

When to use Flashcards

Flashcards can be used as a drill to help learners memorize words, expressions, or sentences. Typical Flashcards provide a prompt on one side of the card, and an answer on the other side. In H5P Flashcards, pictures are used as the prompt.

Flashcards are often used in language learning for drilling words and expressions. Flashcards can also be used to present math problems or help learners remember facts such as historical dates, formulas, or names.

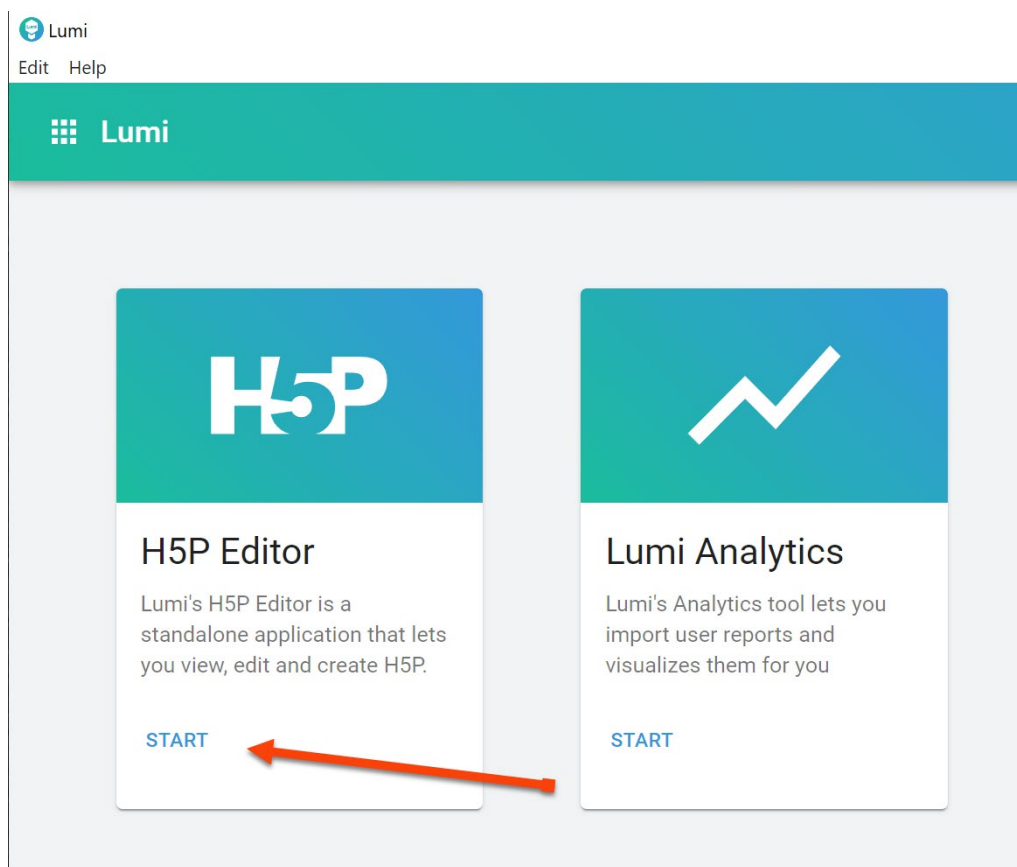
Step 1: Topic

Flashcards are often used in language learning. In this tutorial, the topic will be Filling in the correct ranks. We will create a set of Flashcards with pictures of various ranks. The learner is asked to type the correct rank name.

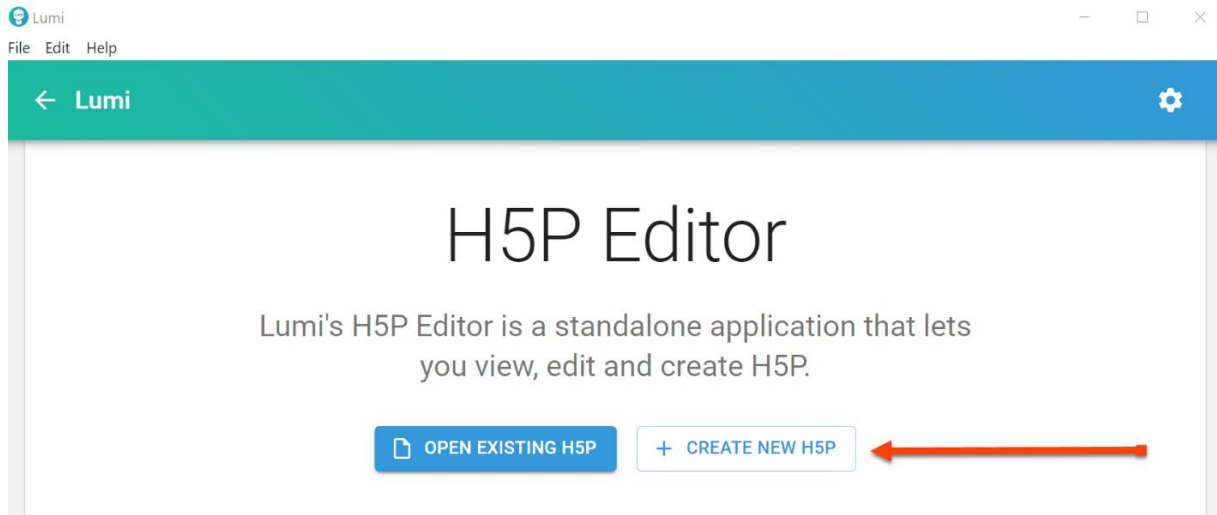
We will use pictures of a soldier, sergeant major and a captain.

Step 2: Creating Flashcards

2a: Open LUMI => and click on start H5P Editor

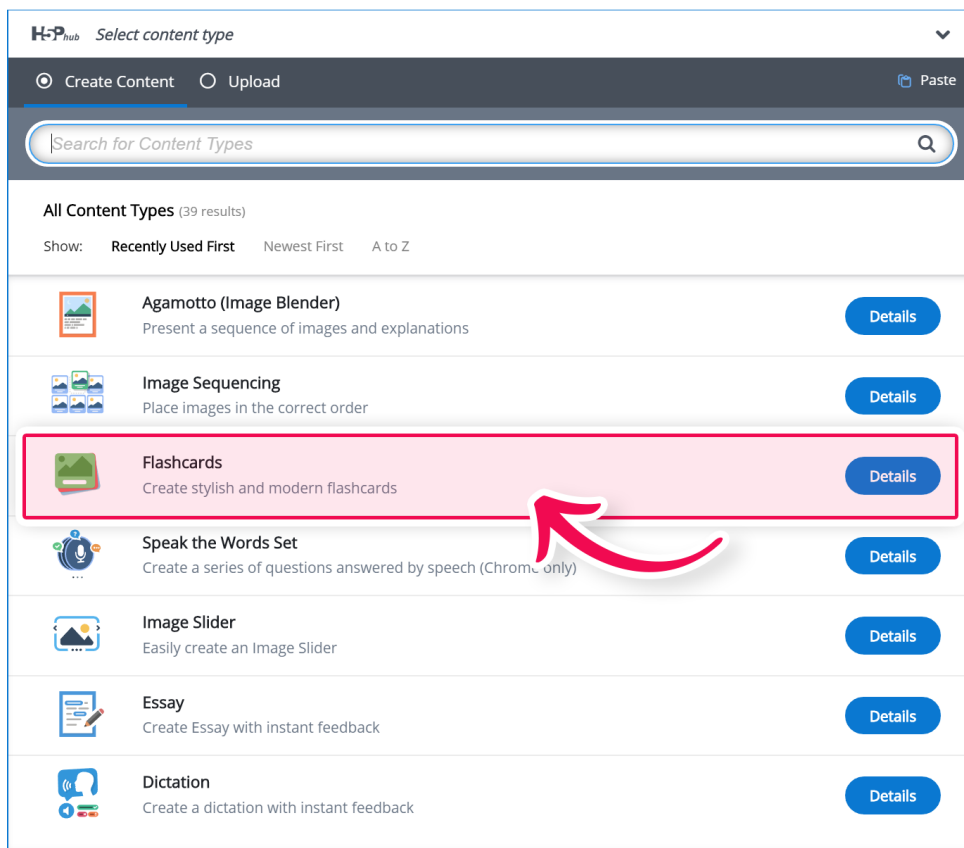


2b: Click on CREATE NEW H5P



2c: Search for Flashcards

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



Step 3: Flashcards editor

The Flashcards question editor should now appear. The main part of the editor looks like this:

The screenshot shows the Flashcards editor interface. At the top is a text input field labeled "Task description *". Below this is a section titled "Cards *". On the left side of the "Cards" section, there is a list showing "1. Card" with a close button (X) and a blue button labeled "+ ADD CARD". The main editing area on the right is divided into three sections: "Question" (with a text input field and the note "Optional textual question for the card. (The card may use just an image, just a text or both)"), "Answer" (with a text input field and the note "Optional answer(solution) for the card."), and "Image" (with a note about file size, a "+ Add" button, and a "Tip" section).

In this tutorial, we'll focus on creating the Flashcards content. We'll, therefore, focus on the parts of the editor above the **Common fields** header.

The Flashcards content type consists of a **Task description** and a set of **Cards**.

Step 4: Title and Task description

Here we'll introduce the topic to the learner. The **Title and Task description** is a static text displayed above the Flashcards throughout the entire set of cards.

Insert the following text: *Fill in the correct ranks*

Step 5: Cards

On this first card, we'll present the learner with a picture of a military rank from a soldier and ask the learner to type the correct military rank for soldier

The **Question** text can be customized individually for each card. We'll use the **Question** field to give the learner instructions on how to solve the problem. You can alternatively use this field as a textual prompt or to give the learner an extra hint. The **Question** text is optional.

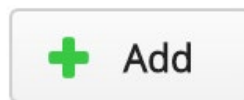
Insert the following text: *What rank is this?*

In the **Answer** field, we provide the correct answer. Add the correct answer in the **Answer** field: *Soldier*

Under **Image**, we add an image of the rank of a soldier.

Use pictures that are similar in size to ensure a smooth user experience for the learner.

We'll use this image for the first card:



Press the "+Add" button to browse for the image you just downloaded. After you have selected the picture, it will be uploaded and a thumbnail of the picture will be displayed.

Now we've finished creating the first card of the Flashcards set. You should get this:

Cards *

1. What rank is this? ✕

+ ADD CARD

Question

Optional textual question for the card. (The card may use just an image, just a text or both)

What rank is this?


Answer

Answer (solution) for the card. Use a forward slash / to split alternative solutions. Use \ if a solution should contain a /.

Soldier

Image

Optional image for the card. (The card may use just an image, just a text or both)



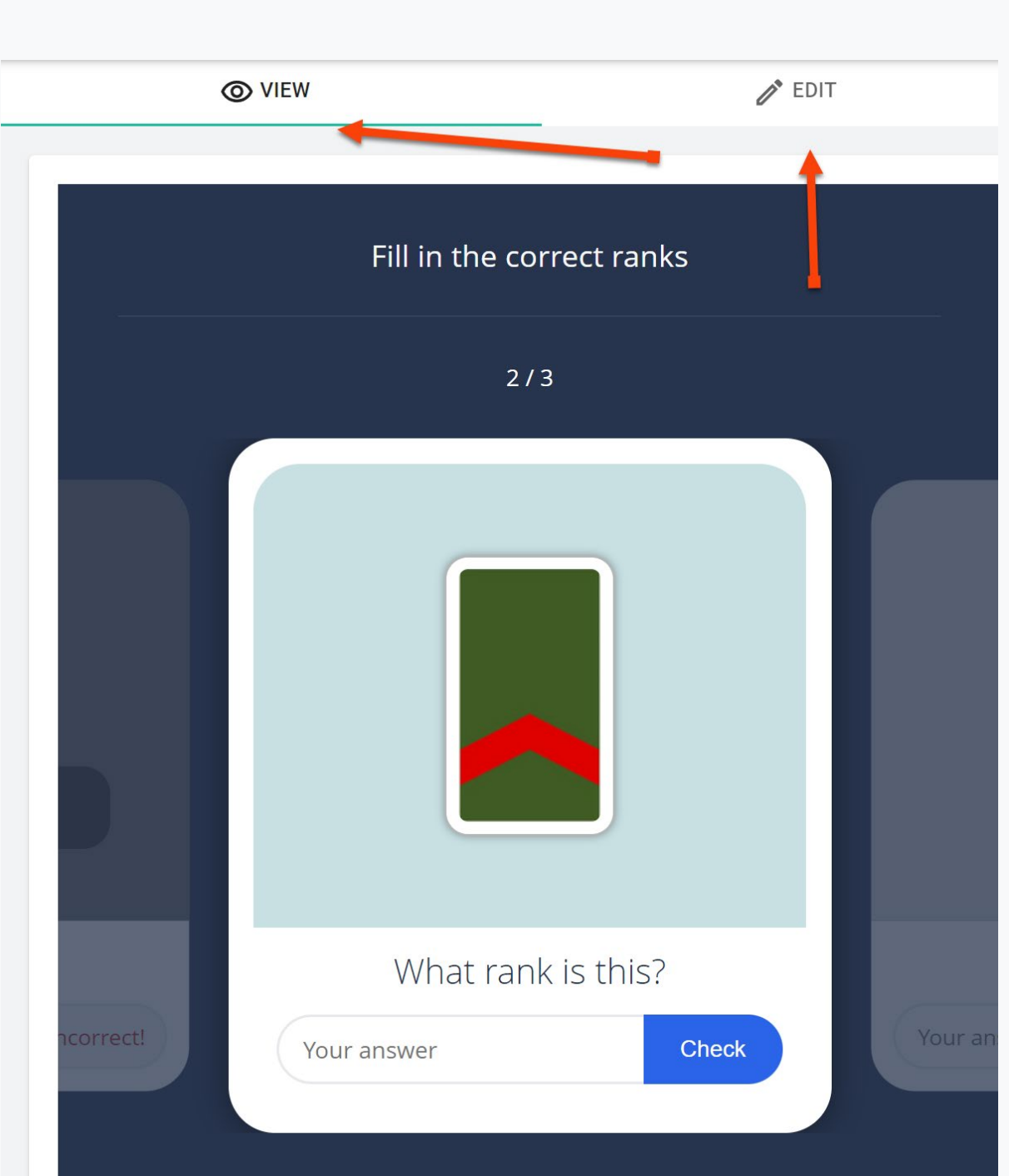
Edit image Edit copyright

Alternative text for image

Tip

Step 6: switch from Edit to View


You can now test the interactive lesson or see if you have filled in everything correctly. To do so scroll to the top. Forget something? switch from View to Edit again.



Step 6: Adding more cards

We'll add two more cards in a similar way and use the same **Task description** text for all the cards. We will use pictures and answers of a soldier, sergeant major and a captain. You can add as many cards as you want.

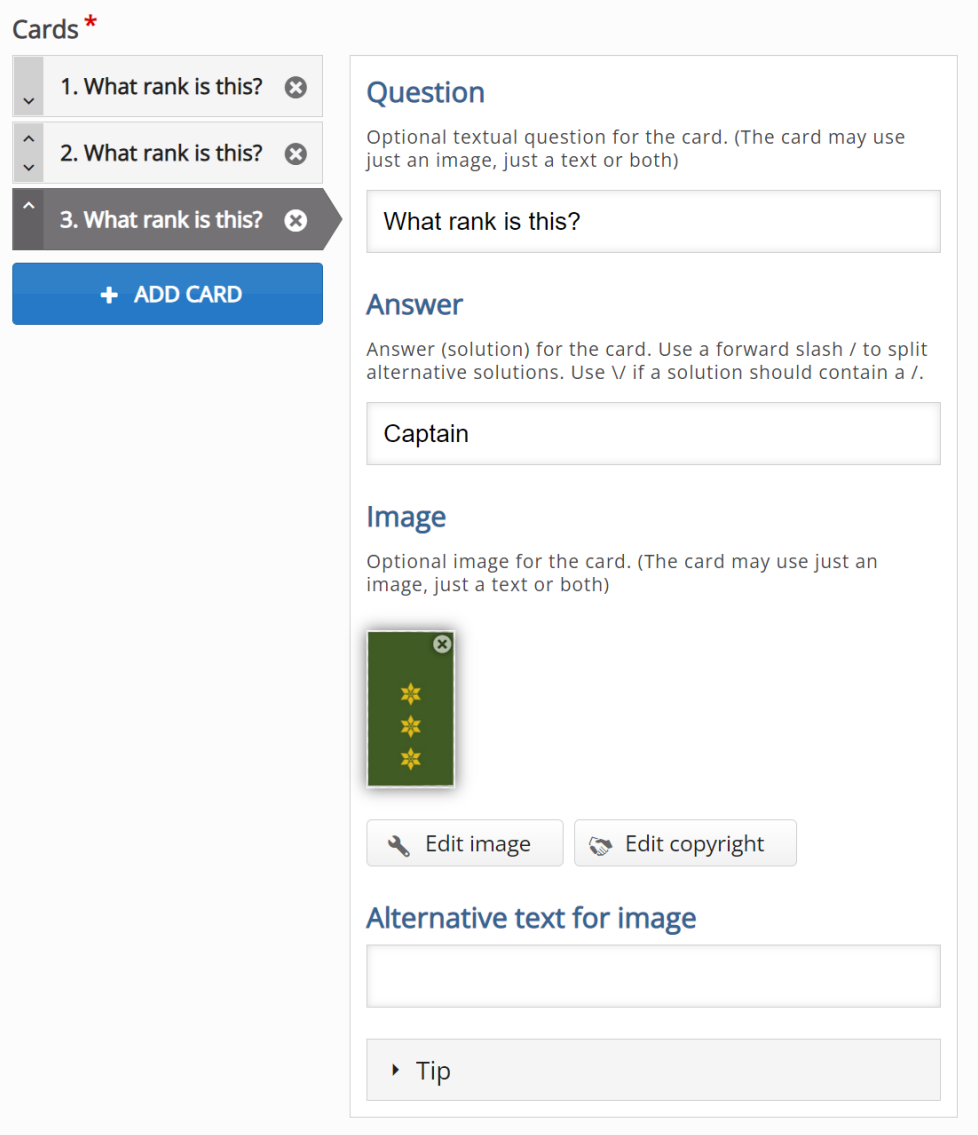
Press the **Add card**  button to add the new Flashcard.



You remove cards by pressing the "X" button in the top right corner of the **Card**. You change the order of the cards by clicking on the up and down arrows in the tabbed list of cards to the left of the **Card** editor.

Step 7: Finishing up

By now you should have ended up with something like this:



Cards *

- 1. What rank is this? ✕
- 2. What rank is this? ✕
- 3. What rank is this? ✕

+ ADD CARD


Question
Optional textual question for the card. (The card may use just an image, just a text or both)

What rank is this?

Answer
Answer (solution) for the card. Use a forward slash / to split alternative solutions. Use \ if a solution should contain a /.

Captain

Image
Optional image for the card. (The card may use just an image, just a text or both)



[Edit image](#) [Edit copyright](#)

Alternative text for image

▸ Tip

Step 7: Settings

← Lumi


H5P new H5P ×

Open H5P File

+ New H5P file

Image

Optional image for the card. (The card may use just an image, just a text or both)



Edit image Edit copyright

Alternative text for image

Tip

Require user input before the solution can be viewed

Case sensitive
Makes sure the user input has to be exactly the same as the answer.

Randomize cards
Enable to randomize the order of cards on display.

Text overrides and translations

Check or uncheck the box: Require user input before the solution can be viewed

Check or uncheck the box :Case sensitive

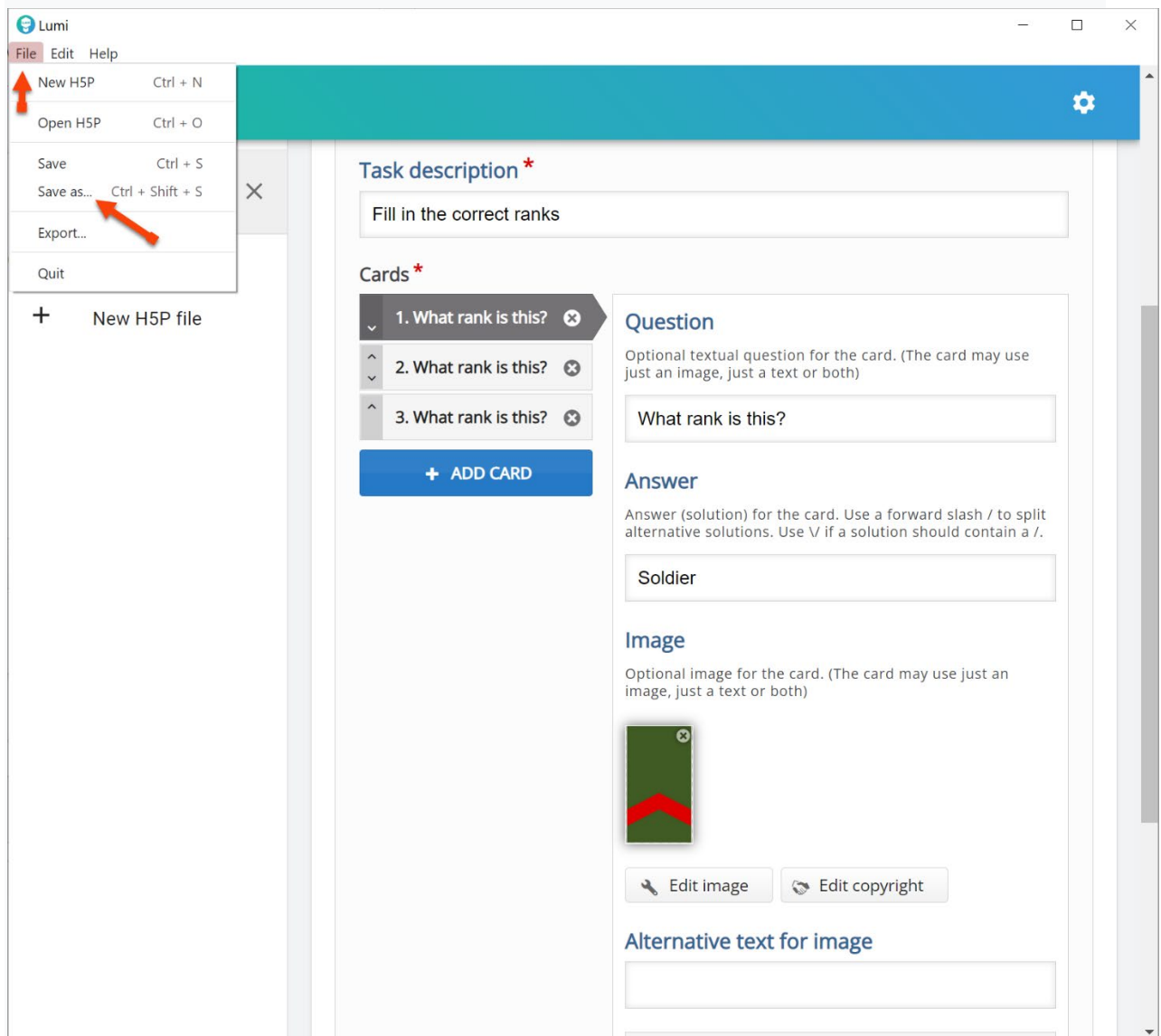
Makes sure the user input has to be exactly the same as the answer.

Check or uncheck the box: Randomize cards

Enable to randomize the order of cards on display.

Step 8: Save en Export

Click on file and then click on save as

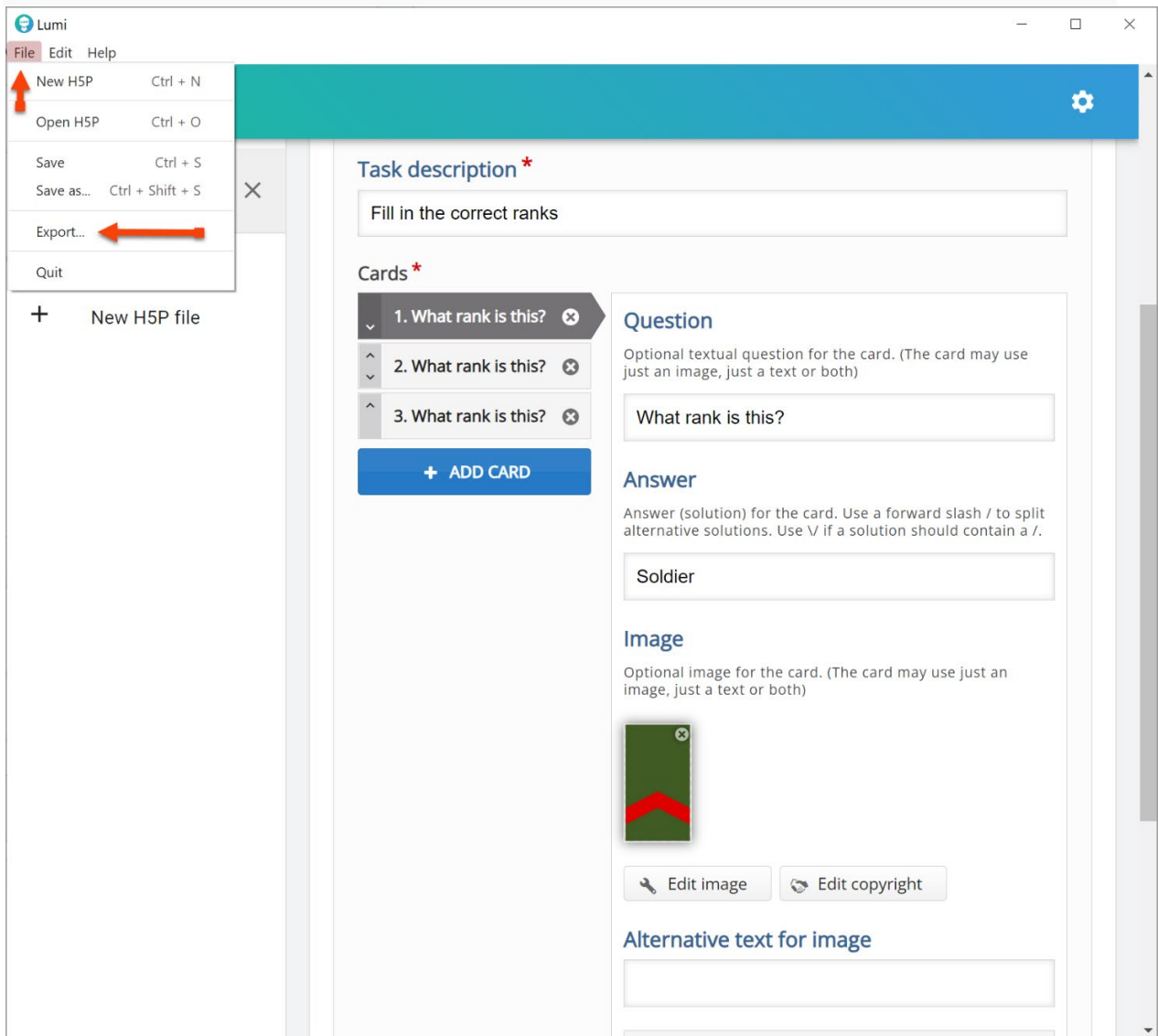


Lumi now creates an H5P file (source document)

If everything went well, you will see a green block appear at the bottom.



Then click on file again and then on export



Check the following box

Export settings

Format

All-in-one HTML file

The file can grow too big for some computers if you include lots of media files.

One HTML file and several media files

SCORM package

Add functionality

Show rights and permissions

Show embed link

Include reporter

If you add the reporter, students can save a file with their progress and send it to you. [Learn more about it here.](#)

Display options ▼

CANCEL **EXPORT NOW**

Click on: EXPORT NOW

Lumi now creates an Html file (In this case an interactive Flashcard. That you can share with your student via LMS, Email or WhatsApp)

If everything went well, you will see this green block appear at the bottom.

