

Creating Custom Skills: Braille Read Aloud

This document will cover how to create a custom skill for Braille Read Aloud and in doing so will explain all of the configuration options for Braille Read Aloud.

1. This guide starts from the page of the Skill Creator you arrive at after you have selected the game (Please see Creating Custom Skills (Overview) for steps leading up to this stage)

The screenshot shows a 'Skill Creator' window with a dark blue header and a white main area. The title 'Read Aloud' is prominently displayed. Below the title is a brief description: 'A game using braille displays to teach students to read short sentences.' The configuration options include: 'Number of rounds:' with a text input field containing '1'; 'Max Guesses:' with a text input field containing '1'; 'Should they be shuffled?' with a dropdown menu set to 'No'; 'Difficulty:' with a dropdown menu set to 'Easy'; and 'Sentences to use in game:' with an empty text input field and a red 'x' icon to its left. A blue 'ADD A SENTENCE' button is positioned below the input field. At the bottom right, there are three small, light blue buttons labeled 'BACK', 'TEST', and 'NEXT'.

Start by entering in your “Sentences” In Braille Display Read Aloud the student will be presented with the sentences you have entered into the skill on their Braille Display. The student will read through the sentence and the game will ask them to read the sentence back word for word which they can do by typing R (Dots 1,2,3 + 5) on their Braille Display and speaking the sentence back to the game.

Number of Rounds: This determines how many of the sentences you have entered that you want the student to be asked to read each time they play. If you enter in 10 or 20 sentences into the

skill, you most likely do not want the student to work through all of those sentences each time they play. The *number of rounds* field allows you to determine exactly how many of the sentences you entered, you want the student to be given each time they play.

Max Guesses: This gives the student additional guesses to solve the puzzle.

Should they be shuffled: When set to **Yes**, the sentences will be presented in a shuffled order. When set to **No** they will be presented top to bottom as entered on the skill. Giving you a unique way of creating a progression of sentences for the student to work through.

Difficulty: This does not adjust the game at all, it is just a tool you can use to classify how easy medium or hard the skill you designed is for your student. This difficulty will show up in the skill tables next to the skill, allowing you to easily locate skills of specific difficulties.