



Interactive HTML resources

Complete Teacher Guide

1. What are Interactive Html Resources?

An interactive HTML resource is a single computer file, just like a Word document or PDF, that opens directly in a web browser and behaves like a mini-application. There is nothing to install, no account to create, and no internet connection required once you have the file. Think of it as a self-contained digital activity that lives entirely inside one file. Double-click it, and it opens ready to use.



1.1 Interactive Resource Suite

Our resources include a range of engaging interactive formats designed to support diverse learners:

Type	What it does
 Pathway Story	A branching scenario where student decisions lead to different outcomes. Develops critical thinking and consequential reasoning.
 Quizzes	An interactive assessment with immediate feedback. Students answer questions, earn points, and receive a results summary they can print or save.
 Chatbots	Simulated conversations (e.g. interviews, scenarios, inquiry-based learning) that promote engagement and deeper understanding.
 Critical Thinking	Activities focused on detecting, diagnosing, and problem-solving through real-world scenarios and inquiry tasks.
 Gamified Learning	Game-based experiences such as: Escape rooms, Points-based challenges, “Who Wants to Be a Millionaire”-style quizzes and Mission-based tasks

1.2 Key Characteristics

What every Aura Learning Studio HTML resource has in common

- Single File - everything is contained in one html file. No dependencies, no folders, no extras.
- Works offline - no internet connection needed once you have the file.
- No Installation - opens in any modern web browser (Chrome, Safari, Edge, Firefox).
- No login or account - students can use it immediately.
- Cross -platform - works on Windows, Mac, iPad, Chromebook, and most Android devices.
- Printable - built-in print functions let students save or print their results.

2. Getting Started - Opening and distributing files

2.1 Opening a file (Teacher)

Step 1	Download or locate the html file The file will be named something like Gandhi-interview.html or comprehension-quest.html. Save it to your desktop, documents folder, or your school network drive.
Step 2	Double-click the file It opens automatically in your default web browser. If it opens in a text editor instead, right-click the file → Open with → choose Chrome, Edge, or Safari.
Step 3	The resource is ready to use No loading screen, no setup, no login. The resource starts immediately in the browser. The address bar will show something like: file:///C:/Users/YourName/Desktop/gandhi-interview.html, this is normal

 **Important — Do NOT try to open HTML files in Word or another application**

HTML files must be opened in a web browser. If you accidentally open one in another program, right-click the file, choose "Open with", and select your web browser.

2.2 Distributing to students

HTML files are distributed the same way as any other document. Choose whatever method your school already uses:

Method	How it works
Google Classroom	Upload the .html file as a material or assignment. Students click the file to download it, then open it in their browser.
Microsoft Teams / SharePoint	Share the file in your Teams channel or assignment. Students download and open in their browser.
Email	Attach the .html file to an email. Students save it and open in their browser.
USB / shared drive	Copy the file to a USB stick or school network drive. Students open it directly.
Interactive whiteboard	Open the file on the classroom computer and display it for whole-class use.

Pro tip — model the ‘download and open’ process

Many students, especially younger ones, have never downloaded and opened a file this way.

Before independent work, demonstrate on the main screen: show the download, show double-clicking, show the browser opening.

This takes two minutes and prevents a lot of confusion.

3. Voice & accessibility features

All Aura HTML resources include a built-in text-to-speech (voice) system. This uses the voices already installed on the student's device — no internet, no extra software.

3.1 What the voice system does

Feature	How it works
Listen to each answer option	Every answer option has a dedicated small speaker button. Students tap it to hear that option read aloud; tapping again stops it. Only one option plays at a time, and they stop automatically when the student makes a selection.
Listen to the introduction	On the name-entry screen, a 'Listen to introduction' button reads the activity introduction text aloud before the student begins. The button reverts to its label when playback ends or the student taps Stop.
Auto-read feedback	After a student selects a choice, the feedback message is spoken automatically without any button press. This uses whichever voice has been selected in Voice Settings.
Voice selection	Any English voice installed on the device can be selected. The chosen voice applies to all voice features — scene reading, choice reading, auto-read feedback, and auto-read results — for the duration of the session.

3.2 How to control voice & auto-read

Where you are	How to access voice settings
Name-entry screen (before starting)	Click the 'Choose Voice' button in the top header bar.
Activity screen (during scenes)	Click the 'Choose Voice' button in the top header bar.
Results screen	Click the 'Choose Voice' button in the top header bar.

3.3. Accessibility benefits

Student need	How voice features help
EAL / ELD students	Scene and choice text can be replayed at any point. Audio support reduces language processing load while keeping students engaged with the content.
Reluctant readers	Listening while reading reduces anxiety around text-heavy activities. Students stay on task rather than stalling at unfamiliar words.
Visual impairment	Scenes, choices, feedback, and results are all narrated. The activity can be followed without relying solely on on-screen text.
Whole-class display	Select a clear, natural-sounding voice before projecting the file so all students can follow narration on the interactive whiteboard.

Note on voice availability

Voices are provided by the device's operating system — not by the file itself. Voice selection depends on what is installed.

Windows: Microsoft voices (David, Zira, etc.)

Mac / iPad / iPhone: Apple voices (Samantha, Karen, Daniel, etc.)

Chromebook: Google voices (Google US English, Google UK English, etc.)

Chrome on any platform typically provides the widest selection. If no voice plays, try a different browser.

4. Session management & critical constraints

4.1 Progress is not saved automatically

The most important thing to know about HTML files

HTML resources operate in the browser's temporary memory. If a student closes the browser tab, refreshes the page, or navigates away, all progress is lost and the activity resets to the start.

This is not a bug — it is how browser-based files work by design.

Tell students clearly before they begin: Do not close this tab or refresh the page until you have saved or printed your results.

Best practice reminders for students:

Complete the activity in one continuous session.

Do not switch tabs and accidentally close this one.

Save or print results before closing the file.

If something goes wrong, they can restart the file — but they will begin again from the start.

4.2 Managing files in the classroom

Situation	Recommended approach
Whole class on individual devices	Distribute the file via Google Classroom, Teams, or USB before the lesson. Students download once and keep the file. They can use it as many times as needed.
Interactive whiteboard (teacher-led)	Open the file on the classroom computer. Display via projector. Teacher controls the activity for whole-class discussion.
Student device closes unexpectedly	Student simply reopens the file and starts again. All files can be replayed unlimited times.

5. Assessment and evidence of learning

Because student data is not stored automatically, capturing evidence of learning requires a deliberate step at the end of the session. The master template includes two built-in options to make this easy.

5.1 Built in evidence options

Feature	What it produces
Print Results	A 'Print Results' button on the results screen opens the browser print dialog directly. Students can send output to a printer or choose 'Save as PDF' in the print destination to save a digital copy. Works on all platforms and browsers.
Save as PDF	A 'Save as PDF' button displays a brief confirmation prompt that explains the steps (set destination to 'Save as PDF', then click Save), then opens the browser print dialog. Both buttons produce the same printed output.

What the printed / saved results include:

- Student name (entered on the name-entry screen) and session date (auto-generated)
- Result band label — e.g. 'Strong Choices' or 'On the Right Track' — and trophy icon
- Result summary paragraph — a written description of the student's performance, matched to their score band
- Reflection prompt — a guided thinking question tailored to the result band
- Decision transcript — every scene title, the choice the student made, and the opening sentence of the feedback received

6. Pros, cons & honest expectations

Interactive HTML resources are a powerful tool. Like any tool, they work best when you understand both their strengths and their limitations.

✓ Strengths	⚠ Limitations
No internet needed — works anywhere	Progress not saved automatically — must print/save before closing
No installation or setup — open and go	Requires a device with a modern web browser
Works on any platform — Windows, Mac, iPad, Chromebook	Voice availability varies by device and operating system
Engaging, game-like experience keeps students motivated	Not a substitute for teacher-led instruction or discussion
Instant feedback helps students identify gaps immediately	Cannot integrate directly with a school LMS or gradebook
Built-in voice support for accessibility	Students cannot "save and continue later" mid-activity
Can be used unlimited times — great for revision	Requires one continuous session to complete
Easy to share — email, Classroom, USB, AirDrop	First-time users may need a brief demo of how to open files

7. Troubleshooting

Problem	Solution
File opens as code / text instead of a webpage	The file opened in a text editor instead of a browser. Right-click the file → Open with → choose Chrome, Edge, or Safari.
File does not open at all	Make sure the file has a .html extension. If it downloaded as .txt or another format, rename it to end in .html.
"This file is dangerous" warning in browser	This is a standard browser security warning for downloaded files. Click "Keep" or "Open anyway" — the file is safe.
No voices available in Voice Settings	Try a different browser — Chrome has the most voices. On school devices, some voice packs may need to be installed via system settings.
Student lost their progress	The file was refreshed or closed. They can reopen and start again. Remind students to print/save results before closing.
File will not download in school network	Some school networks block .html file downloads as a security measure. Ask your IT coordinator to whitelist the file source, or distribute via USB.
Works on teacher device but not student devices	Check the browser version on student devices. The file requires a modern browser (Chrome 90+, Safari 14+, Edge 90+). Older browsers may not work.
Print function does not work	Check that pop-ups are allowed in the browser. Some school browsers block pop-up windows. Allow pop-ups for this file in browser settings.
Interactive whiteboard display looks different	Some large screens scale differently. Zoom the browser in or out (Ctrl + or Ctrl -) to fit the display correctly.
Auto-read keeps reading when I don't want it to	Click the 'Auto-read:Off' button in the action bar at any time to stop auto-reading immediately. You can also open Voice settings and toggle the auto-read switch off, then click Save.

8. Quick Reference Card

Opening a file

1. Locate the .html file on your computer, Google Classroom, or Teams.
2. Double-click it — it opens in your browser.
3. If it opens as code: right-click → Open with → Chrome/Safari/Edge.

Distributing to students

Google Classroom / Teams: Upload as a material. Students download and double-click.
Email: Attach the .html file. Students save and double-click.
USB / network drive: Copy the file. Students open directly.

Setting up voice

1. Click " Voice" in the top header bar.
2. Choose a voice → click ► Preview to test it.
3. Adjust reading speed with the slider.
4. Turn on auto-read if desired.
5. Click "✓ Save Settings".

Before students close the file

Students MUST save or print before closing — progress is lost on close/refresh.
Results screen → " Print Summary" → save as PDF or print.
Or take a screenshot of the results screen.

Controlling auto-read

Quick toggle: click 'Auto-read: On' or 'Auto-read: Off' in the action bar to flip the setting instantly.

Via Voice settings: Open voice settings, use the toggle switch inside the panel, then click Save.

When off: scenes and feedback are not read automatically. Manual 'Listen' buttons still work on demand.

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