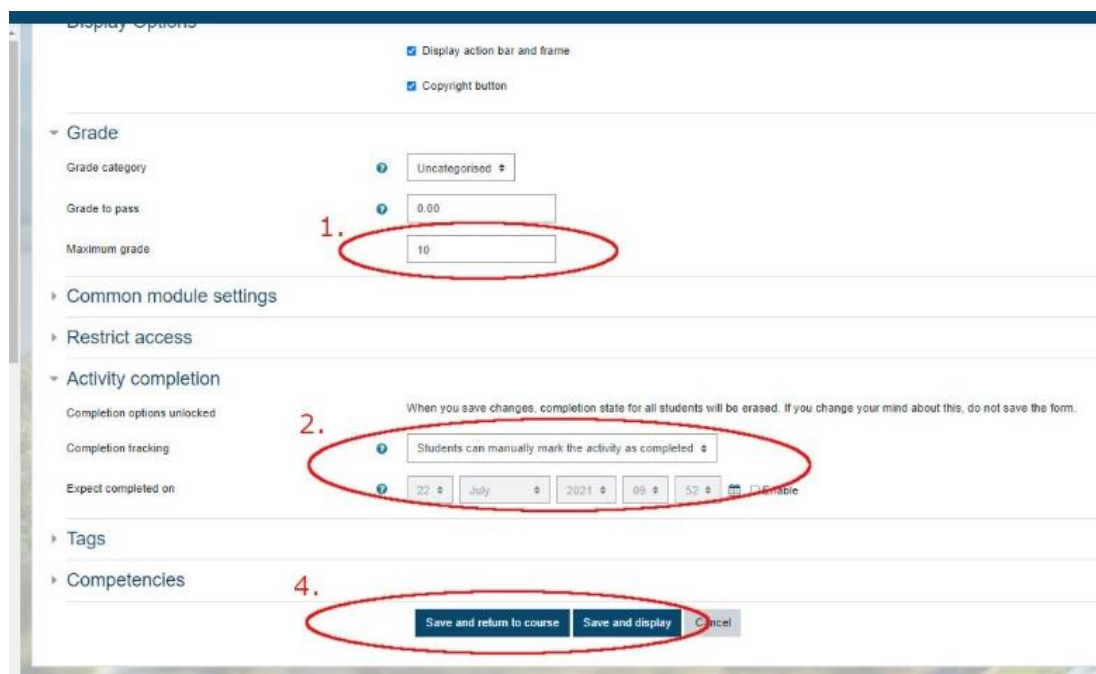
13. If you are giving points for this change the maximum points from 100 to something reasonable. You don't want to use any of the H5P activities as high-stakes grades because students can easily re-do them repeatedly until they get them correct. Giving a few points for a reinforcement activity may seem fair. We are going with 10 pts. Here.

    You can enact activity completion for this if you've enabled it for the class. Finally, you'll want to click on a blue button to save the activity.

14. This is what it looks like on the course page as a free-standing activity with activity completion. Again, you can add these H5P activities within a Moodle resource, like a book or a label. We'll look at that later.

15. Student clicks on the activity and gives it a try. Here, they click on something deep in Southern California. They can reload, look at the hint and try to find a part of California with a large bay.
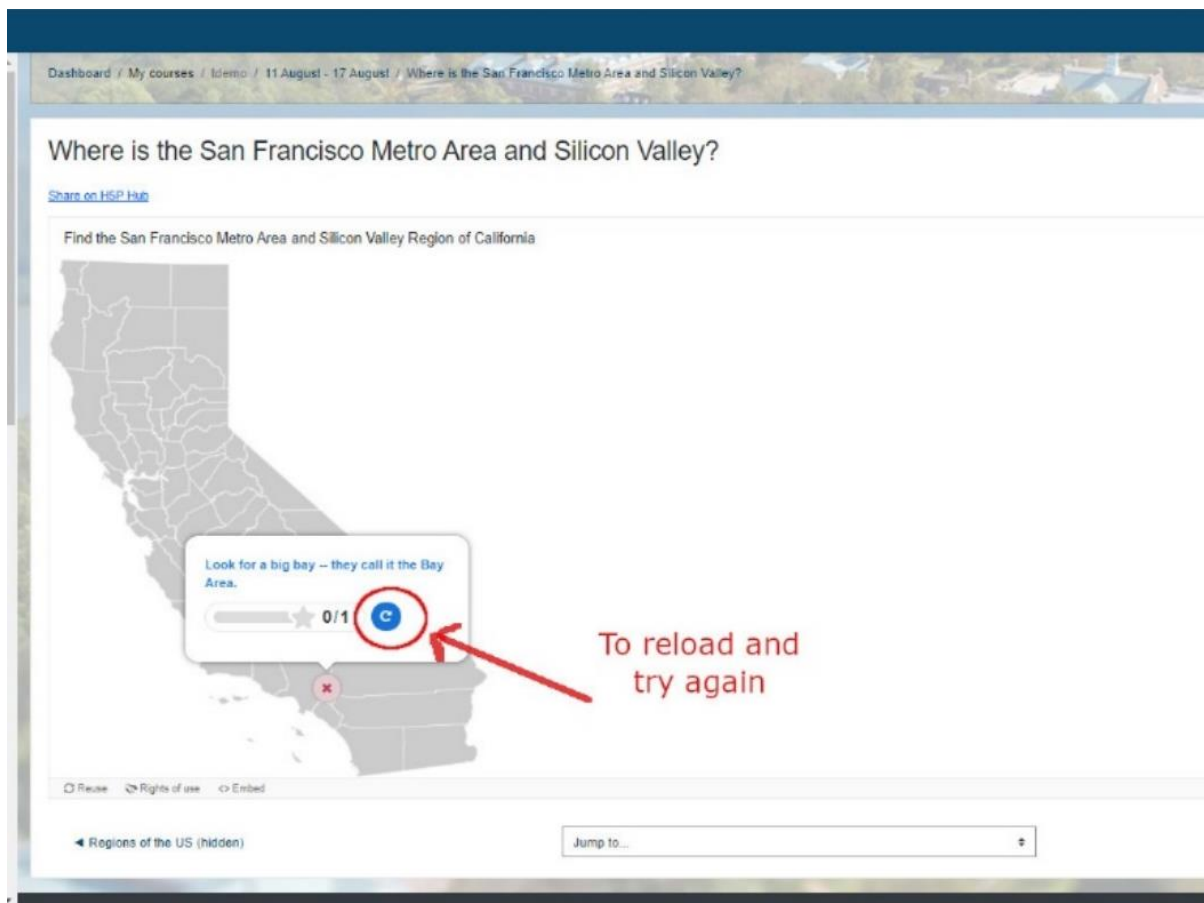
16. They got it right
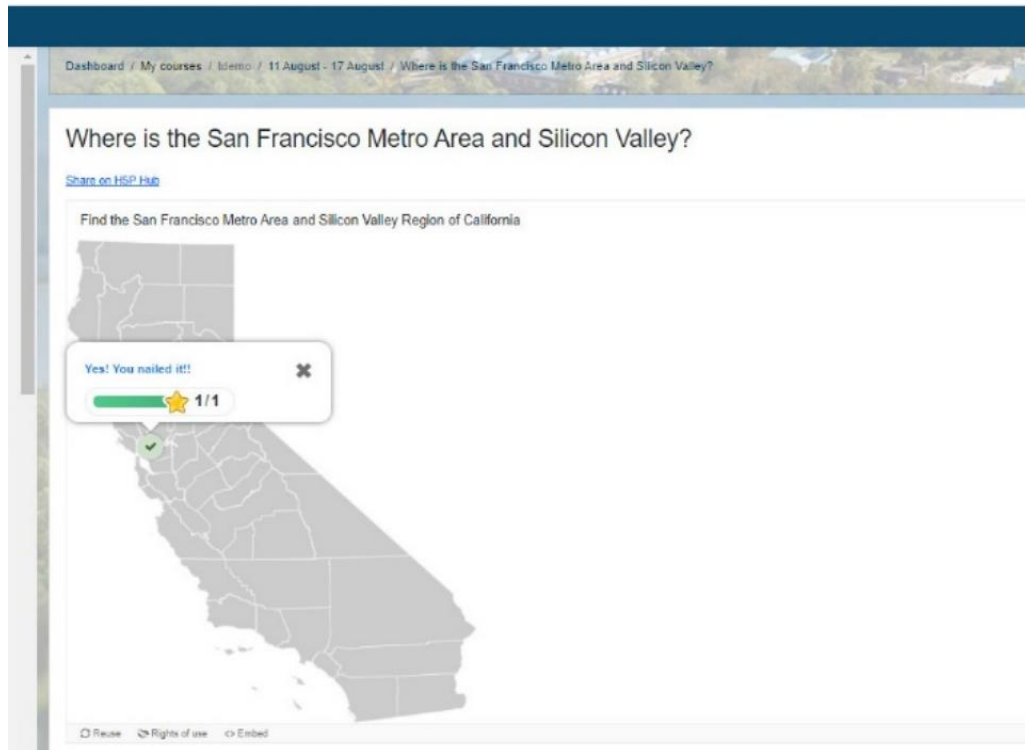
Further Information

[Examples and Downloads](#) (H5P)

[Create Interactive Content in Moodle with H5P](#) (NC State)

[H5P Complete Guide](#) (University of New South Wales)

[H5P – Moodle Docs information for Moodle 3.11](#) (Moodle)