FLEXMC
UMPSA
FLEXIBLE LEARNING & MICRO-CREDENTIAL CENTER

H5P

Interactive Learning Guide for Lecturers.

Creating interactive and engaging learning experiences using H5P in Moodle



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Objective

To guide lecturers in using H5P in Moodle to create engaging interactive activities that encourage active participation, practice, and self-directed learning.

What is H5P?

H5P (HTML5 Package) is an interactive content creation tool integrated into Moodle. It allows lecturers to create engaging learning activities such as quizzes, interactive videos, presentations, games and interactive exercises directly within a course. H5P helps transform conventional learning materials into active and interactive learning experiences, allowing students to participate, practise, receive feedback and check their understanding.

H5P (HTML5 Package) is an interactive content creation tool that allows lecturers to develop engaging digital learning activities directly within Moodle.

With H5P, lecturers can transform conventional learning materials into interactive learning experiences without requiring programming or coding skills.
H5P can be used to:

- Present interactive learning content
- Create formative assessments
- Add questions inside videos
- Develop interactive presentations
- Create games and learning activities
- Provide immediate feedback
- Encourage active and self-directed learning

From Passive Learning → To Active Learning

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Why Use H5P in Teaching?

- **Interactive Learning**

  Students actively participate instead of only reading or watching content.

- **Immediate Feedback**

  Students can receive feedback immediately after answering questions.

- **Self-Paced Learning**

  Students can receive feedback immediately after answering questions.

- **Active Engagement**

  Interactive elements help maintain students' attention.

- **Formative Assessment**

  Lecturers can check students' understanding throughout the learning process.

- **Flexible Content**

  H5P supports text, images, videos, audio, quizzes and games.

Explore H5P Content Types

H5P provides different types of activities for different teaching purposes.

1 Assessment

- Multiple Choice
- True/False Question
- Single Choice Set
- Question Set
- Fill in the Blanks
- Essay
- Drag the Words

2 Interactive Multimedia

- Interactive Video
- Course Presentation
- Interactive Book
- Audio
- Image Slider

3 Visual Learning

- Image Hotspots
- Find the Hotspot
- Find Multiple Hotspots
- Image Juxtaposition
- Collage

4 Games & Practice

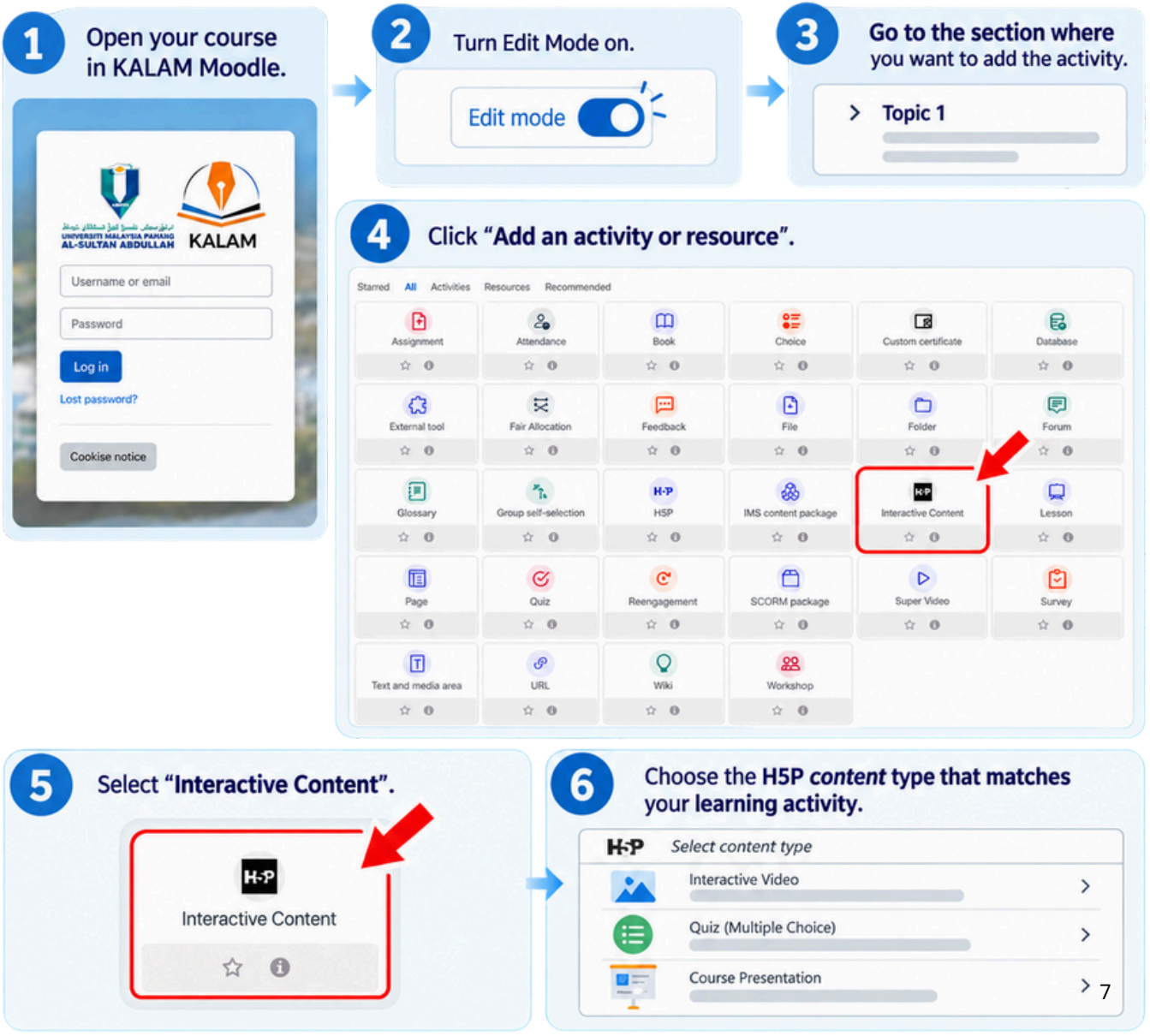
- Crossword
- Memory Game
- Find The Words
- Image Pair
- Image Sequencing

5 Advanced Activities

- Branching Scenario
- Virtual Tour (360)
- Game Map
- AR Scavenger
- Timeline


Explore
H5P
Content Type
Enjoy the Learning
Interactive Learning
Create
Play
Learn
Interact
Grow
Ideas
Skills
Opportunities
Small Interactions Big Possibilities

How to Access H5P in KALAM



1 Interactive Video

WHEN TO USE IT
Add text, images, links or questions to an existing video so learners can explore information as they watch.

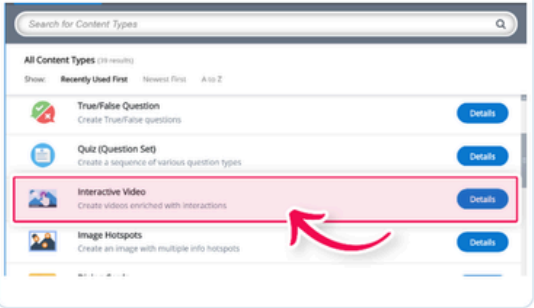
1 Choose a short clip related to your topic

This example uses a short video about redcurrants.



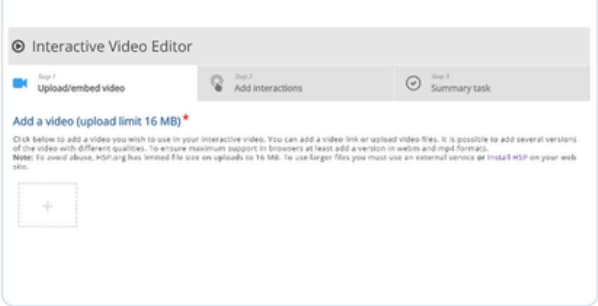
2 Choose the content type

Select New content, then choose Interactive Video from the H5P content type list.



3 Follow the editor tabs

Work through the three tabs in order: Upload video, Add interactions, then Summary task.

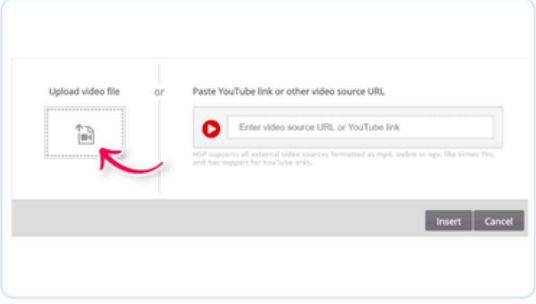


Interactive Video

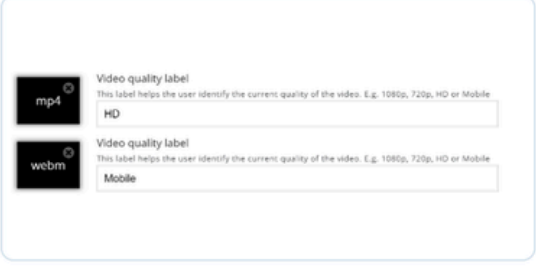
VIDEO FORMAT
MP4 works in most browsers. Adding a WebM version can improve compatibility. Use a clear quality label for each file.

4 Add your video

In Upload video, press + and select Upload video file, or paste a supported video URL.

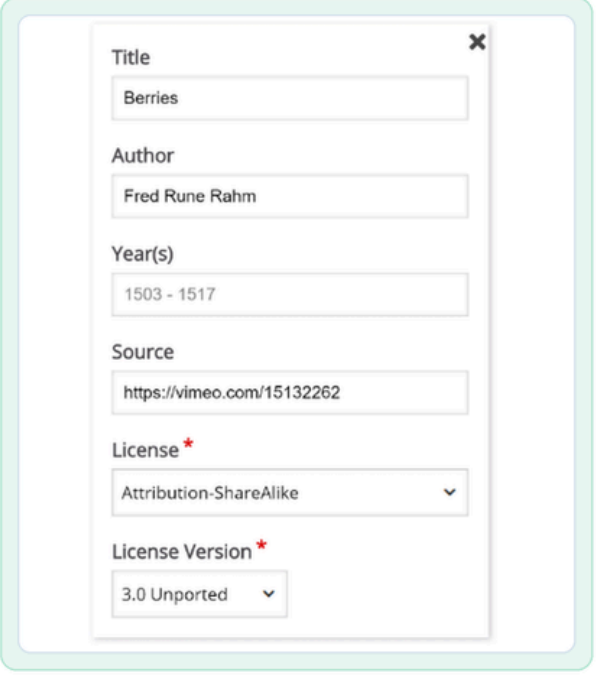


Add alternative formats with +. Label each one, for example “HD” and “Mobile”.



5 Record copyright details

For media you do not own, select Edit copyright. Enter the title, author, source, licence and licence version.



Interactive Video

INTERACTION OPTIONS

Add text, images or tables, quiz questions, or an Adaptivity (Go To) interaction. This example uses text and images.

6 Add a text interaction

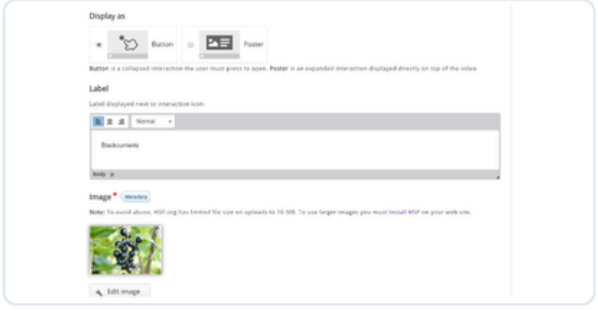
In Add interactions, drag Text from the toolbar onto the video. Set a label and display time. Example: “Redcurrants” from 0:00 to 0:03. Leave Pause unchecked if playback should continue.

TEXT INTERACTION

Write a short explanation in the Text field.

7 Add an image interaction

Drag Image onto the video. Choose Button for a compact control or Poster for an expanded image. Set its time, label and pause option.



8 Place interactions and preview

Add the second image with matching settings, move each interaction into place, then play the video to confirm timing and visibility. Add copyright details for media you use.



Interactive Video

9 Create a summary

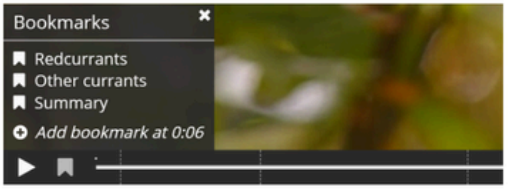
In Summary task, add an introduction and a statement group. Learners choose the statement that best reflects the video.

EXAMPLE CHOICES

- Redcurrants are native to western Europe.
- Redcurrants are native to northern Africa.
- Redcurrants are native to southern Asia.

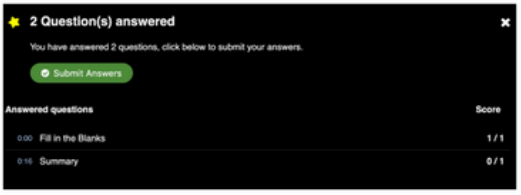
10 Add bookmarks

Move the playhead to a topic or interaction, select Bookmark and add a short label. Learners can use the bookmark menu to jump to that point.



11 Check the end screen

The end screen shows answered questions and scores. Learners can submit answers and review results.



12 Save and review

Preview the video, check interaction timing and save the H5P. After submitting answers, the learner sees a confirmation message.



2 Fill in the Blanks

Fill in the Blanks

Create text activities where learners enter missing words or expressions.

How It Works

Three quick steps:

1. **Write a sentence**
   Add the text learners will read.
2. **Mark each blank**
   Surround the missing answer with *asterisks*.
3. **Learners respond**
   They fill the blank, then select Check.

How to Mark Answers

1. Put an asterisk before and after each missing word.
2. For accepted alternatives, separate answers with a slash.
3. Example: *6/six* accepts either answer.
4. Add one or more Text blocks for the exercise.

Quick Tip

! Use a separate Text block for each sentence when it makes the exercise easier to read.

Example

Plural: *strawberries*
Color: *red*
Number: *6/six*

1 Plan the Exercise

Choose Fill in the Blanks in H5P. Prepare the sentences and decide which words learners should supply.

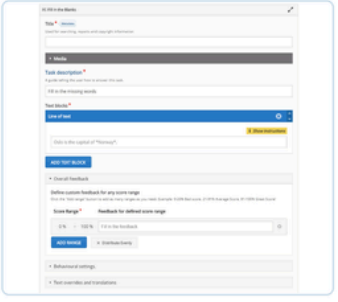


Example topic

Use short facts about strawberries, grammar and simple arithmetic. The sample has three sentences and three target answers.

2 Set Up Text Blocks

Add a Task description, then enter each sentence under Line of text. Surround the missing word with asterisks.



Alternative answers

Tom has *6/six* strawberries.

A forward slash separates the accepted answers.

3 Review, Save & Preview

Add more Text blocks as needed. Enable Try again for repeat attempts; turn off Case sensitive to accept capitalization variants. Save the activity and preview it.



Final settings

Enable Try again for repeat attempts. Turn off Case sensitive to accept capitalization variants. Save and display, then test the exercise as a learner.

3 True/False Question

True/False Question
lets learners decide whether a statement is true or false.

Add a clear statement, choose the correct answer, and provide feedback to support learning.

You Can Add

- A True/False statement
- Correct answer selection
- Feedback for right or wrong answers
- Retry and Show Solution buttons

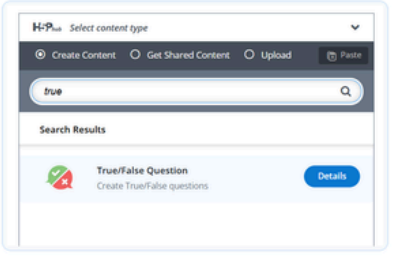
How to Create

1. Select True/False Question
2. Enter a title and statement
3. Choose the correct answer
4. Set feedback and behaviour options
5. Save and preview the activity

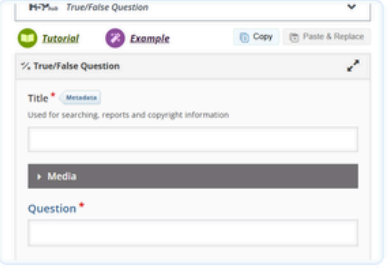
Learning Flow

Read the statement → Choose True or False → Check the answer → View the feedback → Try again or continue

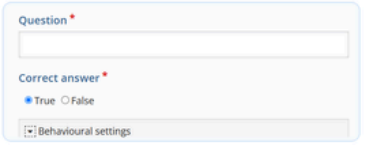
1 Step 1: Choose the content type



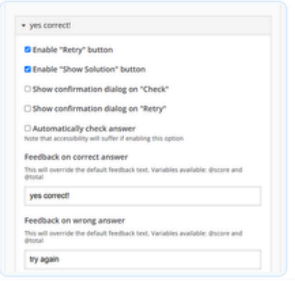
2 Step 2: Enter the title and question



3 Step 3: Select the correct answer



4 Step 4: Add feedback and settings



Need several True/False questions in one activity? Choose Question Set and add each statement as a separate question.

4 Crossword

Crossword Overview

H5P Crossword lets you create an interactive word puzzle using clues and answers.

How It Works

Build a puzzle in three simple parts:

1. **Add answers**
   Create a list of words for your topic.
2. **Write clues**
   Give each answer a clear clue.
3. **Solve the grid**
   Learners use Across and Down clues.

How to Add a Word

1. Click + ADD WORD below the words list.
2. Type a clue in the Clue field.
3. Type the matching word in Answer.
4. Repeat to add more words and clues.
5. Extra clue and Fix word on grid are optional.

Quick Tip

Use short, clear clues and check that every answer matches its clue.

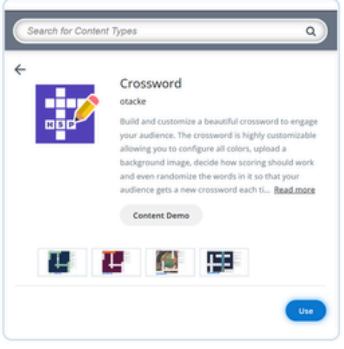
Example

Example

Clue: Opposite of hot
Answer: COLD

1 Select Crossword

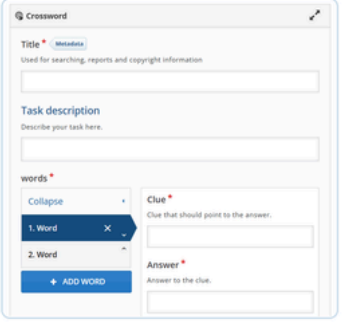
Search for “Crossword” in the H5P content types, open it and click Use.



Choose the Crossword content type, then select Use to open the editor.

2 Set Up the Activity

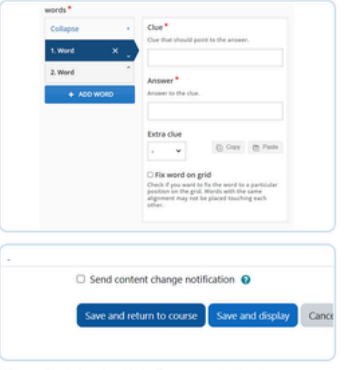
Add a Title and Task description. Then go to the words section to start building your puzzle.



Give the activity a helpful title and explain what learners should do.

3 Add Clues, Answers & Save

Enter a clue and its answer for each word. Select + ADD WORD to continue.



When finished, click Save and display. Preview the grid and test Check, Show solution and Retry.

5 Drag the words

Drag the Words



Create a text-based activity where learners drag missing words into the correct places.

How It Works

Three simple steps:

1. **Write a sentence**
   Type the activity text.
2. **Mark the answers**
   Surround each missing word with *asterisks*.
3. **Learners drag words**
   The marked words become draggable choices.

How to Build the Text

1. Type a sentence or short passage in the Text field.
2. Add an asterisk before and after each word learners must drag.
3. Use a separate sentence or line for each answer if helpful.
4. Add distractors, tips or feedback as optional extras.

Quick Tip

! Place *asterisks* around only the words or phrases you want learners to drag.

Example

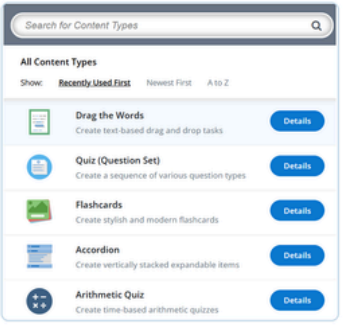
Blueberries are *blue*.

Asterisks turn a word into a draggable choice.



1 Choose the Content Type

In the H5P content types list, open Drag the Words. Select Details, then click Use on its content page.



Plan your exercise

Choose a topic, write the prompt and decide which words will be draggable.

2 Enter the Activity Text

Add a Title and Task description. In the Text field, type your passage and mark each answer with asterisks.



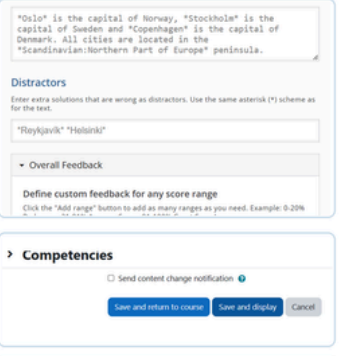
Text example

Blueberries are *blue*.
Strawberries are *red*.
Cloudberries are *orange*.

Asterisks mark the words that become draggable answers.

3 Add Options, Save & Preview

Optional: add distractors, tips (:tip_text), answer feedback (\+correct_feedback / \-incorrect_feedback) and Overall Feedback. Then click Save and display.



Preview as a learner. Check the draggable answers and use Check to review the result.

6 Flash Card

Flashcards Overview



Use picture prompts to help learners recall words, names, expressions or facts.

How It Works

Each card works like this:

1. **See a picture**
   The image is the prompt.
2. **Type an answer**
   Learners recall and enter the word.
3. **Check & continue**
   Review the answer and go to the next card.

Plan Your Card Set

1. Choose a topic and prepare a set of related prompts.
2. Select one clear picture for each card.
3. Write the matching answer for every picture.
4. Add optional question text or a tip to guide learners.

Quick Tip

! H5P Flashcards use pictures as prompts. For text-only prompts, choose Dialog Cards. Use pictures with similar dimensions.

Example Set

Strawberry → Fresa
Blackberry → Mora
Raspberry → Frambuesa



1 Choose a Topic

In H5P, select Flashcards and click Use. Choose a topic and prepare the picture prompts and correct answers.



Example: Spanish berry names

Strawberry — Fresa Blackberry — Mora
Raspberry — Frambuesa

2 Complete the Card Fields

Enter a Task description. For each card, add an Answer and Image. Question text and Tip are optional.

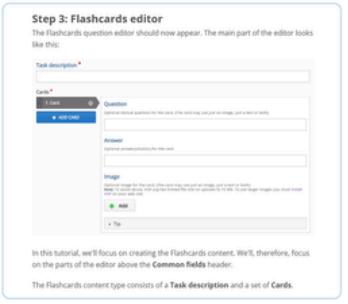
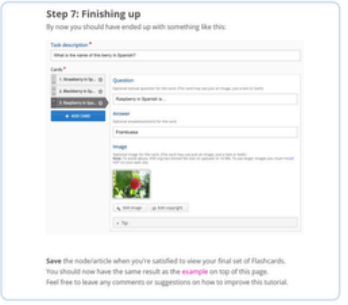


Image reminder

Upload a suitable picture. Use Edit copyright to record its license information.

3 Add Cards, Save & Preview

Select + ADD CARD for each new card. Reorder cards with the arrow controls or remove one with X. When the set is ready, save the activity.



Preview as a learner. Check that each picture, question and answer works as intended.

7 Multiple Choice Question



Multiple Choice

Use one or more correct options to assess a learner's understanding of a focused topic.

When to Use It

Multiple Choice questions work well for testing clear, well-defined skills. Give learners immediate feedback so they can check their understanding.

ONE OR MULTIPLE ANSWERS

H5P can accept a single correct option or several correct options in one question.

Tutorial Topic

BLACKCURRANTS

A shrub, Ribes nigrum, that produces small, very dark purple, edible berries.

QUESTION IDEA

Ask about the berry's color, then offer one correct and two incorrect options.

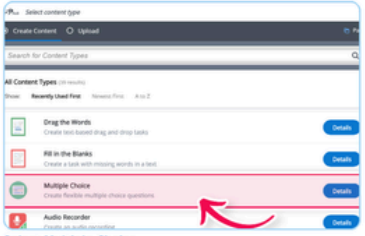
QUICK TIP Keep the prompt focused. A learner should be able to understand exactly what the question is asking.

MEDIA NOTE

Use a relevant image or video and add clear alternative text for images.

1 Choose the content type

In your course, select New content and choose Multiple Choice from the list.



Select Multiple Choice

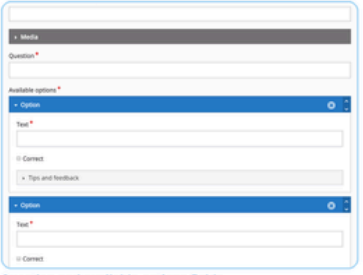
START HERE

The editor opens with a required Question field and two answer options. You can add more options later.

Enter a short title for searching and reporting.

2 Add a question

Write a clear question related to your topic. You can add optional image or video media above it.



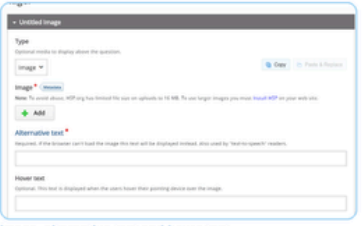
Question and available options fields

EXAMPLE TOPIC

Blackcurrants are small, very dark purple berries. Use the passage to create a question about the berry.

3 Add image or video

Under Media, choose Image or Video. For an image, upload the file and complete the required Alternative text field.



Image, alternative text and hover text

ACCESSIBILITY + CREDIT

Alternative text is required and helps if the image cannot load or a learner uses a screen reader. Hover text is optional. Add appropriate copyright details for media you do not own.

Multiple Choice Question

Answer options

Add the choices learners can select. Mark every correct answer.

Choose the Behaviour

1. **Automatic**
   H5P selects the display style.
2. **Multiple Choice**
   Checkboxes allow more than one correct answer.
3. **Single Choice**
   Radio buttons allow one correct answer.

Feedback & Finish

Use option-level feedback to explain why a choice is correct or incorrect. Add a tip if it helps learners before they answer.

TRY AGAIN

Leave Enable try again checked so learners can attempt the question more than once.

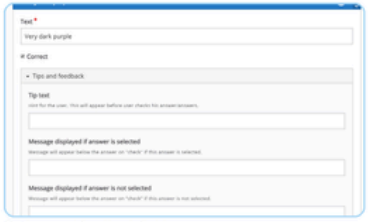
QUICK TIP Review each option's Correct checkbox. Do not mark distractors as correct.

BLACKCURRANT EXAMPLE

Very dark purple ✓ • Dark blue • Black

4 Add answer options

Enter an answer in each Option. Select Correct for the right answer and leave it unchecked for distractors.



Options and feedback fields

EXAMPLE ANSWERS

Very dark purple • CORRECT

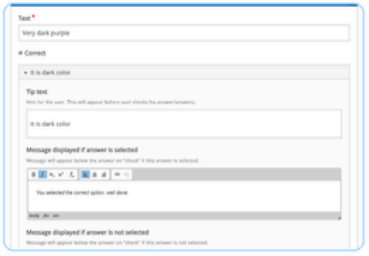
Dark blue • incorrect

Black • incorrect

Use Add option to include more answers. You can reorder options in the editor.

5 Set behaviour + feedback

Choose Automatic, Multiple Choice (checkboxes), or Single Choice (radio buttons) under Behavioral Settings.



Option-level feedback settings

ADD FEEDBACK (OPTIONAL)

For each option, you may add a tip, a message shown when selected, and a message shown when not selected.

6 Try again and save

At the bottom of the editor, leave Enable try again checked. Save the node/article to view the finished question.



Enable retry, then save the activity

FINAL CHECK

Preview the learner view. Check the prompt, correct answer, feedback messages and retry setting, then save.

8 Arithmetic Quiz



Arithmetic Quiz

Quickly create practice questions for basic arithmetic operations or linear equations.

How It Works

1. **Choose a quiz type**
   Arithmetic Operations or Linear Equations.
2. **Set the level**
   Select an operation or equation difficulty.
3. **Choose quantity**
   Set how many generated questions to include.

Available Settings

ARITHMETIC OPERATIONS

Addition • Subtraction • Multiplication • Division

LINEAR EQUATIONS

Basic • Intermediate • Advanced

Optional: enable fractions in equations.

Choose 10 questions for this example.

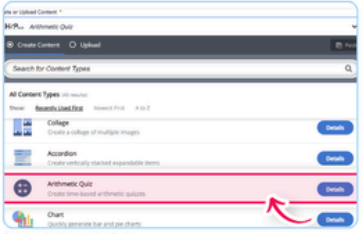
QUICK TIP The tool generates questions for you. For questions you write yourself, use content types such as Fill in the Blanks or Drag the Words.

EXAMPLE SETUP

Arithmetic Operations Quiz • Addition • 10 questions

1 Create the activity

In Moodle, select New content, then choose Arithmetic Quiz from the content type list.



Select Arithmetic Quiz

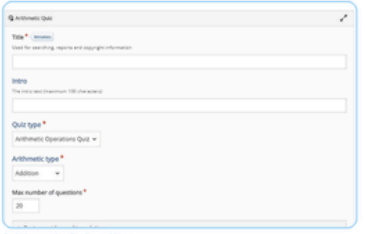
STEP 1

Start with the topic. This example creates a quiz to practise Addition.

The editor opens with the required quiz settings.

2 Add title and intro

Enter a required Title for searching and reports. Add an optional Intro with brief instructions (maximum 100 characters).



Arithmetic Quiz editor

STEP 2

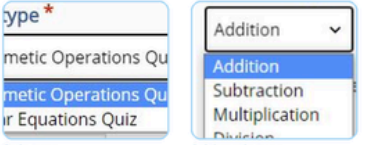
Example intro: “Solve these addition quizzes as fast as you can!”

STEP 3

Choose Arithmetic Operations Quiz or Linear Equations Quiz.

3 Choose settings and save

For Arithmetic Operations, select Addition, Subtraction, Multiplication or Division. For Linear Equations, select Basic, Intermediate or Advanced.



Quiz type | Arithmetic type



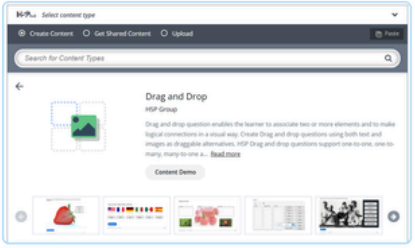
Set the question count

STEP 4 • FINISH

Set Max number of questions to 10. For linear equations, choose a difficulty and optionally enable fractions. Save the node/article to view the finished quiz.

9 Drag and Drop

When to use Drag and Drop



H5P Drag and Drop overview

A VISUAL MATCHING TASK

Learners drag text or images onto a picture to make a logical association.

- Use dropzones as target areas on the background.
- Add text or image labels as draggable items.
- A task can have one or more correct matches.

1 Choose a topic

Step 1: Topic

Let's say you have a text about Strawberries that you want to create a Drag and drop question about. The example text below is pasted from Wiktionary:

Strawberry

The juicy, usually red, edible fruit of certain plants of the genus Fragaria.

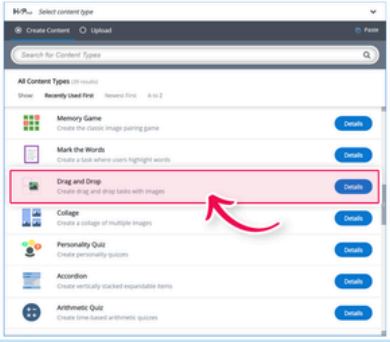
Example: ask learners to match a strawberry with its genus. The correct genus is Fragaria; Vaccinium and Rubus are distractors.

2 Create a Drag and Drop question

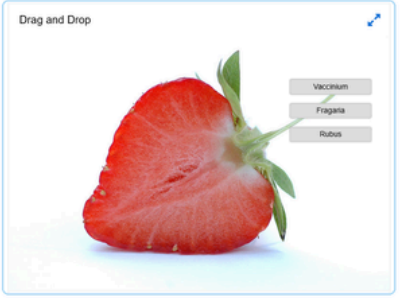
In Moodle, choose New content, then select Drag and Drop from the content type list.

Step 2: Create Drag and drop question

Select the **New content** option and choose **Drag and Drop** from the list of Content types:



Choose the highlighted Drag and Drop content type



Preview of the strawberry task

Example task

Drag the correct genus name onto the strawberry.

Drag and Drop

3 Open the editor

Enter a title such as "Strawberry genus". The editor has two views: Settings and Task. Start in Settings.



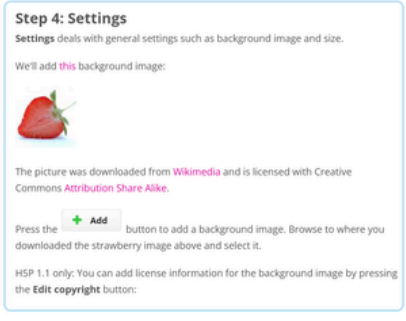
Settings tab and task size

Settings and Task

Use the tabs to move between general settings and the task canvas.

The title is used for searching and reports.

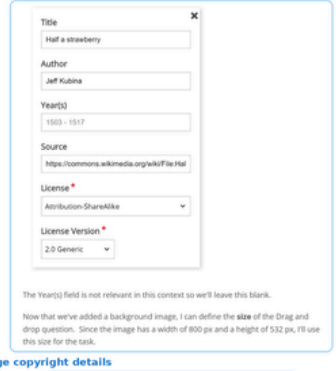
4 Set the background, attribution and task size



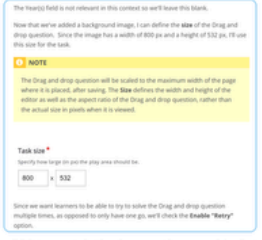
Add a background image in Settings

Background image

Add the strawberry image. Enter its title, author, source and license in the copyright dialog when required. The example shows Attribution-ShareAlike, version 2.0 Generic.



Enter the image copyright details



Set Task size to 800 × 532 to match the image, then enable Retry so learners can try again.

Drag and Drop

5 Open Task and use the toolbar



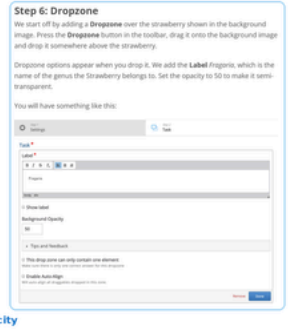
Task tab and strawberry genus prompt



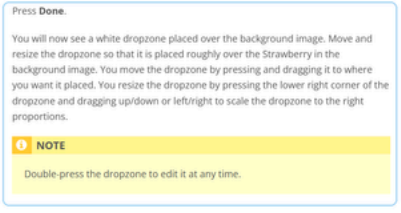
Toolbar: dropzone, text and image

The toolbar inserts Dropzones, Text and Images. Dropzones are target areas where learners can place draggable items.

6 Place and configure the Fragaria dropzone



Set label and opacity

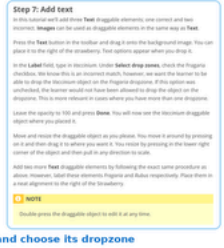


Move and resize the zone, then press Done

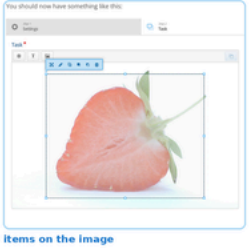
Dropzone settings

Label: Fragaria • Background opacity: 50. Place the zone over the strawberry and resize it to fit.

7 Add the three draggable text labels



Add text and choose its dropzone



Arrange items on the image

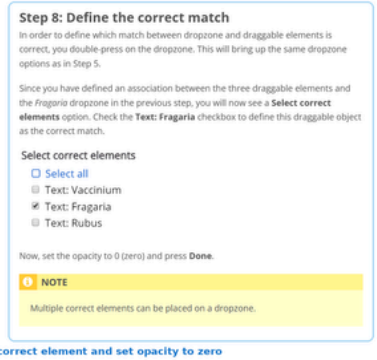


Learner view

Add Vaccinium, Fragaria and Rubus. For each label, select the Fragaria dropzone so every option can be tried there. Keep draggable opacity at 100 and arrange the labels beside the image.

Drag and Drop

8 Define the correct match



Select the correct element and set opacity to zero

EDIT THE DROPZONE

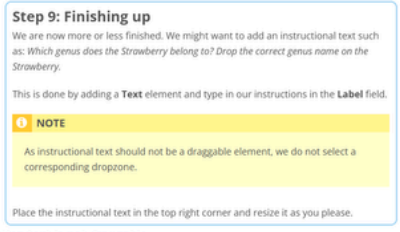
Double-click the Fragaria dropzone to reopen its options.

- Under Select correct elements, check Text: Fragaria.
- Set the dropzone opacity to 0, then press Done.
- Vaccinium and Rubus remain incorrect alternatives.

Remember

The draggable labels were all allowed in the dropzone, but only Fragaria is marked as the correct answer.

9 Add instructions and save

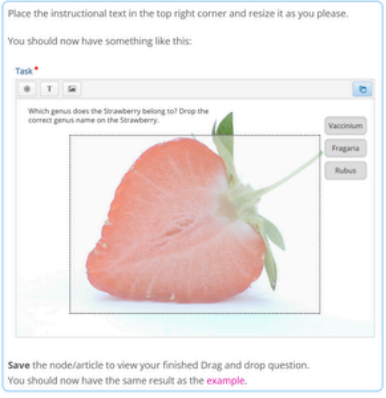


Instruction text is not draggable

Add a Text element with a prompt such as "Which genus does the strawberry belong to? Drop the correct genus name on the strawberry." Leave its dropzone selection blank so it acts as an instruction, not an answer.

Finish

Save the node/article and preview the Drag and Drop question.



Completed activity example

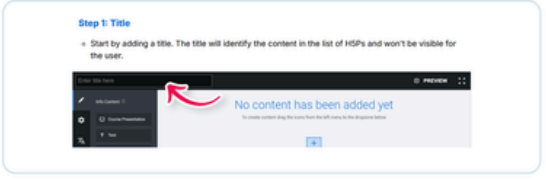
10 Branching Scenario

HOW IT WORKS

A Branching Scenario guides learners through different content paths based on the alternatives they choose.

1 Add a title

Enter a title in the top bar. It identifies the H5P in your content list; learners will not see it.



2 Add content

Start with an empty canvas. Drag a content type from the left menu onto a dropzone. When its editor opens, create the content as usual.

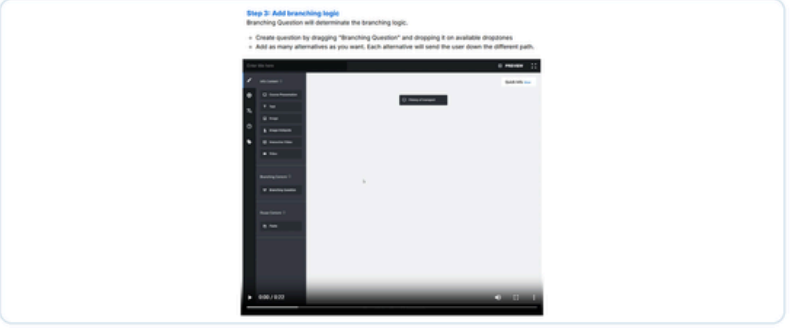


3 Add a Branching Question

Drag Branching Question from the left menu onto an available dropzone. Add alternatives to create choices; each alternative can lead to a different path.

QUICK TIP

Plan the learner's choices first. Each choice can reveal content, ask another question, jump to a branch, or end the scenario.



Branching Scenario

4 Set an action for each alternative

Open Branching options and choose the outcome you want for the learner.

1 Show new content

Drag a content item below the alternative.

2 Ask another question

Place a new Branching Question below it.

3 Jump to a branch

Choose “Jump to another branch” under “Special action if selected”, then select the destination.

4 End the scenario

Choose “Custom end scenario”. Add optional feedback and score; leaving Feedback blank uses the default end scenario.

5 Reuse existing content

You can copy content into your scenario instead of rebuilding it.

Copy existing H5P

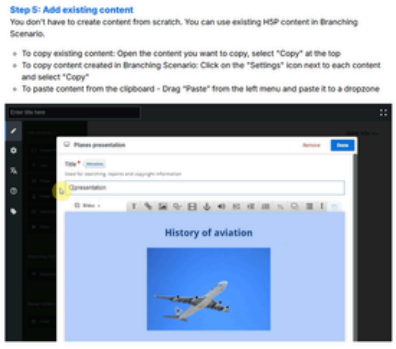
Open the content and select Copy at the top.

Copy scenario content

Open the item’s Settings menu and choose Copy.

Paste into the canvas

Drag Paste from the left menu onto a dropzone.



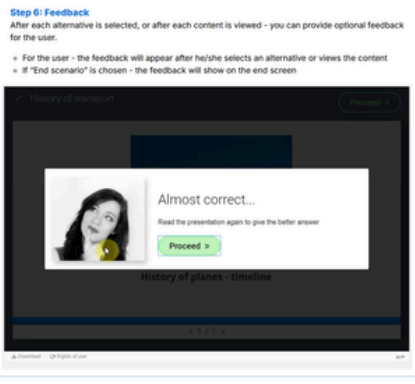
Branching Scenario

6 Add feedback

Feedback is optional. Use it after a learner selects an alternative or views content. If the path ends with “End scenario”, feedback appears on the end screen.

FEEDBACK CAN...

• Explain a choice • Encourage another attempt • Summarize the ending



KEEP IT SPECIFIC

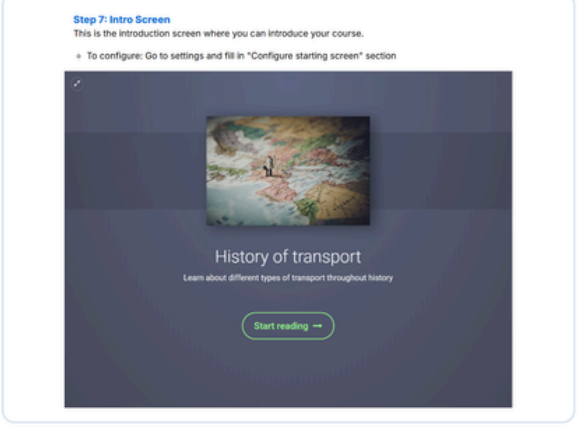
Write a short message that matches the learner’s choice or the content they have just viewed.

7 Configure the intro screen

The intro screen introduces the course before the learner starts. Open Settings and complete the “Configure starting screen” section.

INCLUDE

A clear title, a short description, and a relevant start image help learners know what to expect.



BEFORE YOU PUBLISH

Check the intro title and description in Preview to make sure they are easy to read.

Branching Scenario

8 Choose scoring

Set this in Settings → Behavioural settings → Scoring options. The score appears on the end screen.

Static score
Set points for each end scenario. This is the default.

Dynamic score
Add points for content and alternatives; the learner's score is the total earned along their path.

No scoring
Show feedback only.

9 Read the path legend

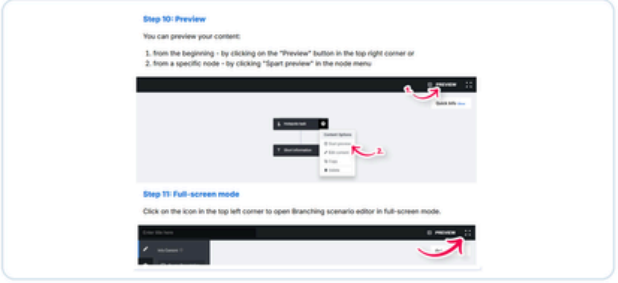
Open Quick info in the upper-right corner of the canvas to view the Legend.

Jump icon
Two arrows indicate a jump to an existing branch.

End marker
An outlined circle marks a path ending without a custom end. A flag marks a custom end scenario.

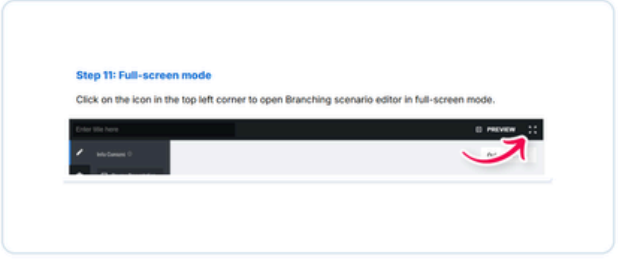
10 Preview your scenario

Check the full journey from the beginning with Preview in the top-right corner. To test one node, open its menu and choose Start preview.



11 Open full-screen mode

Select the expand icon at the top-left of the editor to work with the Branching Scenario canvas in full-screen mode.



H5P Good Practices

DO

- Align every H5P activity with a learning outcome
- Keep instructions simple and clear
- Provide meaningful feedback
- Use short activities throughout the lesson
- Test the activity before releasing it
- Use appropriate images and multimedia
- Consider mobile users

AVOID

- Too many interactions on one page
- Long questions
- Activities without clear learning purpose
- Excessive animations or multimedia
- Questions without feedback
- Using H5P simply because it looks attractive

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