H5P in Moodle: General guide

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What is H5P?

H5P is a unique activity in Moodle and a little hard to describe. H5P uses HTML 5 to <u>create several new interactive activities and resources</u> that you can add to your Moodle page. This might be things like interactive video, timelines, memory games, drag and drop activities, quiz-like questions, etc.

While you will add individual H5P activities to the page, there are several different individual interactive activities that you can choose from to add to your course page.

List of H5P Activities and Content

Below you'll find the current lineup of H5P individual activities with links to descriptions of each.

Accordion	Advent Calendar	Agamotto	Arithmetic Quiz	Audio Recorder
Chart	Collage	Column	Dialog Cards	Dictation
Documentation Tool	Drag & Drop	<u>Drag the words</u>	<u>Essay</u>	Fill in the Blanks
Find Multiple Hotspots	Find the Hotspot	Find the Words	<u>Flashcards</u>	Guess the Answer
Iframe Embedder	Image Hotspots	Image Juxtaposition	Image Pairing	Image sequencing
Image Slider	Impressive Presentation	Interactive Book	KewAr Code	Mark the Words
Memory Game	Multiple Choice	Personality Quiz	Questionnaire	Quiz (Question Set)
Single Choice Set	Speak the Words	Speak the Words Set	Summary	<u>Timeline</u>
True / False Question	<u>Virtual Tour</u>	Interactive Video*	<u>Course</u> <u>Presentation</u>	Branching Scenario
Advanced Fill in the Blank				

^{*}Interactive Video will be discussed in more detail a separate handout.

The H5P Cheat Sheet from the University of New South Wales also describes each activity.

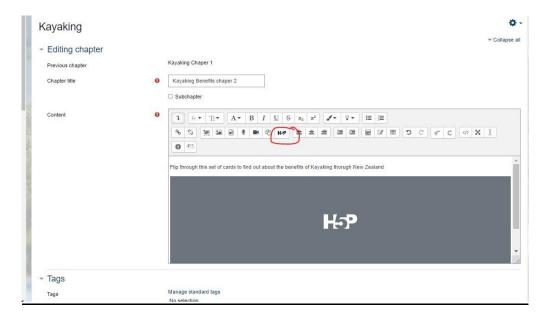
There are some very well-clear and easy to understand <u>tutorials</u> for each of the activities from the H5P website.

How to Best Use it

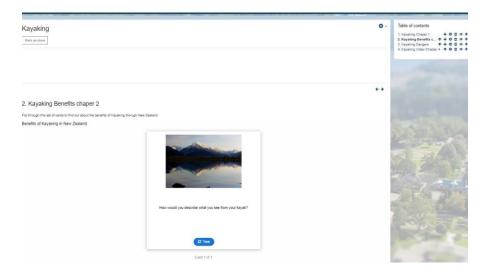
• You can add it as a free-standing activity or resource on a page. Students would click on this link and get either a map activity (top) or a multiple-choice question.



• You can add it to a Book, Page, Folder or Label resource by using the H5P key in the Atto Editor. Here is the key location in the editor from the settings for an H5P in the Settings of a Book. The gray H5P box is a placeholder for some Dialog Cards that I made – basically interactive flash cards.



Here is the Book Chapter with the H5P content added to the page. Students would flip the card for an answer.



<u>Planning</u>

Because creating H5P activities can be a bit time consuming and resource intensive for Moodle, you'll want to plan how you will use them to reinforce learning objectives for your class or unit.

Some things to consider:

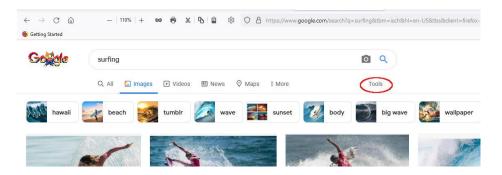
Grading – do I need or want an activity to be graded or not?

Appropriateness – What H5P activity best fits what you want your students to know or do. If you wanted to discuss a particular aspect of a graph, a geographic location or part of a diagram, consider using an image hotspot rather than something more verbally oriented.

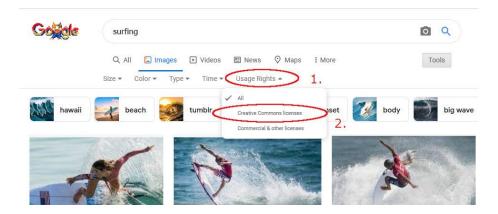
Resources – uploading Mp4 files for Interactive Video can be very resources intensive and you can easily bump up against the 500 mb upload limit with only a few minutes of embedded video. Consider linking a video from YouTube instead and adding your interactive questions within it.

Images – Finding good images can be challenging. Consider using openly licensed images from <u>Creative</u> <u>Commons Search</u> or through Google Image search

1. Click on Google Images. Type in your search terms. Click on Tools.



2. Click on Usage Rights and select Creative Commons Licenses. Then pick your photo, download it onto your computer and reuse it.



Grading and the Gradebook

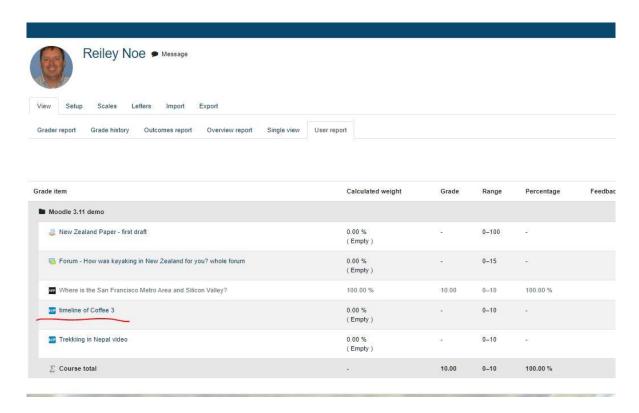
Some – but not all - H5P activities are gradable. Generally these are ones that students interact with rather than just view.

On the settings for an individual H5P activity, you can define maximum points and even make the points for an activity be automatically sent into a particular grading category within the gradebook.

H5P activities will let students re-do the activity repeatedly. Because of this, you should use them only for low stakes assignments or knowledge checks, and not for any significant assignments or give out any significant number of points for working with them.

Like other types of activities, when you create them on the course page, they will automatically appear in your Moodle Gradebook. Confusingly, this is every H5P item – whether it is graded or not.

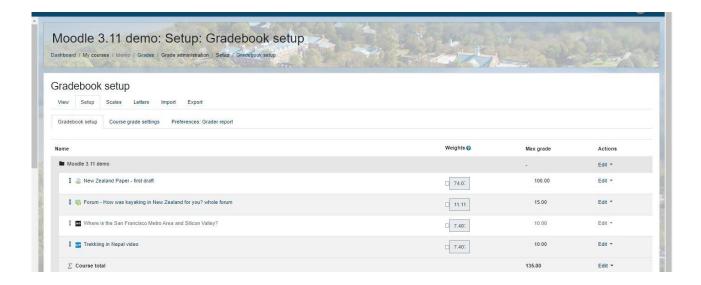
Note that the Timeline of Coffee – a timeline that is not gradable – appears in the gradebook.



You can remove it from your gradebook but keep it on your page by simply changing the Grade type from Point to None in the settings.



And it will disappear from your gradebook while staying on your course page.



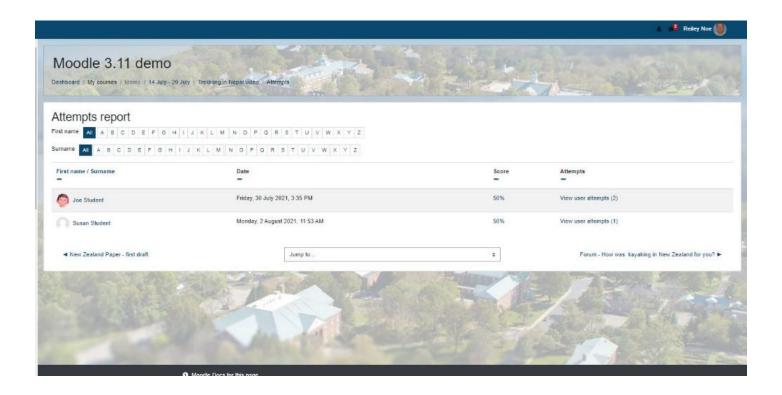
Attempt Tracking

Some H5P activities allow for attempt tracking. Attempt tracking allows the teacher (or the student) to get some details about how students interacted with a particular activity.

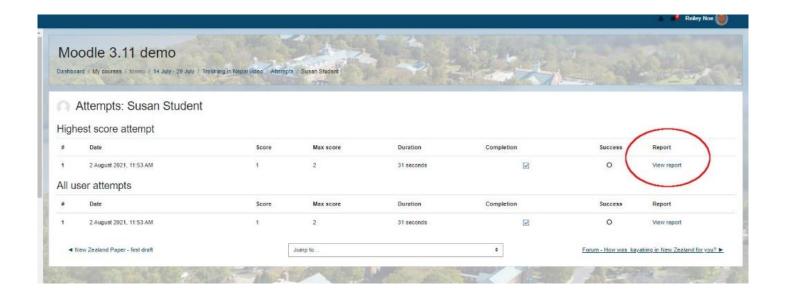
Here is what it looks like when it has been enacted. I've enabled activity tracking on some multiple-choice questions that I have embedded in this video. Note the link about viewing attempts.



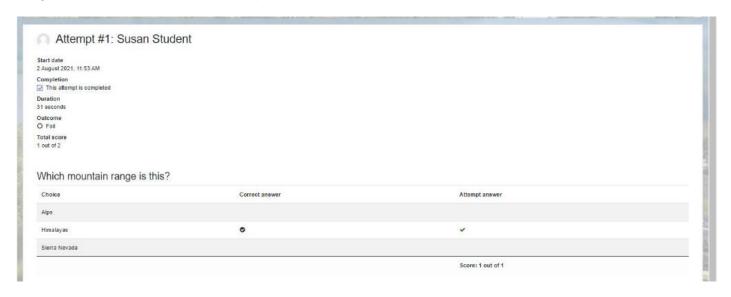
When I click on it, I get a list of people who are in the class and it lists who has viewed it with their score. Click on View attempts.



This is Susan Student's one attempt. If you want to drill down further, click on view report.

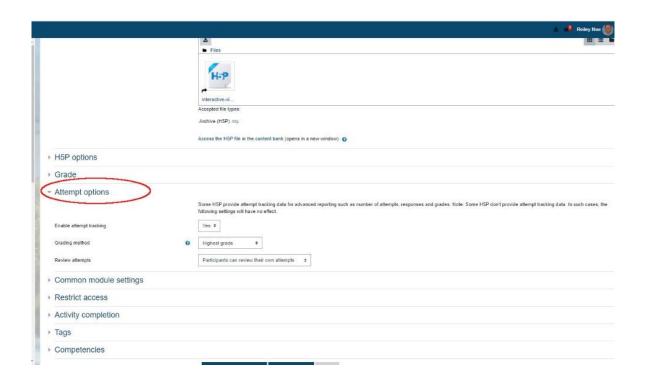


This gives the answers from the attempt.



You can set up Activity Tracking by clicking on Attempt Options.

Keep in mind that you will see this setting available both for things that allow attempt tracking and for activities that do not.



How to Add H5P Content to your Course

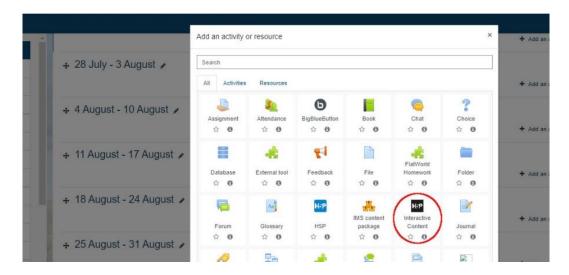
There are a couple of different ways to create and use H5P multimedia objects in your course.

- <u>Create H5P content within the Content Bank</u> for a particular course, which acts as a storage area for H5P content. Once there, they can upload them into a course.
- <u>Create H5P content using the Interactive Content icon in the Activity Chooser</u> which you can access from the Add an Activity or Resource link. There is a way to move it from the course page to the Content bank if you want.

Here is a quick example of how to create H5P content.

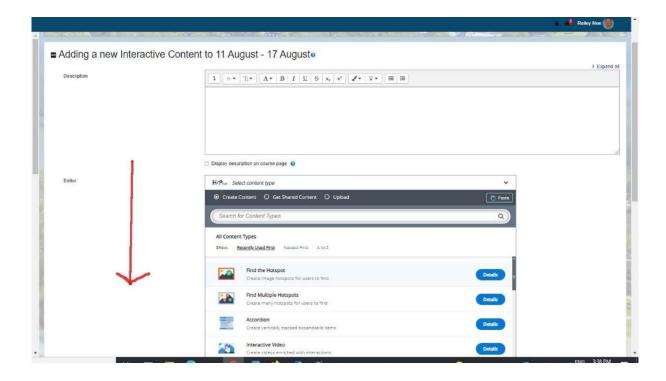
Adding H5P activities from Interactive Content plugin

- 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.



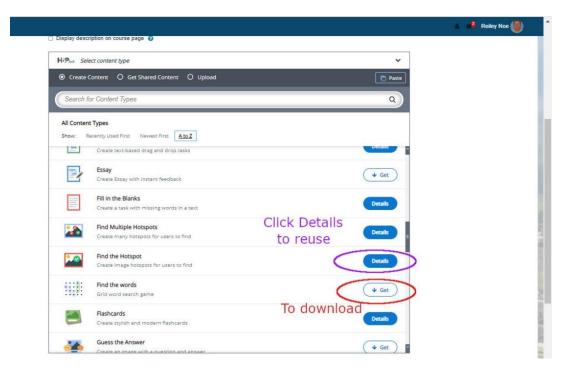
3. You can add a description of how to navigate the Interactive content that you intend to use, including what students are to do, and that they can/should repeat until they get it right.

You'll see the menu of activities. You can click on A-Z to find an activity that you want. We'll scroll down



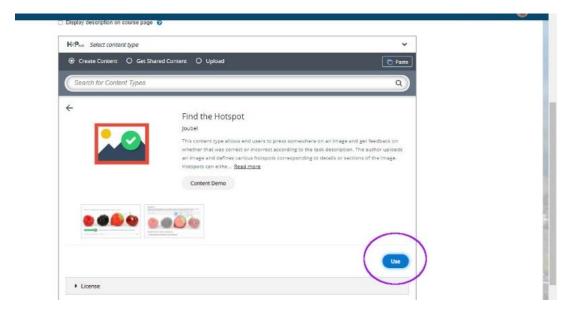
4. Notice the blue and white icons. When you first use an activity, you'll have to download it locally on your computer by clicking on the white Get button before using it.

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.



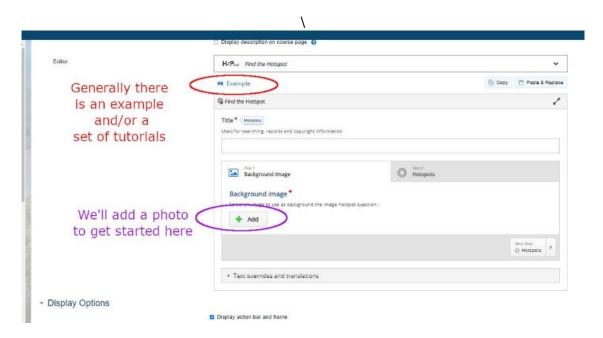
5. I'm going to use **Find the Hotspot** in this example. This activity lets you upload an image – maybe a map, or a diagram, or a chart, or an anatomical drawing – and students need to click on a specific place to identify its location. There is a **Find Multiple Hotspots** that would enable a more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

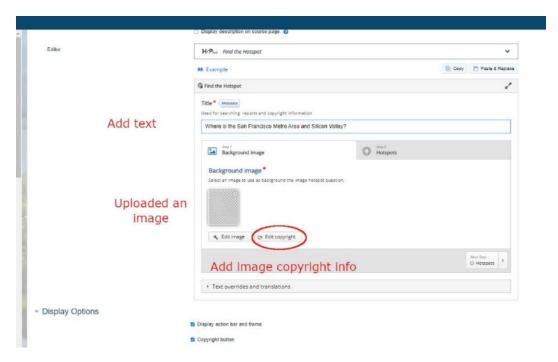


6. You'll generally see an indented area at the top that has settings particular to the type of H5p activity. They generally also have an example, and maybe a tutorial link at the top to walk you through how to create the activity. The Examples and Downloads page of the H5P website gives a good description of how to set up each individual activity.

Each activity is going to have some different aspects to creating it in this topmost indented section above Display options. For this activity we need to upload a photo, which you can do by clicking the Add area.



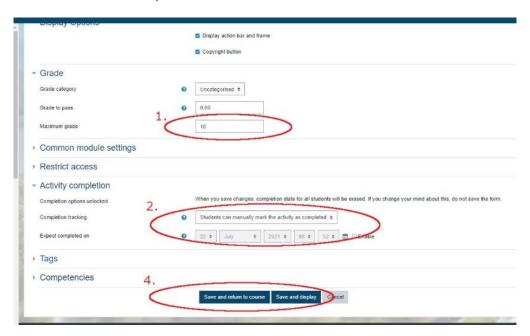
7. Work your way through the settings in the indented area before the Display options area. Generally, you need a title and for this activity, they want me to add text. I'll add text for the title – here, we are going to locate the San Francisco Metro Area and Silicon Valley on a map of California with the Find the Hotspot activity. I've uploaded an image and now I'll click on the copyright information for the image.



8. Once you've finished with the H5P settings in the topmost indented area, you'll move on to the more typical Moodle settings that you see – Grade, Common Moodle Settings, Restrict Access, Activity Completion -- and so on until you see the Save buttons.

All H5P activities will appear in the gradebook regardless of whether they are graded or not. Every H5P activity will also display grade options in the settings – even those that do not generate a grade.

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.

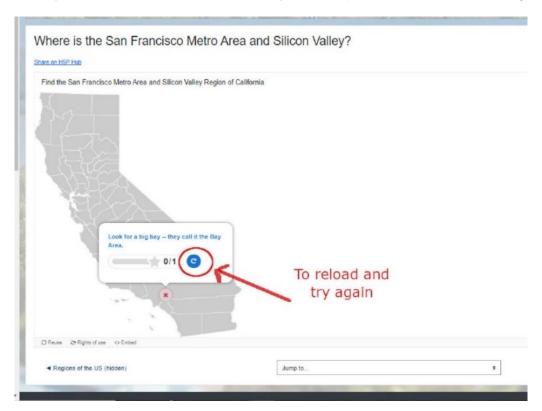


This is what our Find the Hotspot activity looks like on the course page as a free-standing activity with activity completion. Again, you can also add these H5P activities within a Moodle resource, like a book or a label.

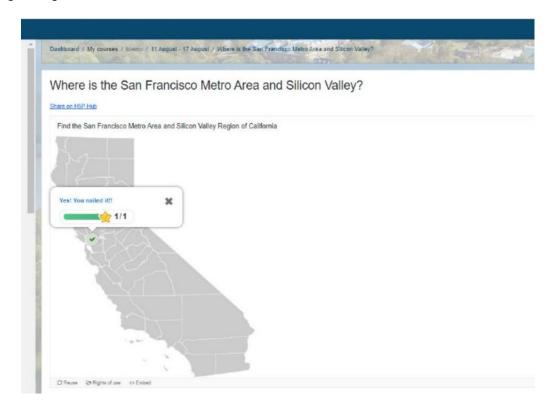


10. Our H5P activity asks the student to pick out the part of California that is the San Francisco Metro Area and Silicon valley. We have set up a hotspot on the image so that if they click on the correct area around and somewhat to the south of the San Franciciso Bay, they will get it right, but if they do not, they get some feedback and get another chance to try it again.

This 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.



11. They got it right



Avoiding bloated classes

Adding multimedia can help your classes if done thoughtfully and in the service of your learning objectives and pedagogy. Since it is available, feel free to experiment with it – that is what it is here for! You don't need some advanced training or have me teach you some secret handshake to try H5P activities on for size.

With that said, there are a few things that you might want to be aware of going forward.

H5P activities can add to the size of your class. This affects you in two ways:

- 1. There is a 500 MB maximum upload limit on things that you add to Moodle. You can't upload an item that is too large for the upload limit.
- 2. Very large classes can cause issues with the backup and restore process and make it difficult to reuse your course again.

Here are some ways to cut down on the size of your class without sacrificing functionality.

- Link to YouTube for interactive video wherever possible linking gets around the upload limit and it also allows students to view the video without adding any significant size to your course.
- If you must upload video directly into H5P, use shorter clips. With a 500 Mb limit, you will likely not be able to upload video much larger than 4-5 minutes, if that. If you want to use a larger video, contact Reiley and we'll try to work around this with our current array of tech tools.
- Ungraded tasks
 - Add these to your page and then move them either to the Content Bank and delete them from the course page or download them locally once the course ends. This will cut down on the size of the course so that you won't have a class too large to restore.
- Graded tasks
 - If you are giving some points for students who advance through H5P activities, please go ahead, and leave them on the course and in your gradebook. Consider making a category for H5P items in your gradebook to cluster them together.

If you have used several H5P activities over the course of the term, contact me after the term has ended and we'll talk through how to preserve them for later and make it so that you can re-recreate the class with the activities next time.

More Information

Examples and Downloads (H5P)

<u>Create Interactive Content in Moodle with H5P</u> (NC State)

<u>H5P Complete Guide</u> (University of New South Wales)

<u>H5P – Moodle Docs information for Moodle 3.11</u> (Moodle)