

H5P guides: How to create a *Dialog Cards* activity

Use the *Dialog Cards* content type to create digital flashcards that present a prompt on one side and the corresponding answer on the other. Learners can work through the cards at their own pace, revealing answers to support self-testing and active recall.

This guide was adapted from [Dialog Cards Tutorial](#), licensed under [CC BY 4.0](#).

When *Dialog Cards* works best

Dialog Cards works best for activities that require learners to recall information from memory. Flashcards support active recall by encouraging learners to think of an answer before revealing it, rather than simply re-reading information. They are particularly effective for revision, knowledge checks, and practising key terms, concepts, and facts.

Examples

- Revise key terminology and definitions.
- Practise vocabulary in another language.
- Revise theories, models, or frameworks.
- Match examples or applications with concepts.
- Identify equipment from an image and recall its purpose.
- Review important dates and events.

Locating images

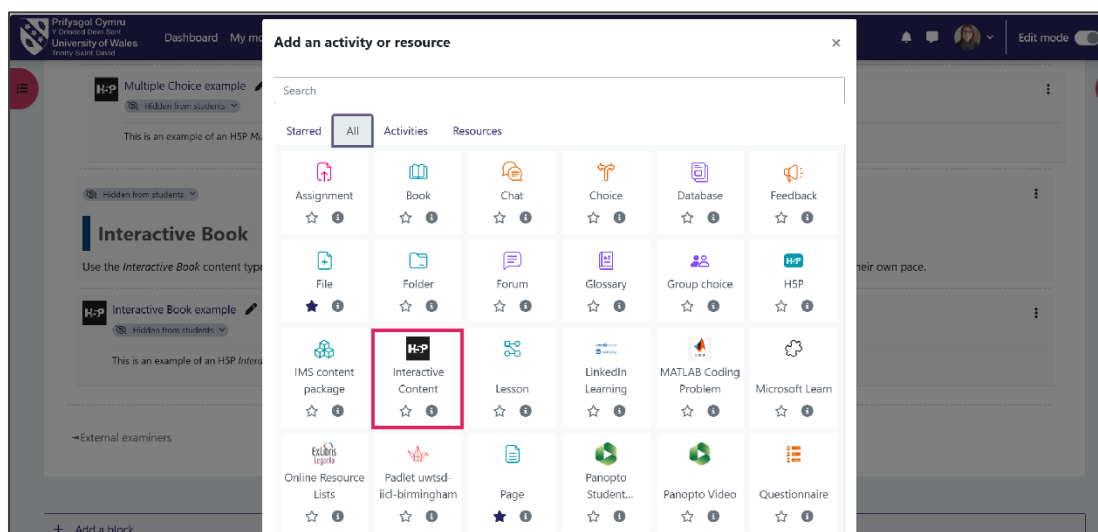
Ensure you are copyright compliant when using images for your teaching. You can find more information on the Copyright Hub: [Copyright for Staff](#)

Step 1: Add the H5P *Dialog Cards* activity

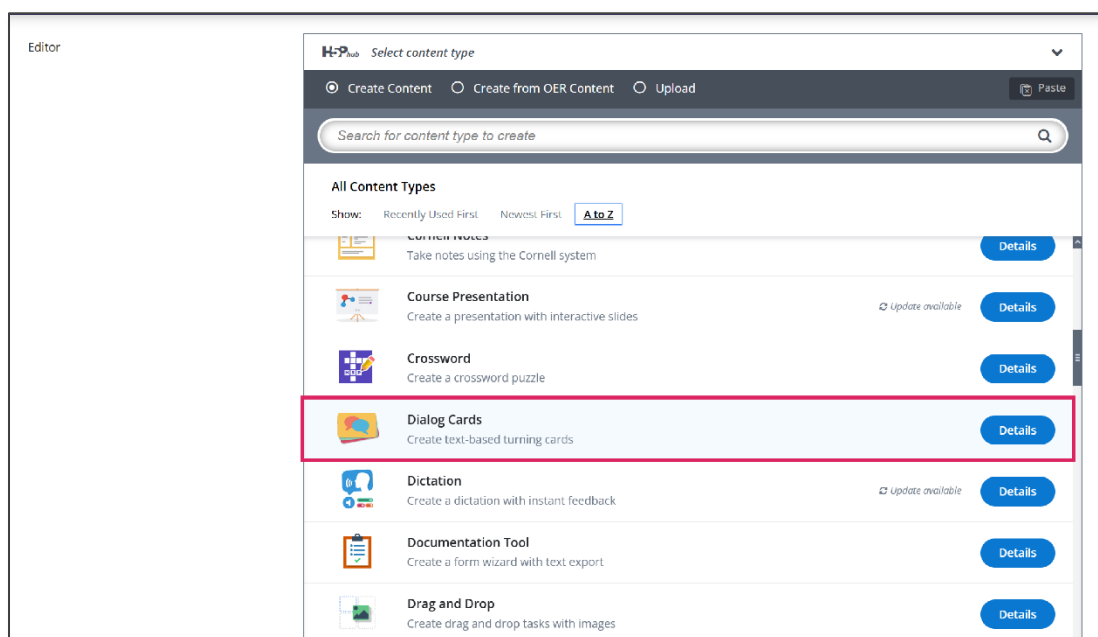
You can use *Dialog Cards* as a standalone activity, or in an *Interactive Book*.

Using *Dialog Cards* as a standalone activity

1. In Moodle, turn **Edit mode** on and navigate to the section where you want to add the activity.
2. Select **Add an activity or resource** or select the plus button (+) to add the activity between existing content.
3. From the list of activities and resources, select **H5P Interactive Content**.



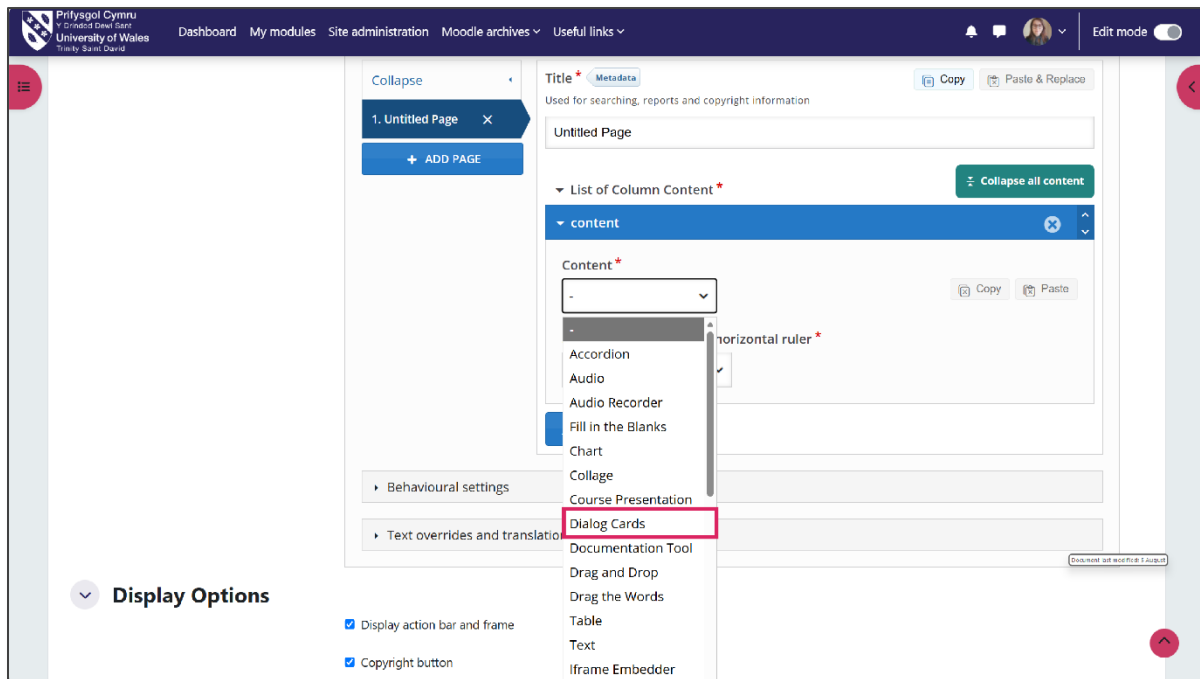
4. From the list of content types shown in the *Editor* section, select **Dialog Cards**. The H5P editor will appear.



Using *Dialog Cards* in an *Interactive Book*

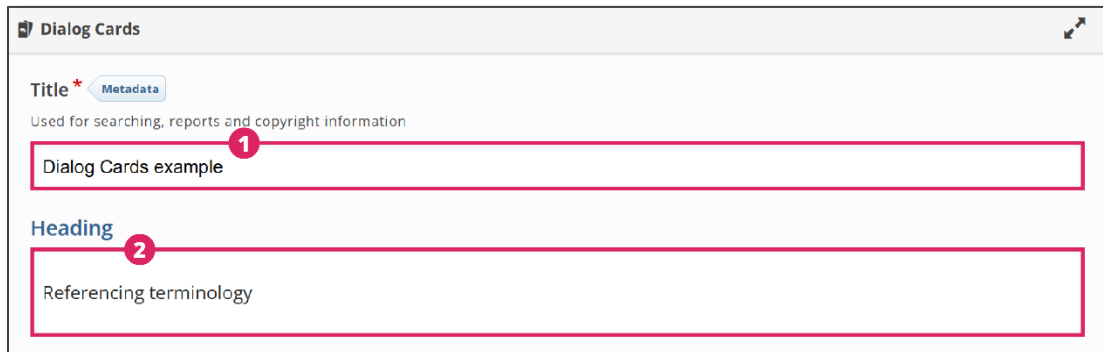
In addition to being used as a standalone activity, this content type can also be added to an *Interactive Book*, where it can be combined with other H5P content types.

In the *Interactive Book* editor, select **Add content** and choose **Dialog Cards** from the **Content** drop-down list.



Step 2: Add an activity title and description

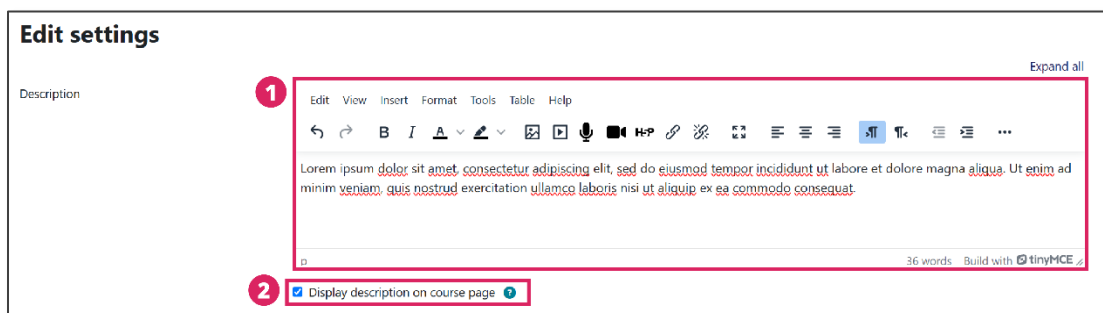
1. Add a title for your activity in the **Title** field (see marker 1). This will be visible to learners, so make sure that it's clear and adequately describes the activity. You can also add additional text in the **Heading** field (see marker 2), which will appear above the cards.



The screenshot shows the 'Dialog Cards' form. At the top, there's a 'Title' field with a red asterisk and a 'Metadata' button. Below it, a note says 'Used for searching, reports and copyright information'. A red box with a '1' marker highlights the 'Title' field containing the text 'Dialog Cards example'. Below the title field is a 'Heading' field, also highlighted with a red box and a '2' marker, containing the text 'Referencing terminology'.

2. Add a short activity description in the **Description** field (see marker 1, below), to help learners understand what the activity is about and provide scaffolding. The **Description** field is at the top of the page, just above the H5P editor.

Tick **Display description on course page** (see marker 2), so that learners can view the description before they start the activity.



The screenshot shows the 'Edit settings' form. On the left, there's a 'Description' field. A red box with a '1' marker highlights the 'Description' field containing placeholder text. On the right, there's a rich text editor with a toolbar and a text area containing placeholder text. A red box with a '2' marker highlights the checkbox 'Display description on course page' which is checked.

Note: Remember that when using a *Dialog Cards* activity in an *Interactive Book* you don't need to set a description.

3. The *Dialog Cards* content type also has a field called **Task description** which serves a similar purpose to the *Description* field and will appear above the cards. This is optional and you can use it if you need to add further instructions.



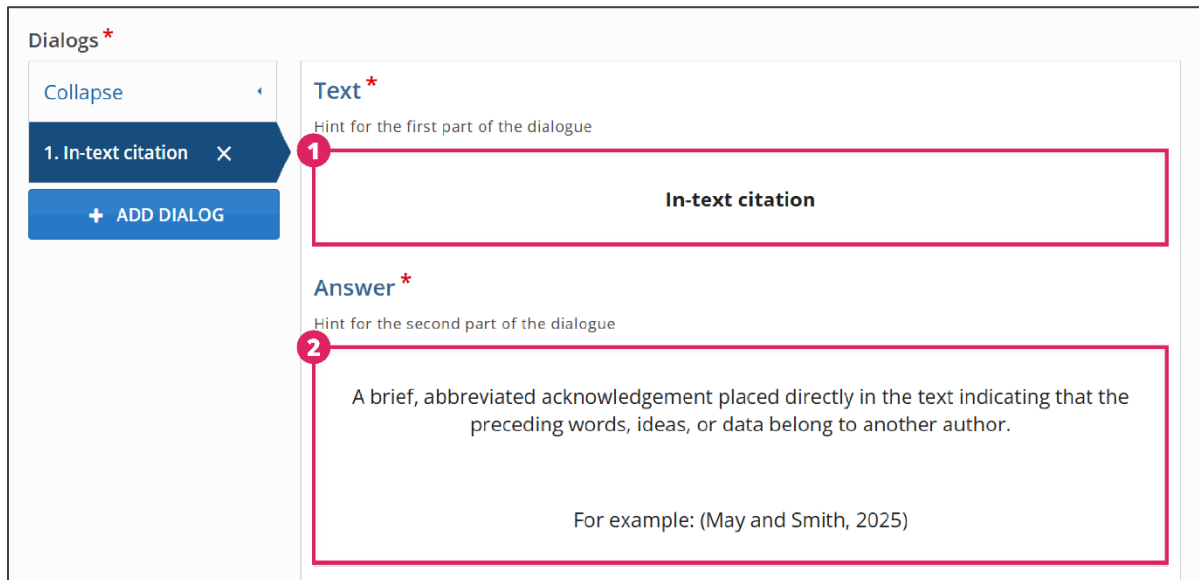
The screenshot shows a 'Task description' field, which is an empty text box.

Step 3: Create the cards

Under **Dialogs**, you can create the flippable cards.

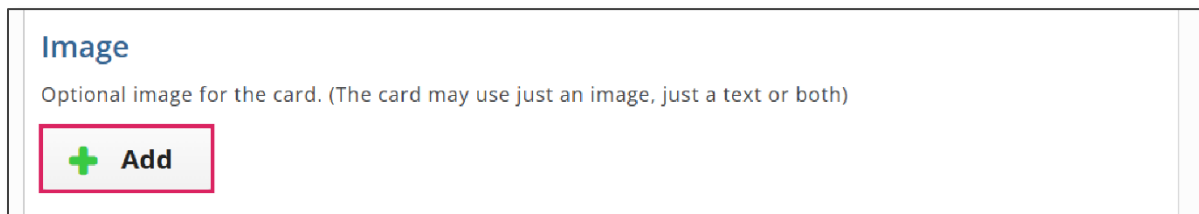
Fill in the following fields:

- **Text** (see marker 1): This is the prompt that will appear on the front of the card.
- **Answer** (see marker 2): This is the text that will appear when the card is turned.



The screenshot shows the 'Dialogs' interface. On the left, there is a sidebar with a 'Collapse' button, a list of dialogues (currently showing '1. In-text citation'), and an 'ADD DIALOG' button. The main area is divided into two sections: 'Text' and 'Answer'. The 'Text' section has a hint 'Hint for the first part of the dialogue' and a text input field containing 'In-text citation'. A red circle with the number '1' is placed next to the 'Text' label. The 'Answer' section has a hint 'Hint for the second part of the dialogue' and a text input field containing 'A brief, abbreviated acknowledgement placed directly in the text indicating that the preceding words, ideas, or data belong to another author.' Below this, there is an example: 'For example: (May and Smith, 2025)'. A red circle with the number '2' is placed next to the 'Answer' label.

You can also add an image, which will be displayed on both sides of the card. Under **Image**, select the **Add** button to upload an image file.



The screenshot shows the 'Image' section. It has a title 'Image' and a subtitle 'Optional image for the card. (The card may use just an image, just a text or both)'. Below this, there is a button with a green plus icon and the text 'Add'.

Then add **alternative text**, to support accessibility (see marker 1, next page).

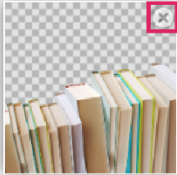
Underneath the image you'll find some additional settings:

- **Edit image** (see marker 2), which allows you to crop or rotate the image.
- **Edit copyright** (see marker 3), which allows you to add any licence or copyright information associated with the image (e.g. a Creative Commons licence).

If you want to remove the image and choose a different one, select the **x** in the image top right corner (see marker 4).

Image

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

4

2 Edit image 3 Edit copyright

Alternative text for the image

1

You can also add an audio file, which will appear only the first side of the card. Under **Audio files**, select the plus button (+), then upload an audio file (see marker 1, below) or paste a link to an audio file (see marker 2).

Audio files

1

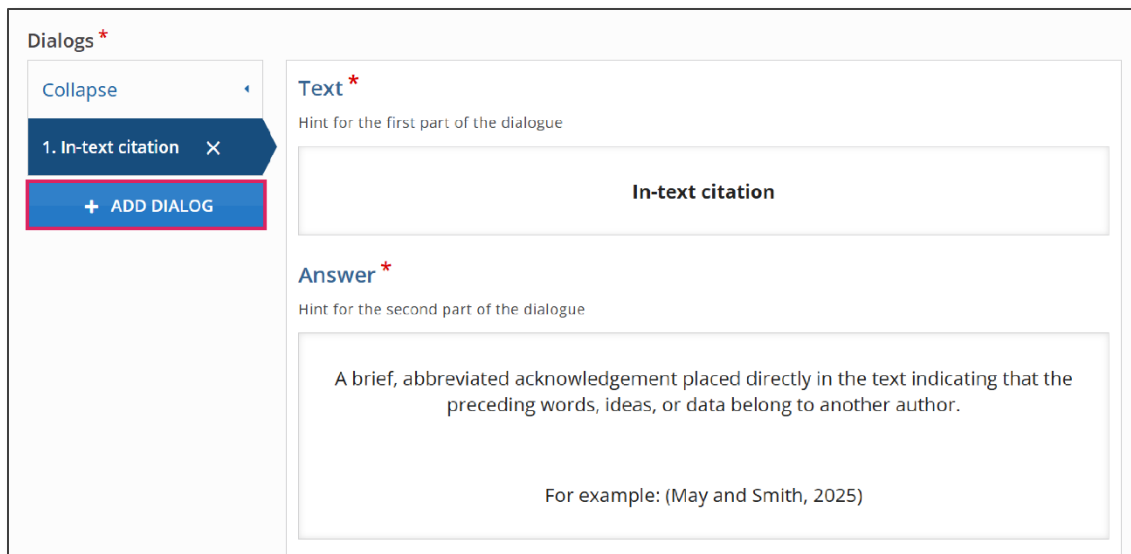
or

2



Insert Cancel

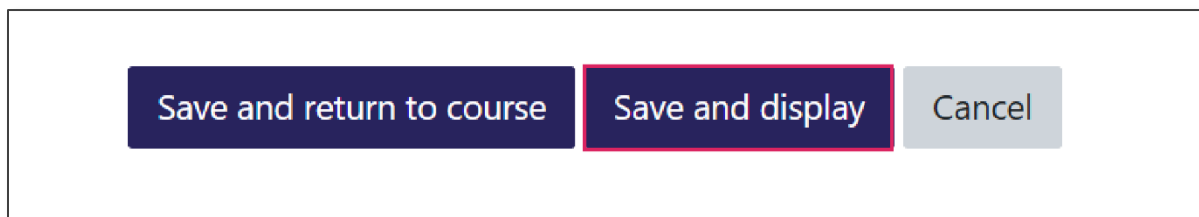
To add more cards, select the **Add Dialog** button in the side menu.



The screenshot shows a user interface for creating dialogues. On the left is a side menu titled "Dialogs" with a red asterisk. It contains a "Collapse" button, a list item "1. In-text citation" with a close icon, and a blue button with a plus icon and the text "+ ADD DIALOG". The main area on the right is titled "Text" with a red asterisk. It has a hint "Hint for the first part of the dialogue" and a text input field containing "In-text citation". Below this is a section titled "Answer" with a red asterisk, a hint "Hint for the second part of the dialogue", and a text input field containing "A brief, abbreviated acknowledgement placed directly in the text indicating that the preceding words, ideas, or data belong to another author." and "For example: (May and Smith, 2025)".

Step 4: Save and preview

We recommend you save and preview your work frequently, to ensure the activity works as expected. To do that, select **Save and display** at the bottom of the page.



The screenshot shows three buttons at the bottom of the page. The first button is dark blue with white text "Save and return to course". The second button is dark blue with white text "Save and display" and is highlighted with a red border. The third button is light gray with dark gray text "Cancel".