Embedding an H5P Object into a Content Page (using the HTML Editor) – D2L Tutorial

This tutorial is designed for faculty who have previous experience using the HTML Editor in D2L. For further information or assistance, go to our Team Dynamix Support portal and click the appropriate Category to submit a ticket.

Scenario

This tutorial will cover the steps involved with embedding an H5P object into a Content page using the HTML editor.

Steps

1. Go to the **Content** tool in your D2L course.
2. Go to the Module you want to add the video to, click **New,** and select **Create a File**.

3. Give your page a Title, then click in the **Content** box and add some text to provide a context for the H5P object you will be embedding. For example, explain to your students what they are supposed to interact with the object. <mark>Make sure to hit your Enter key so your cursor appears below the text you just typed in</mark>, otherwise your H5P object may not appear where you want it to! Click on the **Insert Stuff** icon at the top centre of the HTML editor.

4. Inserting the H5P embed code:

    a. In another browser window or tab, go to the website of the H5P object you wish to embed and click the **Embed** link at the bottom of the object.

b. Copy the Embed code (starts with "<iframe…".)
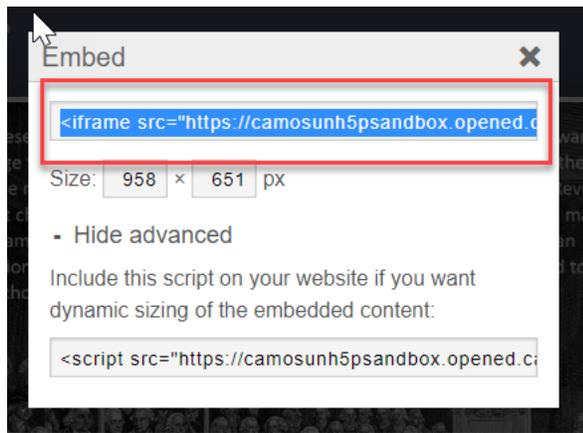
c. Go back to your D2L tab or window, and in the **Insert Stuff** pop-up box, click on **Enter Embed Code** on the left-hand side.
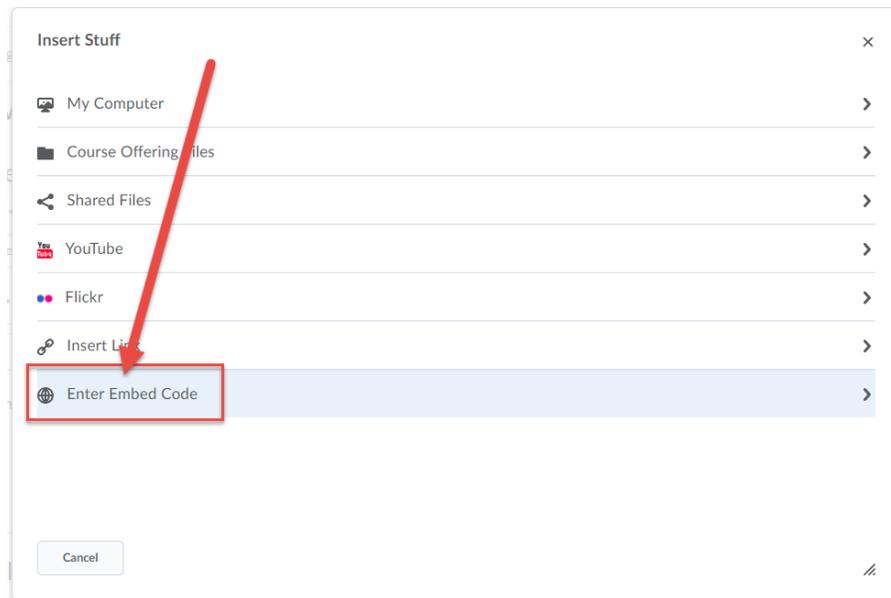
d. Paste the embed code into the **Embed Code** box and click **Next**.
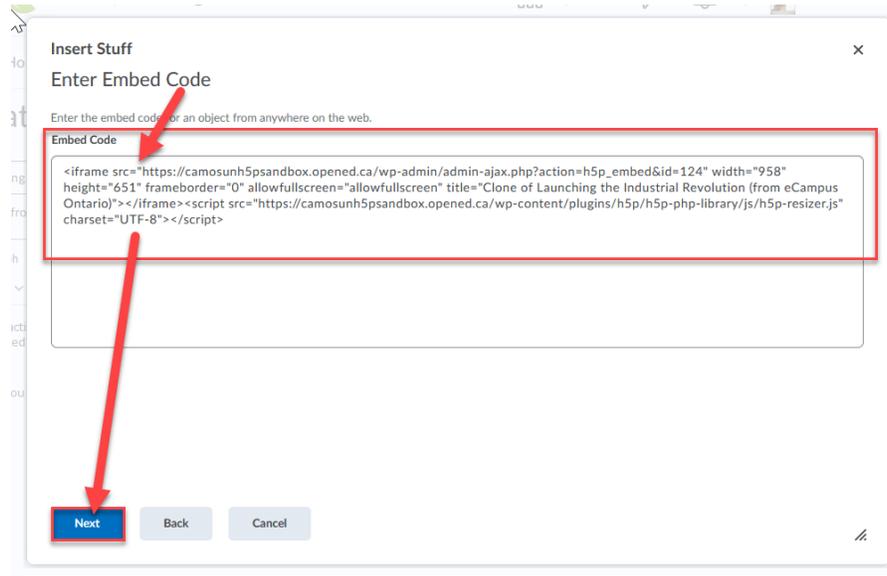
e. Preview the H5P object if you like, then click **Insert** when you are ready to embed it.
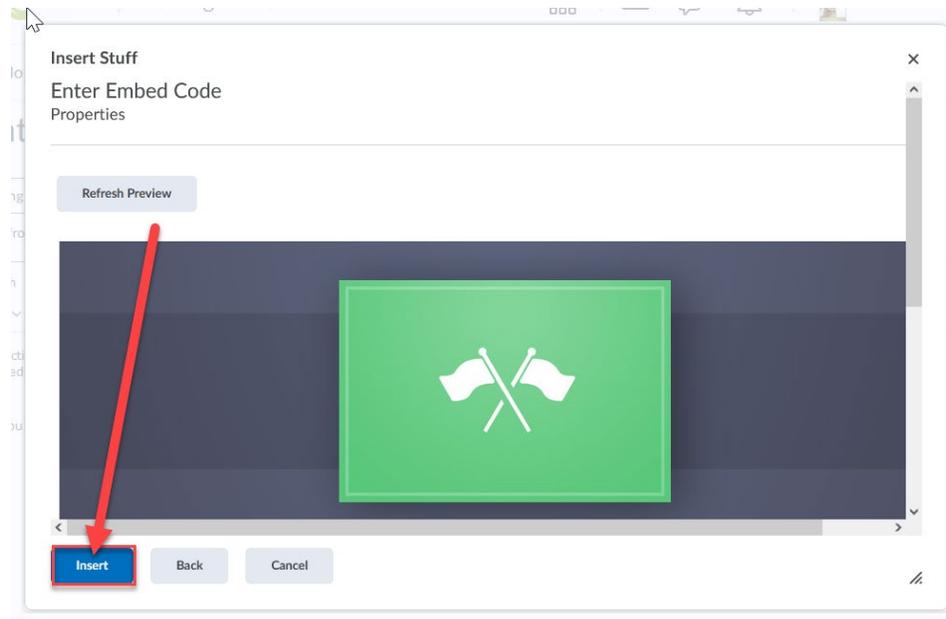
5. Finish editing your Content page as needed, then click **Save and Close**. You and your students can now click on the title of the page to see the embedded H5P object.

Things to Remember

Embedding an H5P object into the HTML editor allows you to include text-based context for the object. For example, you can add text before the object explaining what it is and how the students should be interacting with it, and text after the object explaining what the student should be doing next.