Integrating Flipgrid into Canvas

After creating an account with your ucdenver.edu email address in Flipgrid.com, go under your name and select Integrations.

If this is your first time, create an integration (name it anything, it doesn’t matter).

Then you will generate a consumer key and a shared secret. You’ll need these (can copy and paste) to integrate into Canvas.

Now in Canvas, go to Settings and then apps.
Search for Flipgrid and select add app.

Copy and paste in from your flipgrid account your consumer code and secret key. Add app.
Now refresh your screen and Flipgrid now appears in your navigation bar.

Now in Canvas course settings, go to navigation. Then drag Flipgrid down to hide it from students. You only want them to be able to access Flipgrid via your assignments for their responses to show up in Speedgrader.
Creating an Assignment in Canvas

In your Canvas course shell that you have integrated Flipgrid into already, create a new assignment. Under submission type, select External Tool.

Find an External tool and select Flipgrid.
After you select Flipgrid, you can enter how many points this assignment is worth and then save and publish the assignment. When you do this, it will ask you to connect Flipgrid to Canvas. You can either create a course grid here or select a grid you have made in Flipgrid already. I prefer to have one grid per class.

Now you will have a screen that shows Flipgrid integrated in the assignment. You can now select Edit (the pencil in the blue circle to the right of Topic Actions to edit and finish setting up your assignment.

This Topic has no Responses. Start the discussion!
You can now edit the topic description/question. You can change the video response time but 90 seconds is the default.

You can add a topic resource (record a video of yourself explaining the prompt, put in an image or gif). You can also attach any documents here too as a resource for students.

Hit save. You can always edit the assignment from Canvas or from Flipgrid. You can watch the videos through Canvas using speedgrader.