



Genially Flipcard Template



BASICS

The Genially Flipcard template allows educators to create interactive cards that flip on click to reveal hidden information. It is ideal for clues, hints, codes and progressive discovery in digital escape games.

URL / Access: <https://genially.com/template/genial-flipcard/>



ADDITIONAL INFORMATION

Multilingual support: Available in multiple languages, including English, French, Spanish and Portuguese. Content language depends on the user.

Technical requirements: Works on computers and tablets with an internet connection and web browser. Compatible with interactive whiteboards.

Adaptations for SLD users: Flipcards support short text, visual cues and progressive disclosure, reducing cognitive overload for learners with SLD.

Cost and access:

- **Price:** Free
- **Free plan limits:** Public sharing and basic interactions
- **Account or sign-up required?** Yes, a Genially account is required to use this tool.



HOW TO USE IT

1

STEP 1:

Open the Genially Flipcard template and click "Use this template." Log in or create a free Genially account.

2

STEP 2:

Edit each card by adding text, images, numbers or symbols on the front and back sides. The front usually contains a question or symbol, while the back reveals a clue or answer.

3

STEP 3:

Duplicate cards to create a full set of clues. Use consistent colours or icons to structure difficulty levels or puzzle sequences.

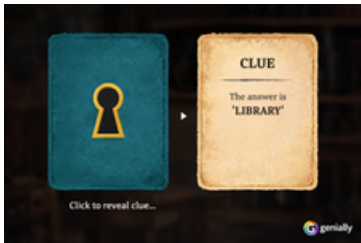
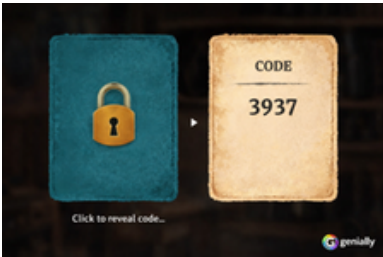
4

STEP 4:

Preview the interaction and share the Genially link with learners or embed it in a learning platform or escape game website.



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Hidden clue cards</p> <p>Possible use: Learners flip cards to reveal clues one by one after solving tasks.</p>
	<p>Example: Multiple-choice quiz lock</p> <p>Possible use: A short quiz where only all correct answers reveal a success message containing the next clue.</p>



EXAMPLES FROM THE TOOL

Image	Possible Use
	<p>Example: Matching puzzle</p> <p>Possible use: Front side shows symbols, back side reveals meanings or matches.</p>
	<p>Example: Yes / No decision cards</p> <p>Possible use: Players flip cards to confirm whether a choice is correct.</p>
	<p>Example: Story fragments</p> <p>Possible use: Each flipcard reveals a part of the escape game narrative.</p>