

# H5P objects

EDRASE in collaboration with the partners of the project "Cultural heritage and Gamification in Education", decided to use the following H5P objects for the implementation of the game of the program, which will be integrated in the platform of the program implemented with Moodle.

## Drag and Drop

### Description

Students drag images onto words or vice versa

Drag and drop question enables the learner to associate two or more elements and to make logical connections in a visual way. Create Drag and drop questions using both text and images as draggable alternatives. H5P Drag and drop questions support one-to-one, one-to-many, many-to-one and many-to-many relations between questions and answers.

Template for the Drag and Drop

If you choose to use Drag and Drop in the game you should have found:

A little description, which the user can see or not, depending on what you choose

\* A title

Background image. Optional. Select an image to use as background for your drag and drop task.

\*image/images

\*Texts

\*Drop zones

Example: <https://h5p.org/drag-and-drop>

<https://h5p.org/drag-and-drop#example=63159>

<https://generic.wordpress.soton.ac.uk/altc/examples/drag-and-drop-action-potentials/>

## Drag the Words

### Description

A free HTML5 based question type allowing creatives to create text based challenges where users are to drag words into blanks in sentences.

Template for the Drag the Words

If you choose to use Drag the Words in the game you should have found:

A little description, which the user can see or not, depending on what you choose

\* A title

\*Task description. Up to 30 words.

Describe how the user should solve the task.

\*Text. Up to 100 words.

Important instructions

- Droppable words are added with an asterisk (\*) in front and behind the correct word/phrase.

Example: <https://h5p.org/drag-the-words>

## Find the Hotspot

A free HTML5 based question type allowing creatives to create an image based test where the learner is to find the correct spot on an image.

Description

This content type allows end users to press somewhere on an image and get feedback on whether that was correct or incorrect according to the task description.

If you choose to use Find the hotspot in the game you should have found:

1. A title
2. Task description up to 30 words
3. Image background

Example <https://h5p.org/image-hotspot-question>

## Image Sequencing

### Description

A free HTML5 based image sequencing content type that allows authors to add a sequence of their own images (and optional image description) to the game in a particular order. The order of the images will be randomized and players will have to reorder them based on the task description.

## Template for the Image Sequencing

If you choose to use Image Sequencing in the game you should have found:

A little description, which the user can see or not, depending on what you choose

\* A title

\*Task Description. Up to 30 words.

Images

\*Image1,

\*Image Description. An image description for users who cannot recognize the image1. Up to 30 characters

\*Image2

\*Image Description. An image description for users who cannot recognize the image2. Up to 30 characters

Image 3

.....

Example: <https://h5p.org/content-types/image-sequencing>

## Multiple Choice

### Description

Multiple Choice questions can be an effective assesment tool. The H5P Multiple Choice questions can have a single or multiple correct options per question.

### Template for the Multiple Choice

If you choose to use Multiple Choice in the game you should have found:

A little description, which the user can see or not, depending on what you choose

\* A title

An image or a url of a video (optional)

Alternative text for the image

- \* The question
- \* Available options
- \* Option 1<sup>st</sup> or 1<sup>n</sup> answer
- \* Check if this option is correct "Correct"

Tip text. Hint for the user. This will appear before user checks his answer/answers.

Message displayed if answer is selected. Message will appear below the answer on "check" if this answer is selected.

Message displayed if answer is not selected. Message will appear below the answer on "check" if this answer is not selected.

- \* Option 2<sup>st</sup> or 2<sup>n</sup> answer
- \* Check if this option is correct "Correct"

Tip text. Hint for the user. This will appear before user checks his answer/answers.

Message displayed if answer is selected. Message will appear below the answer on "check" if this answer is selected.

Message displayed if answer is not selected. Message will appear below the answer on "check" if this answer is not selected.

- \* Also, if you want, you can add other options.

The correct answers can be more than one.

**Example:** <https://h5p.org/multichoice>

# Single Choice Set

## Description

Single choice set allows content designers to create question sets with one correct answering alternative per question, in just a few seconds. The end user gets immediate feedback after submitting each answer.

## Features

- Sound effects for correct and wrong (sound effects may be turned off)
- Fully responsive design
- Summary at the end showing the solution to all questions

## Template for the Single Choice Set

In this activity, to the question we will ask, we can have the possible answers Yes / No or True / False. But we can have more complex answers, which we will see in the next "Multiple Choice" .

If you choose to use Single Choice Set in the game you should have found:

A little description, which the user can see or not, depending on what you choose

- \* A title
- \* The 1st question
- \* The first alternative answer - first alternative is the correct one
- \* The second alternative answer

Also, if you want, you can add other alternative answers.

- \* The 2st question
- \* The first alternative answer - first alternative is the correct one
- \* The second alternative answer

Also, if you want, you can add other alternative answers.

You can also add other questions

Example: <https://h5p.org/single-choice-set>

## True/False Question

### Description

True/False Question. A more complex question can be created by adding an image or a video.

### Template for the True/False Question

If you choose to use True/False Question in the game you should have found:

A little description, which the user can see or not, depending on what you choose

- \* A title

\*An image or a url of a video (optional)

\*Alternative text for the image

\* The question

\* Correct answer, True or False

**Example:** <https://h5p.org/true-false#example=34141>

## **The participants of the project**

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