

User Guide

Flashcard Module

Setting up the activity

The screenshot shows the 'General' settings page for a Flashcard Module. The page is divided into sections with various input fields and options. Eight blue circular callouts with white numbers are placed over specific elements:

- 1**: Points to the 'Name' input field.
- 2**: Points to the 'Description' text area, which includes a rich text editor toolbar with options like Paragraph, Bold, Italic, Bulleted list, Numbered list, Link, Unlink, Undo, Redo, Image, Video, and File.
- 3**: Points to the 'Display description on course page' checkbox.
- 4**: Points to the 'Start time' and 'End of time' date and time pickers.
- 5**: Points to the 'Gameplay' dropdown menu, which is currently set to 'Both Leitner and free training'.
- 6**: Points to the 'Question media type' dropdown menu, which is currently set to 'text'.
- 7**: Points to the 'Media type for answers' dropdown menu, which is currently set to 'text'.
- 8**: Points to the 'Start sounds automatically' dropdown menu, which is currently set to 'No'.

Other visible settings include 'Path: p' and 'Words:0' at the bottom of the description area, and 'Decks' set to '2'.

General settings

1. This is the activity name that will appear in the course.
2. Add in the activity intro any information that help students to understand what is the goal of the activity and how to use it the best way.
3. If checked, the intro will be displayed in the course page.
4. you may setup start date and/or end date for the activity.
5. Select the media type to be used in the front side of the cards (text, image, sound, sound and image, video clip).
6. Select the media type to be used in the rear side of the cards. (text, image, sound, sound and image, video clip).

image, video clip)

7. If checked, the media (sound or video) will start playing as soon as the page is loaded. If not, the user will have to start the media clip.

8. You may swap questions and answers.

9. This settings defines the number of card stacks that will be used for the Leitner gameplay from 2 to 4. this number may depend on the global difficulty of the domain, and of the number of pairs to memorize. Big knowledge domains may need 4 stacks to enhance the memorisation process.

10-11-12-13. Defines the review trigger delay for the card stack. The stack will turn to “has to be reviewed” state after this delay (in hours) running from the last student review.

Notifications

14. When choosing “yes”, the learner will receive review request reminders after a time you define (the revision delay).

Card customization files

See advanced paramters.

Standard activity settings

As any other plugin, there are a set of standard settings for visibility, activity identification, group and groupment management.

Advanced settings

Advanced settings are usually not visible in the setting form, unless you activate the extra settings.

Deck Erosion Settings

These settings allow

Cards customisation files

You can add there some images to customize the cardset appearance. Take care the text and players will be printed over the images used in background.

- **Front card image**
- **Back side image**
- **Empty deck image:** Use a dimmed image to avoid confusion with a non empty deck ! This image is used when reviewing a deck to tell the last card has been consumed.

- **Needs review image:** Will be printed for students in the review interface for those decks that need review (programmed review delay is passed for the current user).
- **Reviewed deck image:** Printed for those decks that have been reviewed and do not require immediate replay.
- **Empty reviewed deck:** Printed for those decks that have no card in and cannot be played.

Extra CSS

Teachers may customize additional cards with a local CSS scriptlet.

Mise en place de l'activité

IMAGE A PLACER

- Usage de Leitner
- Usage Libre
- Bilan
- Modifier les cartes

Fonctionnalités particulières

Mode de Leitner

Sebastian Leitner est un ingénieur Allemand qui a mis au point la méthode de la "[répétition espacée](#)", aidant à la mémorisation d'ensembles de définitions. La méthode de Leitner se base sur le constat que notre mémoire favorise des données dites 'faciles à retenir', alors que d'autres résistent à la mémorisation. La méthode de Leitner se concentre sur les zones difficiles de l'espace à apprendre, en mettant de côté les items qui se mémorisent facilement et en concentrant la révision sur celles qui résistent.

Erosion des jeux

Le système d'érosion des jeux est une contrainte "punitif" pour les participants qui ne viendraient pas effectuer leur révision avec suffisamment de rigueur. Lorsque l'érosion est activée, les cartes non révisées "remontent" dans les paquets plus difficiles, éloignant le participant de l'objectif d'avoir passé toutes ses cartes dans le dernier paquet.

Inversion des questions/réponses

Cette fonctionnalité simple permet de rejouer l'exercice dans l'autre sens, en présentant d'abord l'autre face des cartes. Cela permet de renforcer encore plus l'apprentissage.

En savoir plus sur la mise en place de l'activité :

- [Mise en place du FlashCard](#)
- [Cas d'usages](#)

[Retour au guide d'utilisation](#) - [Retour à l'index du module Flashcard](#) - [Revenir à l'index des plugins](#) - [Revenir au catalogue](#)

From:
<https://docsen.activeprolearn.com/> - **Documentation Moodle ActiveProLearn**

Permanent link:
<https://docsen.activeprolearn.com/doku.php?id=mod:flashcard:userguide&rev=1522427957>

Last update: **2026/01/13 07:58**

