

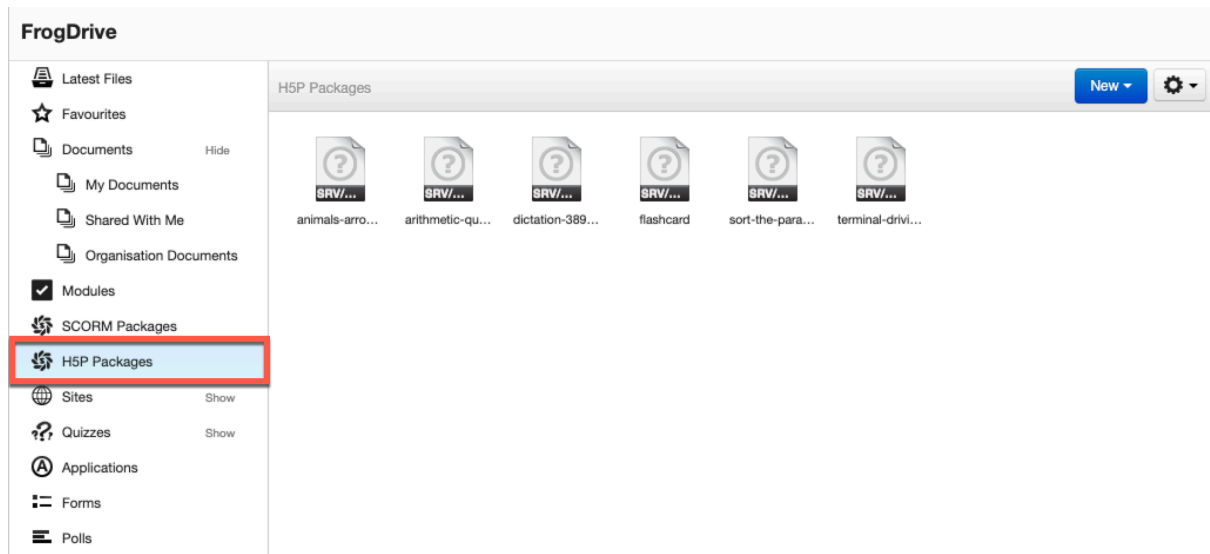
# H5P Player Widget

## Overview

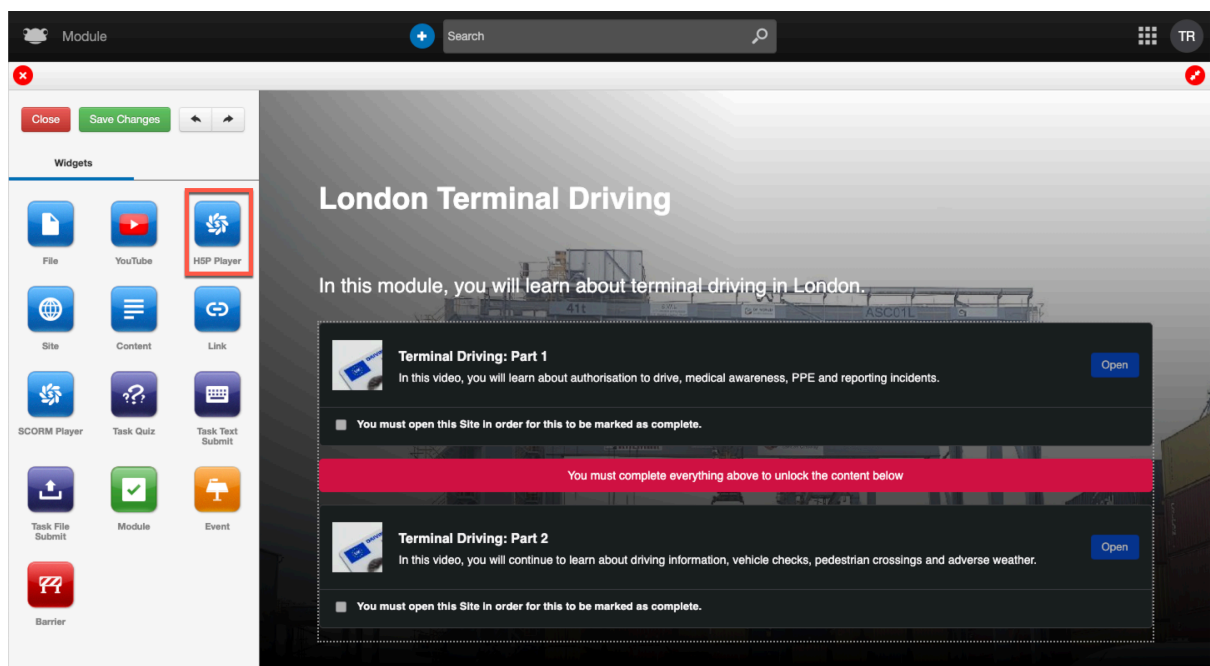
This release introduces the ability to use H5P content within your Frog platform. H5P (HTML5 Package) enables you to create interactive learning content without needing to know how to code — think of it as similar to SCORM.

As part of this change, there are a few key updates:

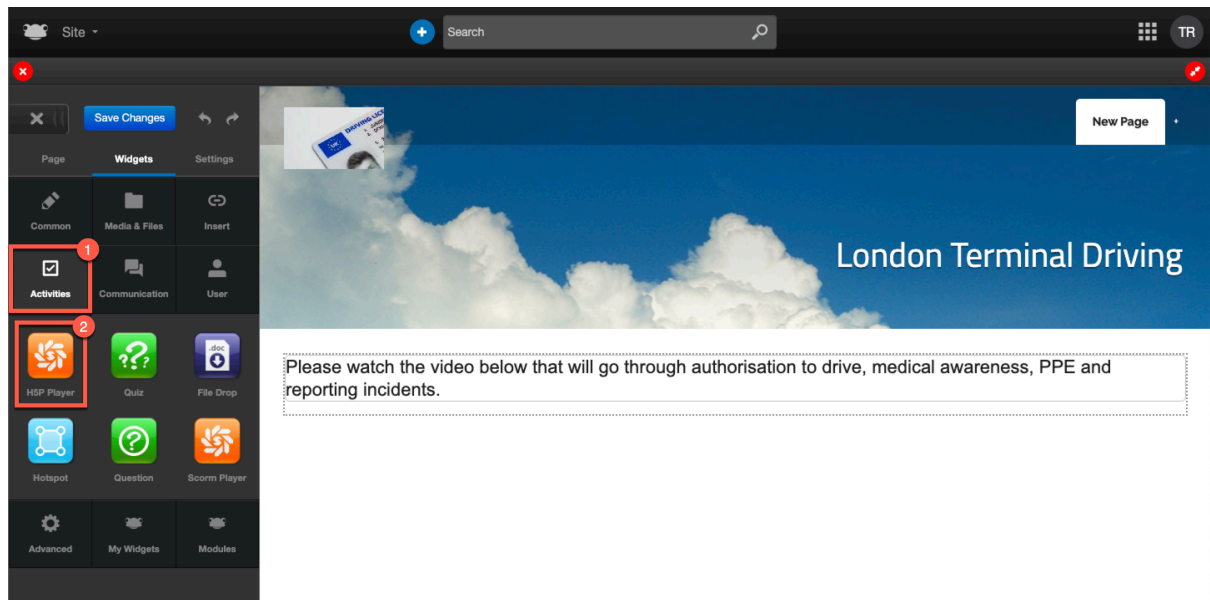
- Within FrogDrive, there is now a new section called **H5P Packages**, allowing you to upload your H5P content to the Frog platform for use within your modules.



- Within modules, there is a new **H5P Player** widget. This widget works with the various completion settings available, including “Score greater than passmark”. For this to work as expected, the H5P content must contain a quiz or assessment at the end to send a result back to the Frog platform.

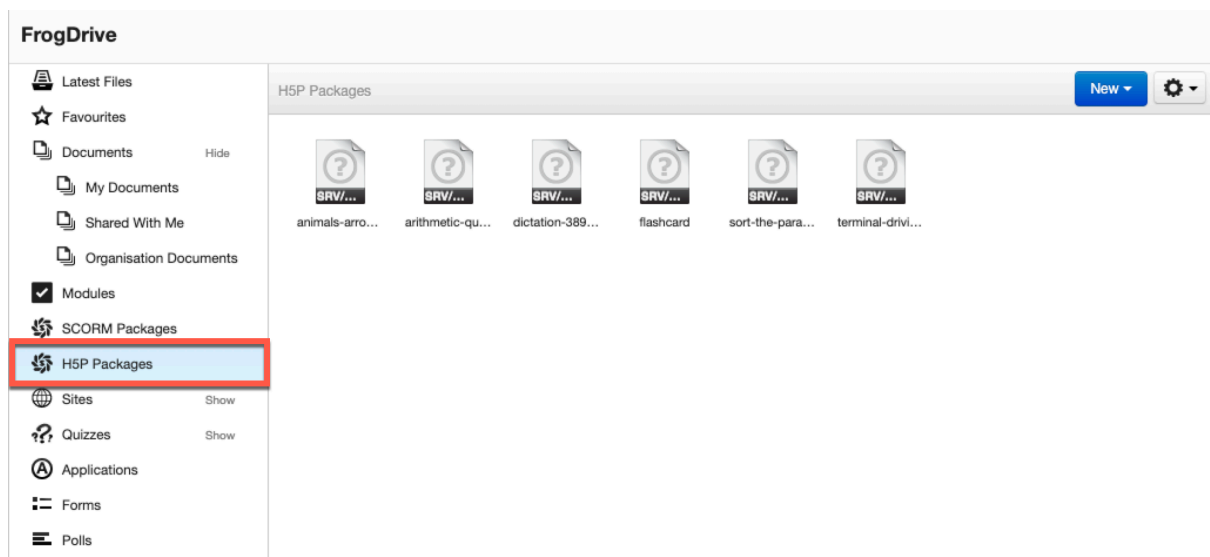


- Within sites, there is a new **H5P Player** widget under the Activities section. This widget allows the H5P content to be played directly within the site.

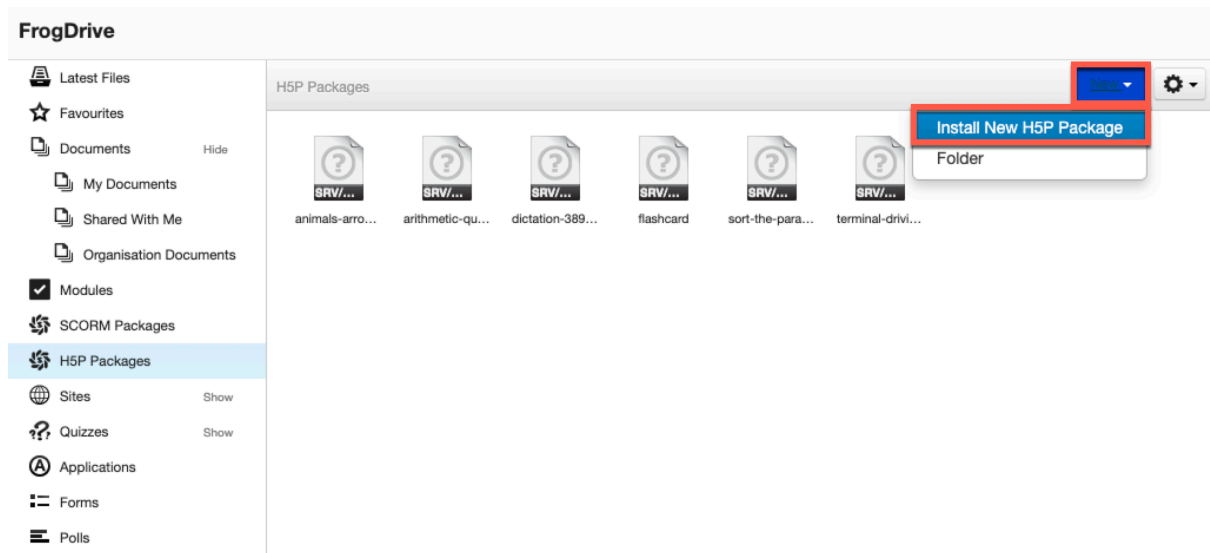


## How-to

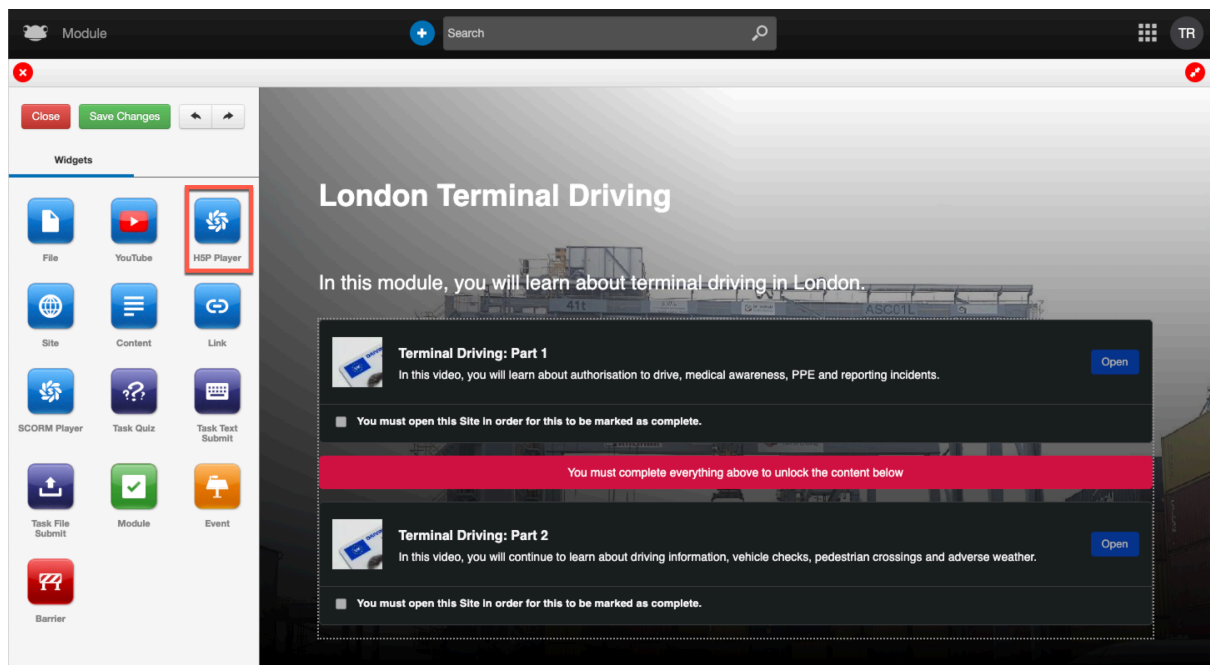
If you have H5P content you'd like to include in your modules, the first step is to upload it to your Frog platform. As an admin, navigate to **FrogDrive**. In the pop-up window, you'll now see a new section called **H5P Packages**. Navigating to this section will display any H5P packages you have already uploaded.



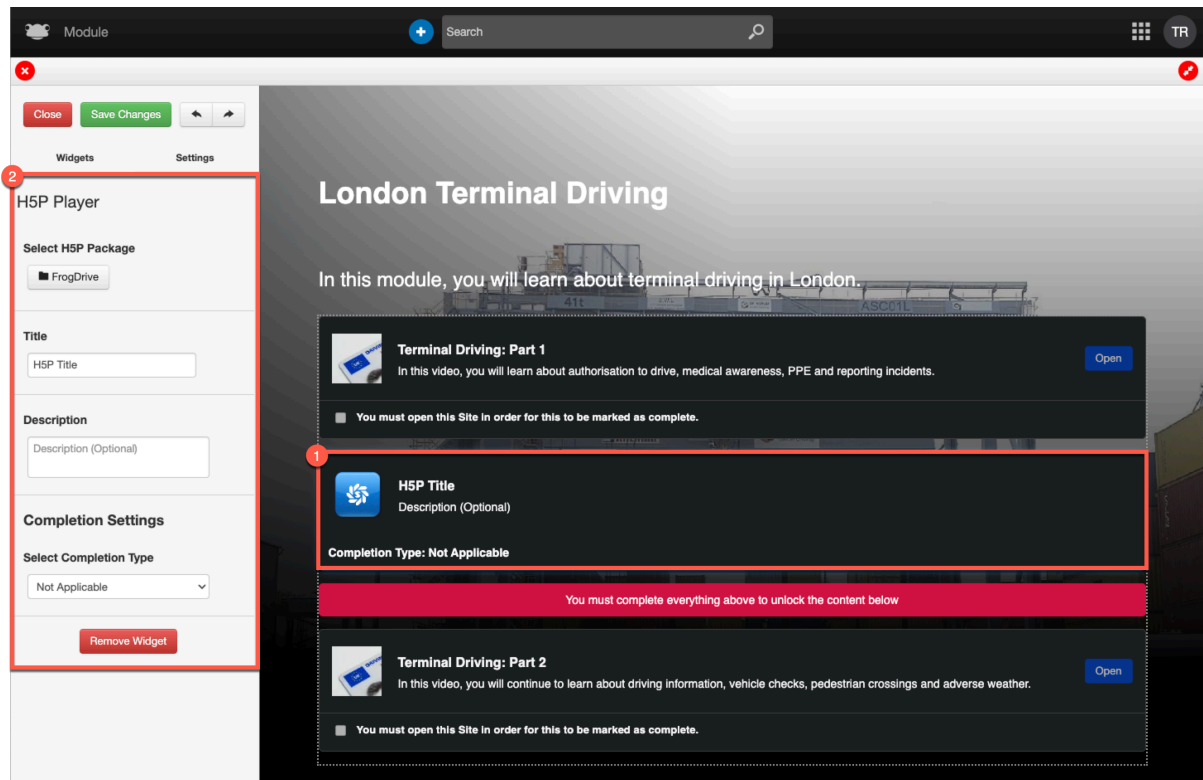
To upload a new H5P package, go to the **H5P Packages** section, then select **New > Install New H5P Package** and choose the H5P files from your local device that you wish to upload.



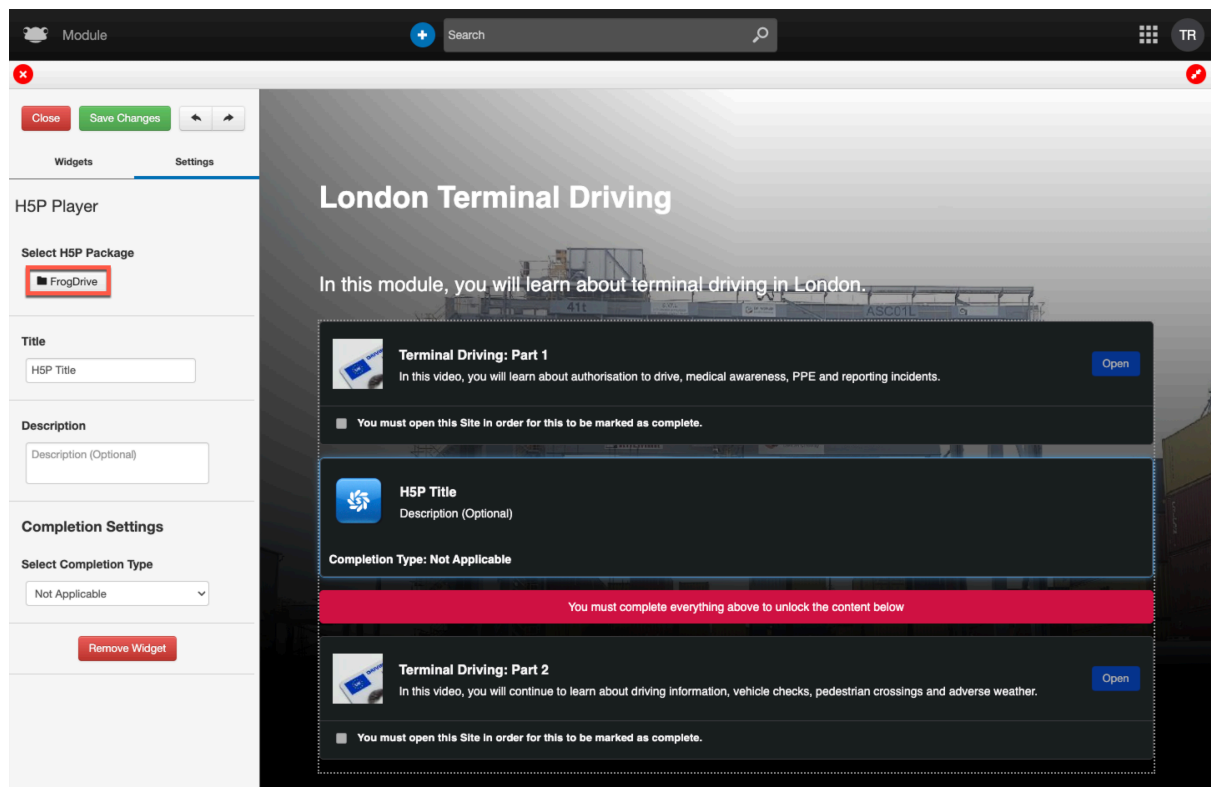
Now let's look at how to add your H5P packages to your modules. Navigate to a module and enter edit mode and you'll see the new **H5P Player** widget available.



Drag and drop the **H5P Player** widget onto your module, then select the widget to view the available settings.

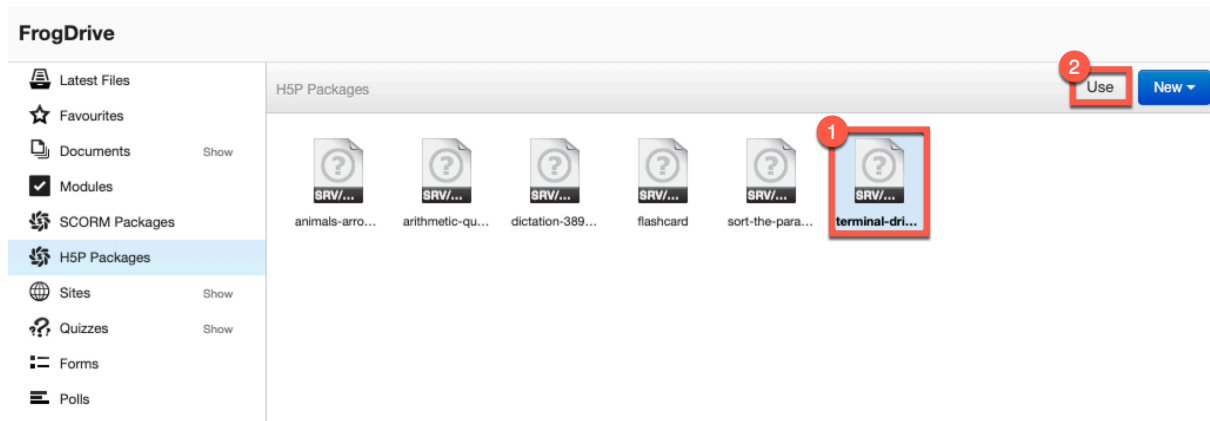


The first step is to select the H5P package you want to associate with the player. To do this, click the **FrogDrive** button.



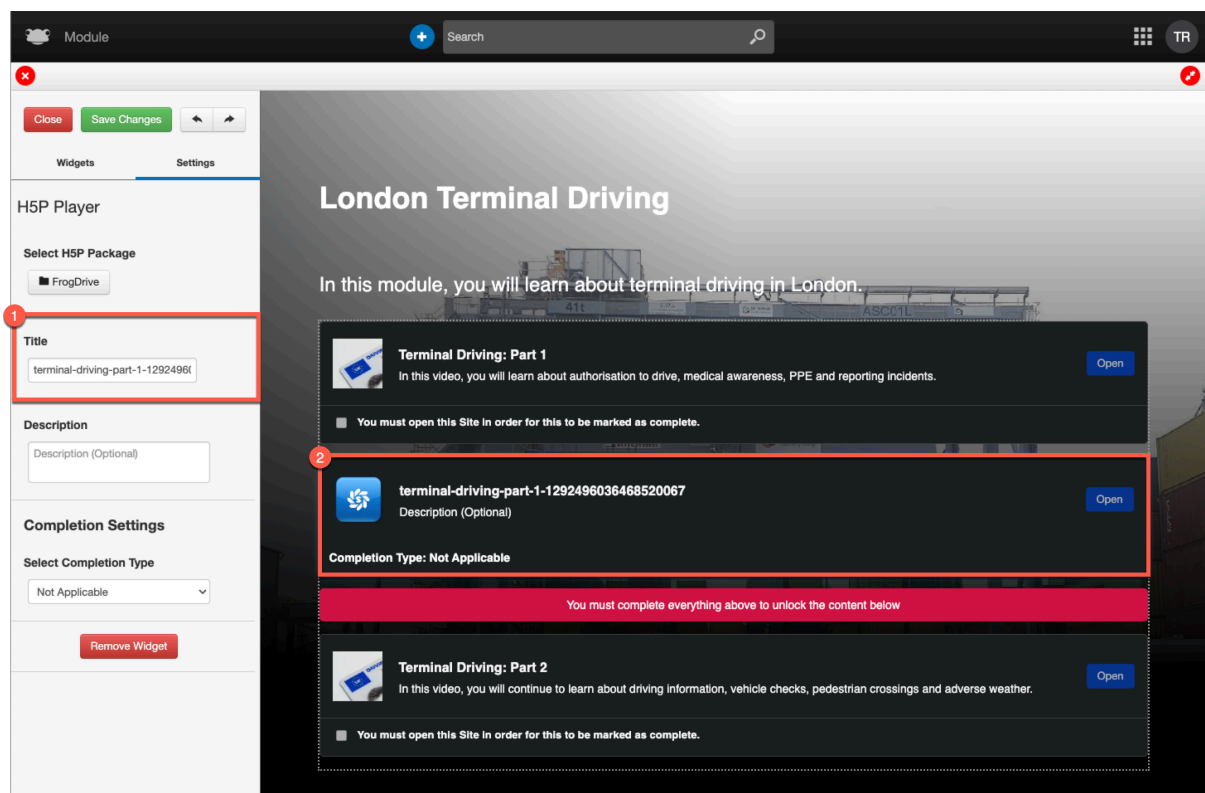
The **FrogDrive** pop-up window will open to the **H5P Packages** section. Select the H5P package you want to include in your module, then click the **Use** button.





The **H5P Player** widget will link to the H5P content you selected in the previous step and will automatically set the widget's title to match the name of the H5P content.

In this example, we can see that the **Title** field has been populated with **terminal-driving-part-1-1292496036468520067**.



If you wish to change the content in the **Title** field, simply click into the field and enter your text. You can also choose to add text to the **Description** field if appropriate.

In this example, the title has been updated to **Terminal Drive: Part 1** and a description has also been added.

**London Terminal Driving**

In this module, you will learn about terminal driving in London.

**Terminal Driving: Part 1**  
In this video, you will learn about authorisation to drive, medical awareness, PPE and reporting incidents. [Open](#)

☐ You must open this Site in order for this to be marked as complete.

**Terminal Drive: Part 1**  
Please review the video and don't forget to take the quiz at the end. [Open](#)

**Completion Type: Not Applicable**

You must complete everything above to unlock the content below

**Terminal Driving: Part 2**  
In this video, you will continue to learn about driving information, vehicle checks, pedestrian crossings and adverse weather. [Open](#)

☐ You must open this Site in order for this to be marked as complete.

The last option within the widget settings is to choose how you want this activity to be marked as completed for a learner. The standard completion settings below are available and will work with H5P content:

- Not Applicable
- Mark completed manually
- When H5P file has been opened
- Score greater than passmark
  - **NOTE** - For **Score greater than passmark** to work as expected, the H5P content must include a quiz or assessment at the end to send a result back to the Frog platform.

**London Terminal Driving**

In this module, you will learn about terminal driving in London.

**Terminal Driving: Part 1**  
In this video, you will learn about authorisation to drive, medical awareness, PPE and reporting incidents. [Open](#)

☐ You must open this Site in order for this to be marked as complete.

**Terminal Drive: Part 1**  
Please review the video and don't forget to take the quiz at the end. [Open](#)

**Completion Type: Not Applicable**

You must complete everything above to unlock the content below

**Terminal Driving: Part 2**  
In this video, you will continue to learn about driving information, vehicle checks, pedestrian crossings and adverse weather. [Open](#)

☐ You must open this Site in order for this to be marked as complete.

In this example, the completion setting **Score greater than passmark** has been selected, with a passmark of 70% set.

The screenshot shows the H5P Player settings interface for a module titled "London Terminal Driving". On the left, a sidebar contains settings for the widget, including a title ("Terminal Drive: Part 1"), a description ("Please review the video and don't forget to take the quiz at the end."), and completion settings. The completion settings are highlighted with a red box and include a dropdown menu set to "Score greater than passmark", a required pass mark of 70, and completion instructions ("You must achieve a score equal to"). The main content area displays the module's title and a list of activities. Each activity has an "Open" button. The first activity, "Terminal Driving: Part 1", has a completion status of "Not Started". The second activity, "Terminal Drive: Part 1", has a completion status of "Not Started" and a score of 0.00%.

From a learner's perspective, when viewing a module with H5P content, it will work the same way as SCORM content — the activity will display with an **Open** button to launch the H5P content.

The screenshot shows the learner's view of the "London Terminal Driving" module. The module title is displayed at the top, followed by a "Not Started" status indicator. Below the title, a list of activities is shown. Each activity has an "Open" button. The first activity, "Terminal Driving: Part 1", has a completion status of "Not Started". The second activity, "Terminal Drive: Part 1", has a completion status of "Not Started" and a score of 0.00%. The "Open" button for the second activity is highlighted with a red box. A red banner at the bottom of the list indicates that the learner must complete everything above to unlock the content below.

After selecting the **Open** button, a new window will open, and the H5P content will load and start playing.

Module
Log out Elizabeth Chatters

# AIMS AND OBJECTIVES

AIM: Basic awareness for driving on the terminal

OBJECTIVES:

- Knowledge of quay side operations
- Hazard awareness
- Responsibilities as a driver
- Where and when to drive
- Practical



0:55 / 3:42

If your H5P content contains a quiz or assessment and you have used the **Score greater than passmark** completion setting, then the score will be populated for the activity within the **Module Compliance Report**.

In this example, we can see that the learner **Elizabeth Chatters** scored **100%** on the H5P content.

Reporting
Search
TR

Reporting

All Saved Reports
Show

My Saved Reports
Show

Training Reports
Hide

Department Compliance Report

Learner Compliance Report

Manager Compliance Report

Module Compliance Report

Additional Reports
Show

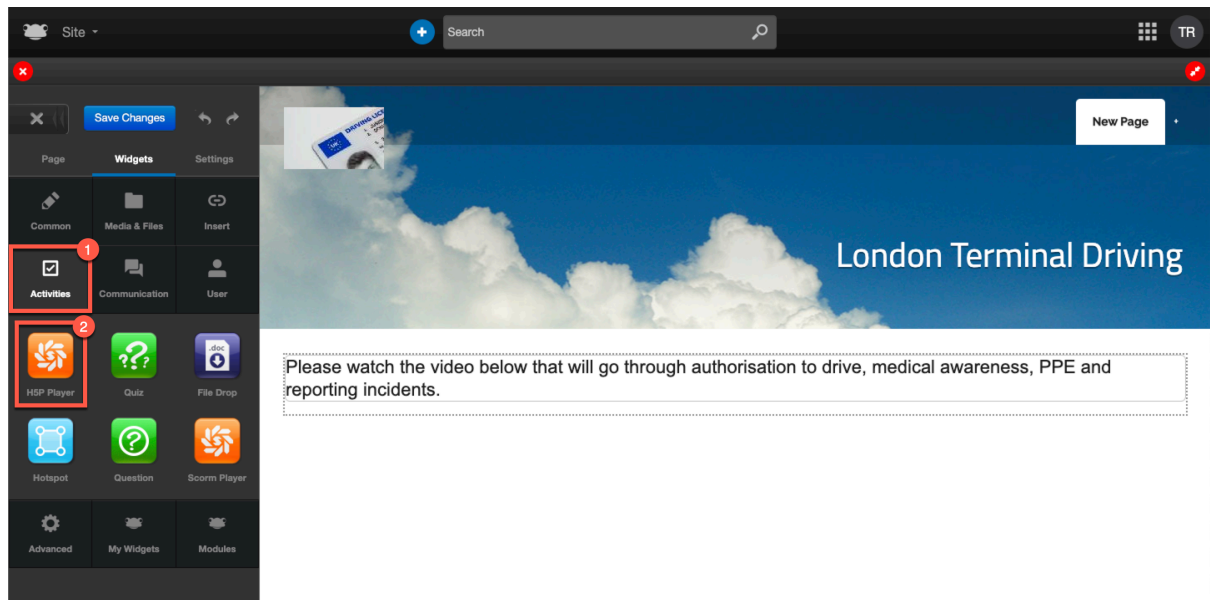
Training Reports - Module Compliance Report

Report Parameters

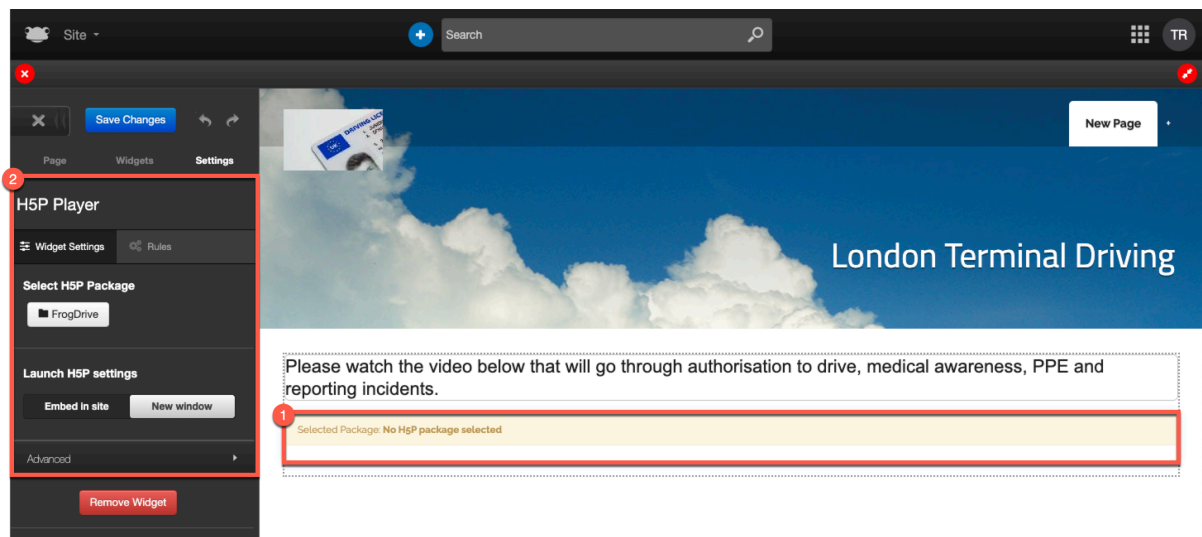
### London Terminal Driving

Learner name	Individual activity status			Status	Due / Expiry date	Individual activity
	Terminal Driving: Part 1	Terminal Drive: Part 1	Terminal Driving: Part 2			
Elizabeth Chatters	🔄	🟢 100%	🔄	🟢 In good standing	No due date	🕒 Started - 15/07/2025
Eric Luggs	🔄	🔄 0%	🔄	🟢 In good standing	No due date	🕒 Not started

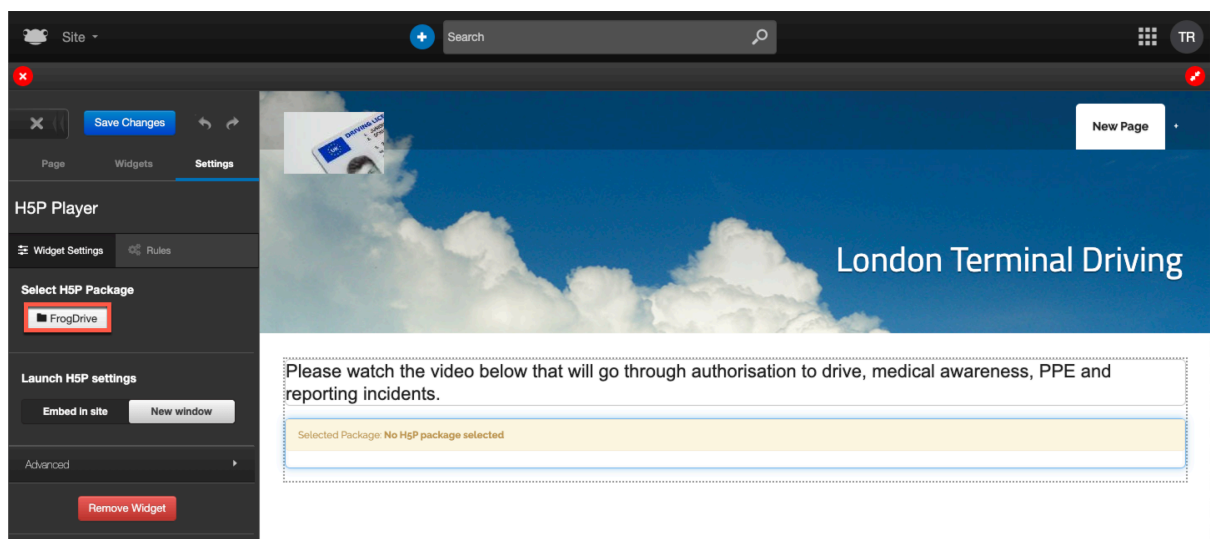
Lastly, within sites, there is a new **H5P Player** widget under the **Activities** section. This widget allows the H5P content to be played directly within the site.



Drag and drop the **H5P Player** widget onto your site, then select the widget to view the available settings.

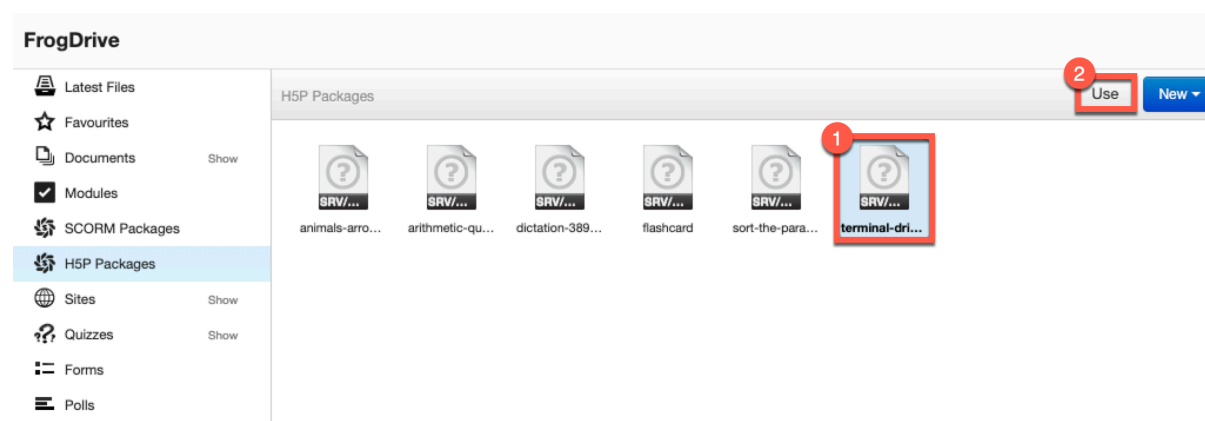


The first step is to select the H5P package you want to associate with the player. To do this, click the **FrogDrive** button.



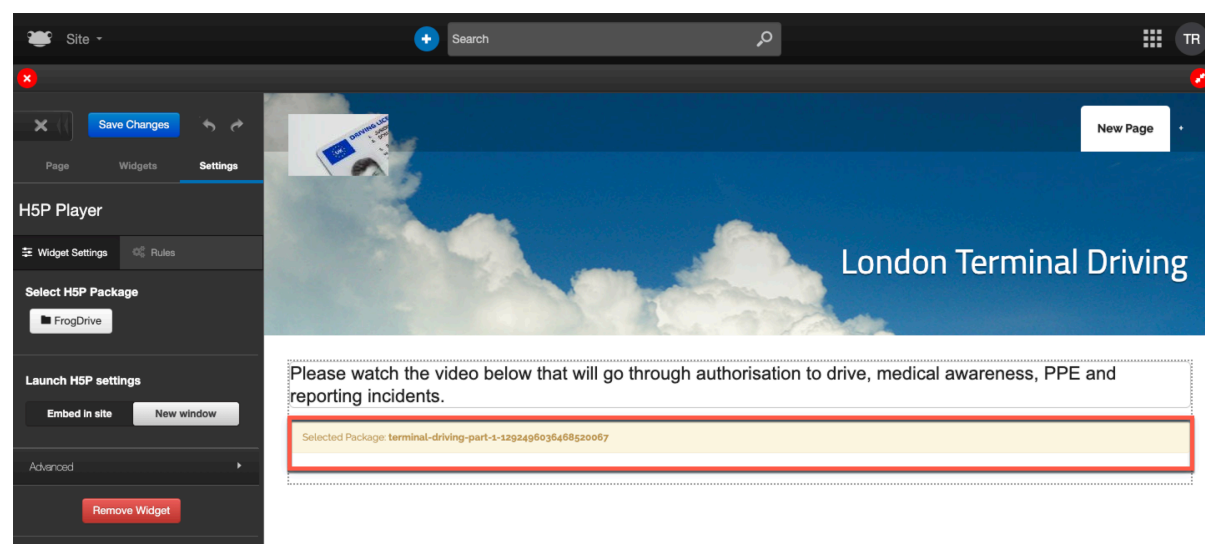


The **FrogDrive** pop-up window will open to the **H5P Packages** section. Select the H5P package you want to include in your module, then click the **Use** button.



The **H5P Player** widget will link to the H5P content you selected in the previous step, and the name of the content will be displayed within the widget.

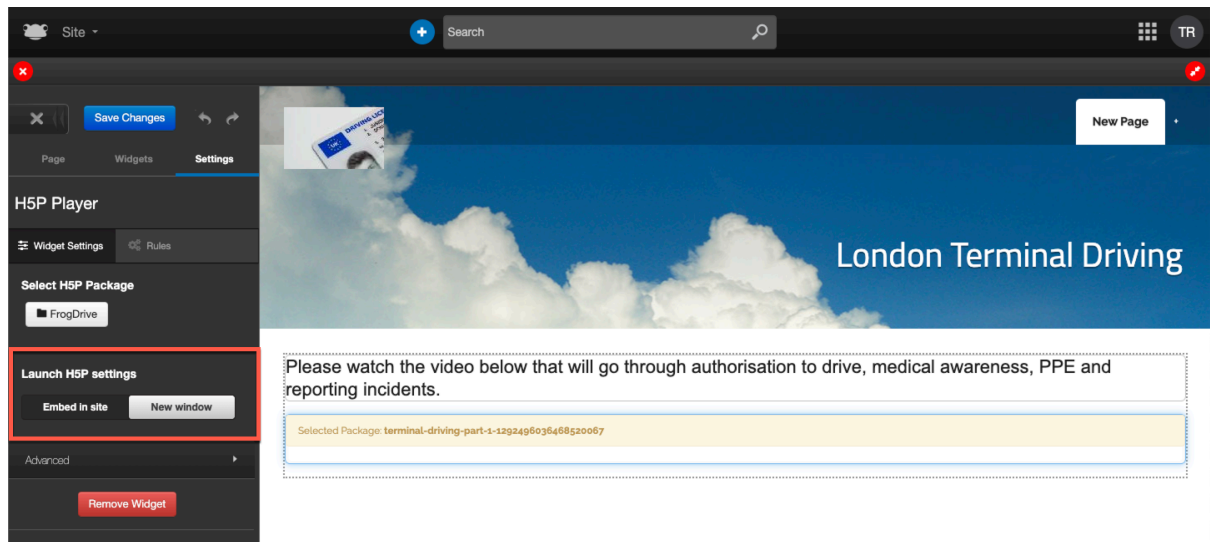
In this example, we can see that the **H5P Player** widget has the package **terminal-driving-part-1-1292496036468520067** selected.



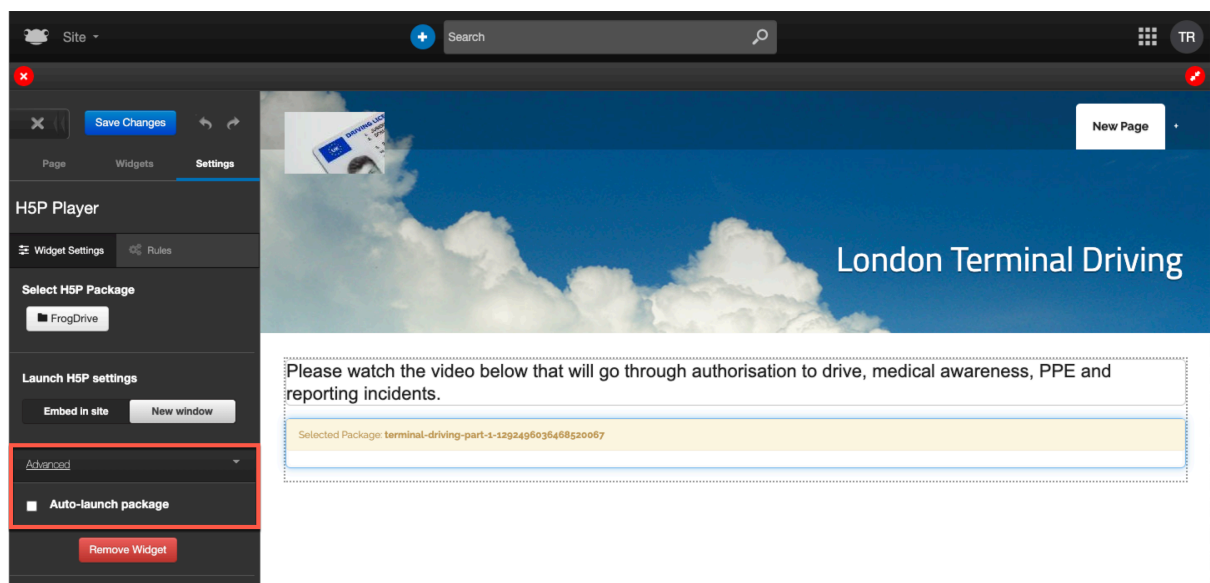
The next setting available is **Launch H5P settings**, which lets you choose how the content should load. Two options are available:

- **Embed in site** – The H5P content will display directly within the site.
- **New Window** – The user will need to select an **Open** button, which will launch the H5P content in a new window.

The default option is set to **New Window**.



The last setting under the **Advanced** section is **Auto-launch package**. When selected, this option will automatically launch the H5P package as soon as the site is opened. By default, this option is not selected.



Below is an example of how the **H5P Player** widget will display to a learner within a site. In this example, the option to open the H5P content in a new window was selected, so the learner will need to click the **Open** button to launch the content.

