

H5P Dictation Tool

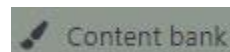
H5P's **Dictation** tool allows instructors to set up listening and writing activities. An H5P **Dictation** activity allows instructors to set up normal and slow audio for student consideration. In addition, alternate spellings can be set up to ensure that students can use alternate acceptable spelling or numbers. An example of a short dictation activity can be viewed at <https://h5p.org/dictation>.



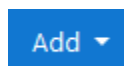
New to H5P development on Avenue? Read this → H5Ps are created in the course **Content Bank**. After you are satisfied with the H5P you have created, position the H5P on your main course. See the steps for this at <https://tinyurl.com/mryx369h>.

Create a Dictation Activity

1. Click on the **Content bank** in the **Navigation drawer**.



2. In the **Content bank**, click on the **Add** button.

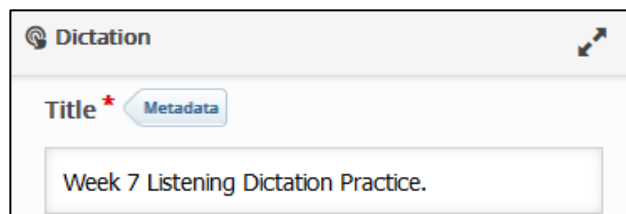


3. Locate the **Dictation** icon in the drop-down list.



4. The **Dictation** editing screen appears.

5. In the **Title** text box, type a title.



Note: Instructors can include a video, image or an audio clip with these exercises. To see how, locate these instructions at the end of this document.

6. Type a title in the Task **description** for this activity. (This is a tile for the students to read.)



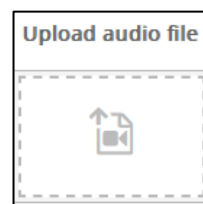
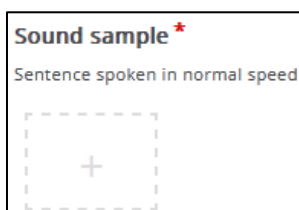
7. Starting at the first **Sentence** option, type the activity **Description** in the text field.

Description
You can optionally put a simple description above the text input field, useful e.g. for dialogues.

Click on the Play icon, listen and then type what you hear. If you need to hear the sentence spoken slower,

Note: The Dictation Tool allows the designer to include two audio clips. One at normal speed and the other are slower speed.

8. Add the **Sound sample** or audio clip at *normal speed* by clicking on the **Add file** icon.



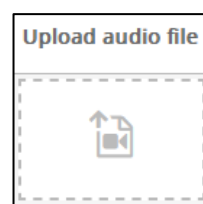
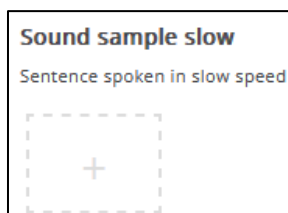
9. Click on the **Upload audio file** icon.

10. Locate the **audio (Mp3) file** on your device and select it.

11. Click on the **Open** button.

12. Once the audio is uploaded, click on the **Edit copyright** button if necessary.

13. Add the **Sound sample slow** or audio clip at *slower speed* by clicking on the **Add file** icon.



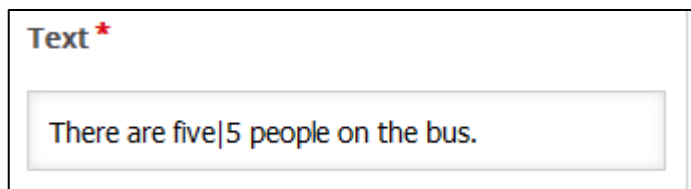
14. Click on the **Upload audio file** icon.

15. Locate the **audio (Mp3) file** on your device and select it.

16. Click on the **Open** button.

17. Once the audio is uploaded, click on the **Edit copyright** button if necessary.

18. Type the correct text expected in the **Text** field.



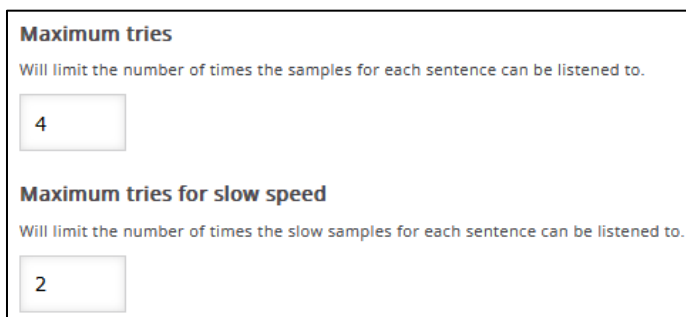
Note: Alternate spelling or digits can be added after the **pipe** “|” character. See five|5 above. Both would be graded as correct.

19. Add additional dictation sentence by clicking on the **+ ADD SENTENCE** button.

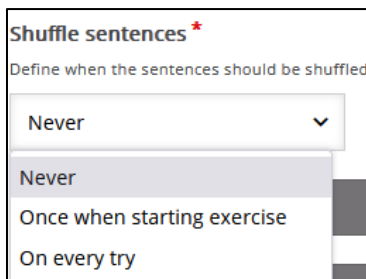


20. Expand the **Behavioural settings** section.

21. Set the number of **Maximum tries** and **Maximum tries for slow speed**.



22. If it is important to mix up the sentences, choose either, **On every try** or **Once when starting exercise** from the **Shuffle sentences** menu.







23. Expand the **Scoring** section.



24. Check or uncheck **Ignore Punctuation marks** based on your assessment requirements for your learners.
25. Check or uncheck **Zero mistakes mode** based on your assessment requirements for your learners. If it is checked, only correct answers will be considered for scoring the whole activity.
26. Set the **Value of typos** to with 0, 50 or 100%.
Note: This allows for some typing mistakes.
0 – one typo is permitted and 100% of grade is awarded
50 – one typo results in 50% of the grade awarded
100 – one typo results in no grade
27. Click on the **Save** button
Note: The activity should appear similar to this.



Week 7 dictation practice



Click on the Play icon, listen and then type what you hear. If you need to hear the sentence spoken slower, click on the slow speed icon. At the end of the activity, click on the Check button.











☒ Check

Add a video

1. Click on the **Media** drop down.

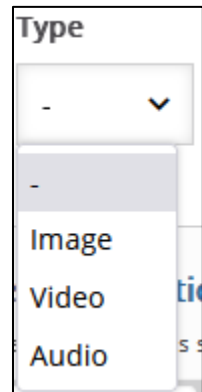
A dark grey button with a white right-pointing triangle and the word "Media" in white text.

2. Choose the **Media Type**, Video.

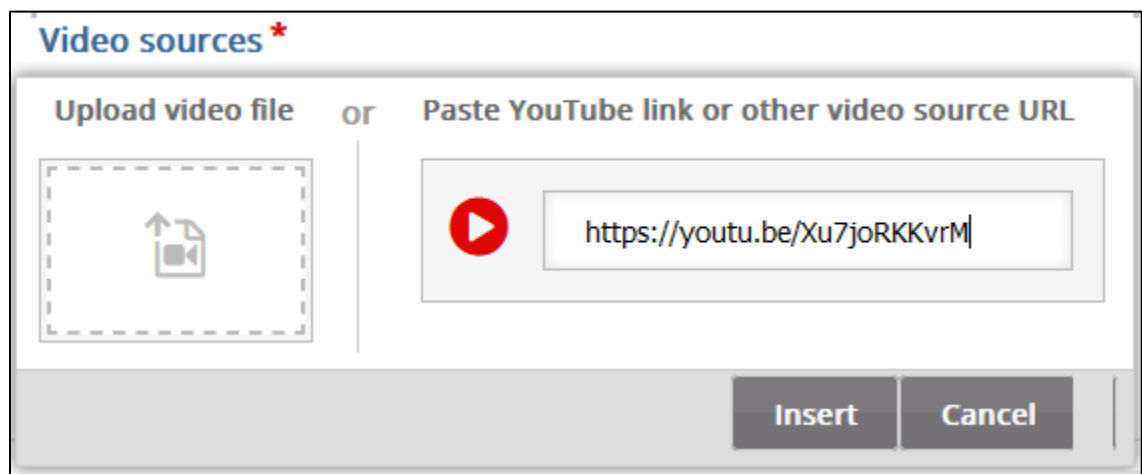
Note: You can only have one kind of media for each activity.

3. Type a **Title** of the Video.

4. Click on the **Video sources** icon.



5. Paste the YouTube **source** of the video into the textbox. (<https://youtu.be/Xu7joRKKvrM>)

A dialog box titled "Video sources" with a red asterisk. It has two tabs: "Upload video file" and "Paste YouTube link or other video source URL". The "Paste YouTube link" tab is active. It contains a red play button icon and a text box with the URL "https://youtu.be/Xu7joRKKvrM". At the bottom are "Insert" and "Cancel" buttons.

6. Click on the **Insert** button.

Note: An icon appears with the **video host's** name.



Add an Audio Clip

1. Click on the **Media** drop down.

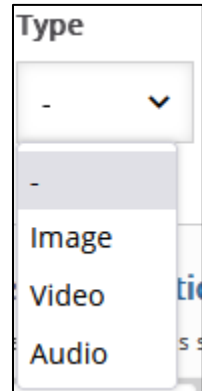


2. Choose the **Type**, Audio.

Note: You can only have one kind of media for each activity.

3. Type a **Title** of the Audio clip.

4. Click on the **Source files** icon.



5. Click on the **Upload audio file** icon.

6. **Locate the audio (Mp3) file on your device and select it.**



7. Choose the **Player mode**,

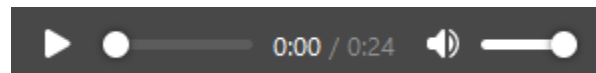
- a. **Minimalistic** for a small icon



- b. **Full** for a controllable player

Note: Do not check **Enable**

Autoplay. Check, **Enable Controls**.



- c. **Transparent** for no visible player or icon.

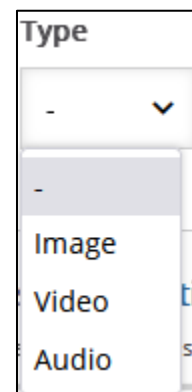
Note: Try to avoid this as it does not allow learners the ability to start or stop the audio.

Add an Image

1. Click on the **Media** drop down.

A dark grey button with a white right-pointing triangle and the word "Media" in white text.

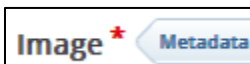
2. Choose which type of media (image, Video, Audio)
Note: You can only have one kind of media for each activity.
This example is an **Image**.



3. Click on the **Add** button.

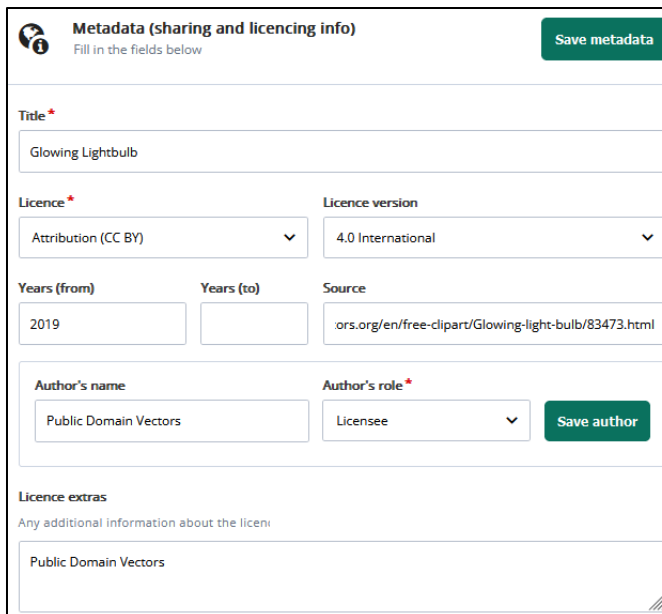
A light grey button with a green plus icon and the word "Add" in black text.

4. Choose the **image** from your device.
5. Add a description of the picture in the **Alternative** text box.
6. Click on the **Metadata** button.

A button with the word "Image" in black and a red asterisk, followed by a blue button with the word "Metadata" in white.

7. Enter **copyright details**, similar to this example.

8. Click on the **Save metadata** button.

A form titled "Metadata (sharing and licencing info)" with a "Save metadata" button in the top right. The form contains several fields: "Title" with the value "Glowing Lightbulb"; "Licence" set to "Attribution (CC BY)" and "Licence version" set to "4.0 International"; "Years (from)" set to "2019" and "Years (to)" empty; "Source" with the URL "ors.org/en/free-clipart/Glowing-light-bulb/83473.html"; "Author's name" set to "Public Domain Vectors" and "Author's role" set to "Licensee", with a "Save author" button; and a "Licence extras" section with the text "Public Domain Vectors".

Metadata (sharing and licencing info) Save metadata

Fill in the fields below

Title *

Glowing Lightbulb

Licence * Attribution (CC BY) **Licence version** 4.0 International

Years (from) 2019 **Years (to)** **Source** ors.org/en/free-clipart/Glowing-light-bulb/83473.html

Author's name Public Domain Vectors **Author's role *** Licensee Save author

Licence extras

Any additional information about the licence

Public Domain Vectors

9. Add **Alternative text** for the image.

A box with the title "Alternative text" in blue and a red asterisk. Below the title is a text input field containing the text "a hand holding a lightbulb".