

## Knowledge Base Article: H5P

### What is H5P?

H5P is an online tool that can be used to create interactive educational content such as quizzes, flashcards, fill in the blank questions, and even interactive videos. Content created in H5P can be placed in a Page in Canvas.

### What does H5P have to offer for educators and students?

Currently H5P has almost 50 options and tools for its users. To see an exhaustive list of all possible HTML5 creations you can create with H5P see [this webpage](#). Options include using H5P to create interactive knowledge checks, displaying data via graphs or charts, embedding an audio recording/ video into instructional content, and concluding lessons with a summary activity in which students choose from a list of options. Instructional content and means of assessment can be by H5P tools.

### How can I use H5P in Canvas?

The two means of using H5P in Canvas are to use the external tools option in the assignment settings, or to embed the HTML code of the H5P creation onto the Rich Content Editor (RCE) of a page in Canvas.

### H5P Canvas Assignment using External Tools

1. Open a Canvas course for which you have instructor access.

## 2. Create a new assignment from either the assignments tab or from the module page

Canvas Tools Sandbox > Assignments

Account Dashboard Courses Calendar Inbox History Commons Help Settings

Home Syllabus Discussions Modules Pages Quizzes Announcements Google Drive

Search for Assignment

+ Group + Assignment

• Assignments

Go into the assignments tab to create a new assignment

Canvas Tools Sandbox > Modules

Account Dashboard Courses Calendar Inbox History Commons Help Settings

Home Syllabus Discussions Modules Pages Quizzes Announcements Google Drive Grades People Collaborations Outcomes Rubrics Files Settings

Expand All View Progress + Module

• Module 1

Add Assignment

Select the assignment you want to associate with this module, or add an assignment by selecting "Create Assignment".

Create Assignment  
Assignment  
Research Paper

Assignment Name

Indentation: Don't Indent

Cancel Add Item

From the Module page you can click the plus at the end of the module to add an assignment already made, or create a new one.

3. Name the assignment, write directions/ essential information into the Rich Content Editor, and change appropriate settings (due date, multiple submissions, etc.)

Canvas Tools Sandbox > Assignments > Create new

Not Published

Assignment Name

Rich Content Editor

Points: 0

Assignment Group: Assignments

Display Grade as: Points

Do not count this assignment towards the final grade

Submission Type: External Tool

Allowed Attempts: Unlimited

Group Assignment: This is a Group Assignment

Peer Reviews: Require Peer Reviews

Assign: Assign to Everyone

Due: [Date]

Available from: [Date]

Save & Publish

Last step to submit the assignment.

4. Under submission type go to external tool and search for H5P from the dropdown menu and select it.

Configure External Tool

Select a tool from the list below, or enter a URL for an external tool you already know is configured with Basic LTI to add a link to it to this module.

Discovery Education

H5P.com

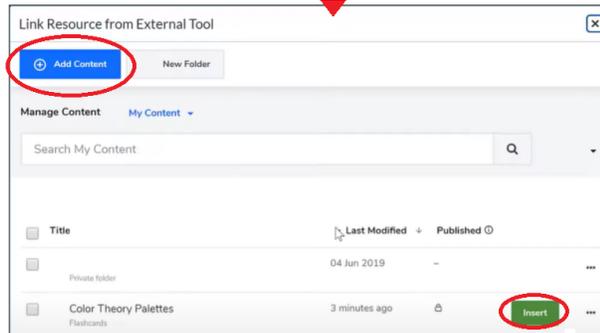
Hoonuit LTI

Khan Academy

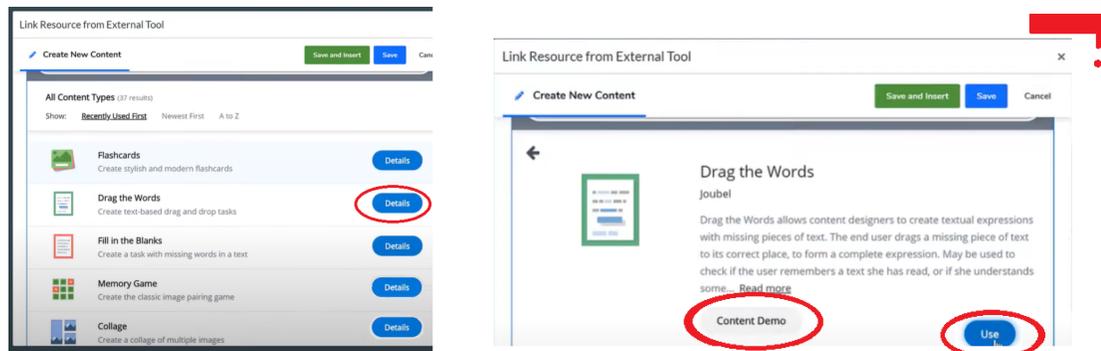
Find

Select

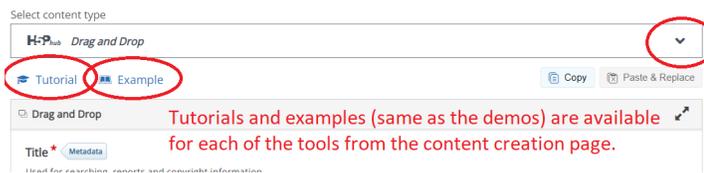
- You can now choose from your library (content you have made before) or create one from scratch for that assignment by clicking on the “Add (+) Content” button.



- There are many options to choose from, but click onto the option that interests you most.
- View the demo for any of the tools that you haven’t used before to see if it fits your needs. The demo can be accessed by clicking on the “demo” button under details. Click the “use” button on the tool you want to use.



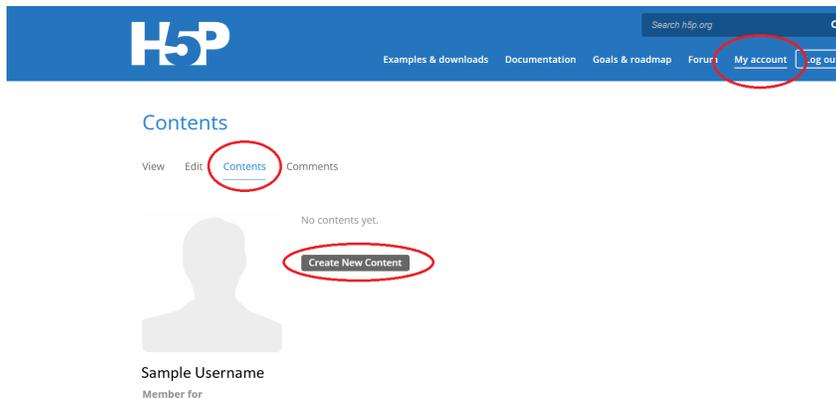
- Create your desired assignment and include appropriate directions for the students. There are official tutorials available for each of the H5P options in the content creation page. At the top, you will see a tutorial and example button (the example is just the content demo from earlier) that shows how to create each of the H5P tools. Hit the save and use button at the top once complete.



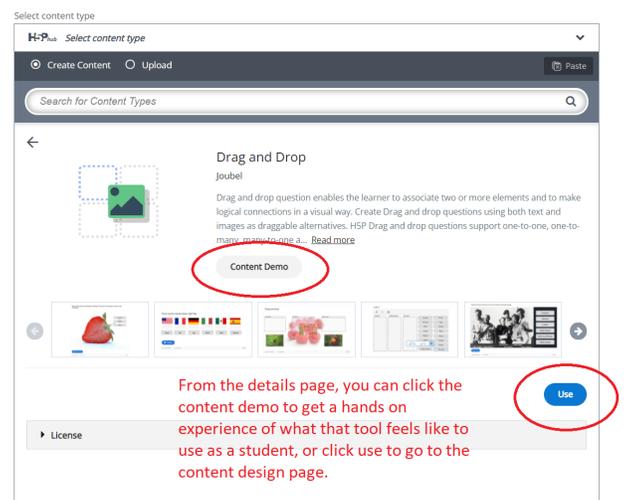
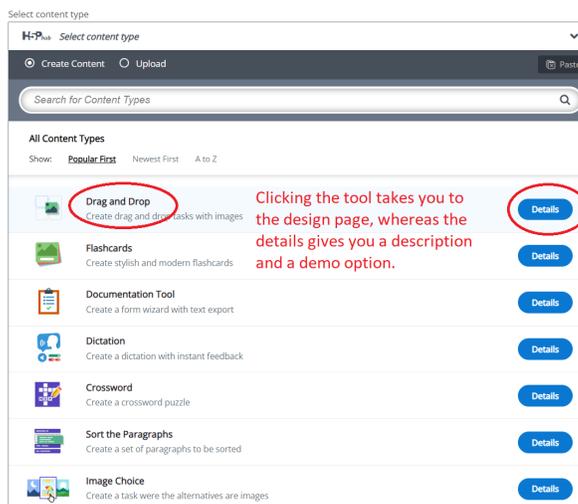
- Having returned to Canvas you can submit the assignment by clicking on the “save and publish” button at the bottom.

## H5P Embedding code into a Canvas page

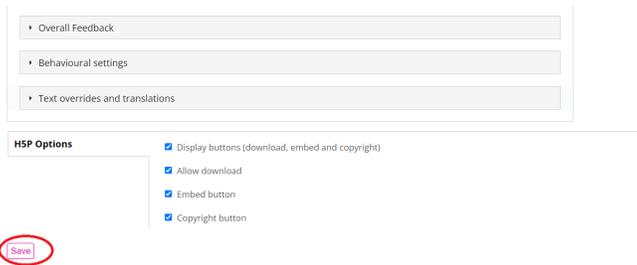
1. Sign in or create a free H5P account. There are limits to which tools are available, but you can still experiment with the available choices and embed your creation. [Getting Started Page Here](#)
2. Go to your user profile page and click into the content page. From here you can click the Create New Content button.



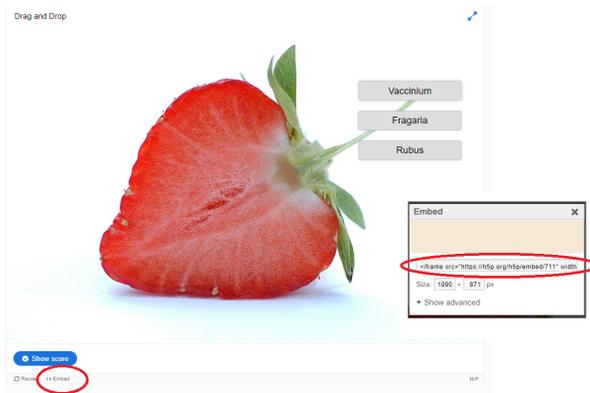
3. Use H5P to select the content you wish to add to an instructional page. There are nearly 50 options with each having their own guidelines and requirements (e.g. using asterisks for fill in the blank questions, creating word lists, selecting images, and so on.) This [official H5P tutorial for authors webpage](#) contains step by step tutorials for all current and future tools to be released.



4. Hit the save button at the bottom of the content creation page to finalize.



5. The content should preview after creating, but if not click into your user page to view the content you have created to find it. Underneath the interactive content you made there will be an embed button you need to click on to access the code that you will later copy and paste into your Canvas page.



6. Sign into a Canvas course in which you have instructor access.

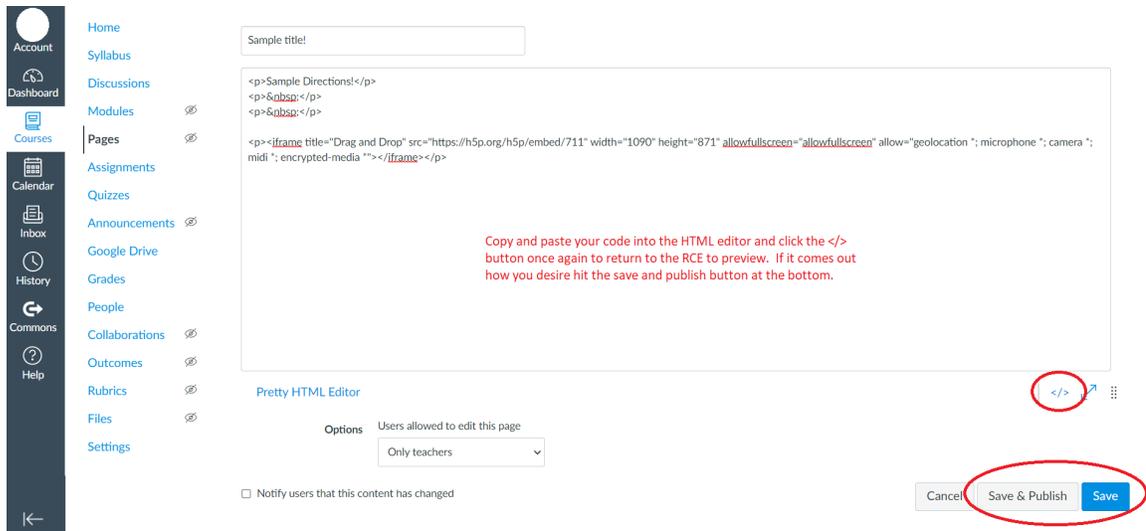
7. Create a new page from either the page tab or from the module page.

The screenshot shows two parts of the Canvas LMS interface. The top part shows the 'Pages' view for 'Canvas Tools Sandbox'. The 'Pages' menu item in the left sidebar is circled in red. A '+ Page' button in the top right corner is also circled in red. Below this, a table lists 'Sample Page 1', 'Sample Page 2', and 'Sample Page 3'. The bottom part shows the 'Modules' view for 'Sample Module 1'. The 'Modules' menu item in the left sidebar is circled in red. A '+ Module' button in the top right corner is circled in red. A modal window titled 'Add Item to What is Slack?' is open, showing a dropdown menu with 'Page' selected and circled in red. Below the dropdown, a list contains 'Create Page', which is circled in red. At the bottom of the modal, there is a 'Page Name:' text box, an 'Indentation:' dropdown menu set to 'Don't Indent', and an 'Add Item' button circled in red.

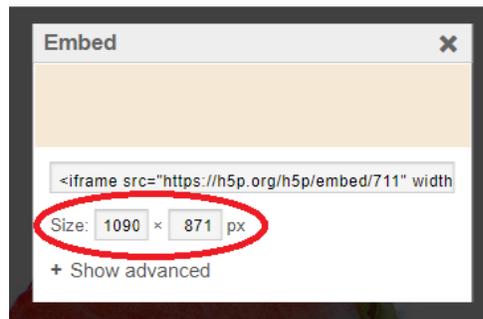
8. Name the page and begin populating the Rich Content Editor as needed.

The screenshot shows the 'Pages' view for 'Canvas Tools Sandbox'. The 'Pages' menu item in the left sidebar is circled in red. The page title is 'Sample title!'. Below the title is a rich content editor with a toolbar and a text area containing 'Sample Directions!'. At the bottom right of the text area, there is a button with the HTML symbol '</>' circled in red. Below the editor, there are 'Options' for 'Users allowed to edit this page', including a dropdown menu set to 'Only teachers' and checkboxes for 'Add to student to-do' and 'Allow in mastery paths'. A red text box at the bottom right says: 'This button opens the HTML editor, and lets you return to the Rich Content Editor.'

9. When it is time to insert your H5P creations you will need to change the settings on the Canvas page to HTML editor. Next, copy and paste the embed code from your H5P page onto the textbox where you want to place the interaction (at the top or bottom for example).



10. Adjust your page to work with your H5P inclusions and hit “save and publish” at the bottom of the page.
- a. Note: You can adjust the size of the interaction from the embed menu, as well as in the HTML editor mode in Canvas. It will take some tinkering to get it to your desired size.



Images for [external tools](#) & [embedding code](#).