# Creating Custom Skills: Sound Search

This document will cover how to create a custom skill for Sound Search, and in doing so will explain all of the configuration options for Sound Search.

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)
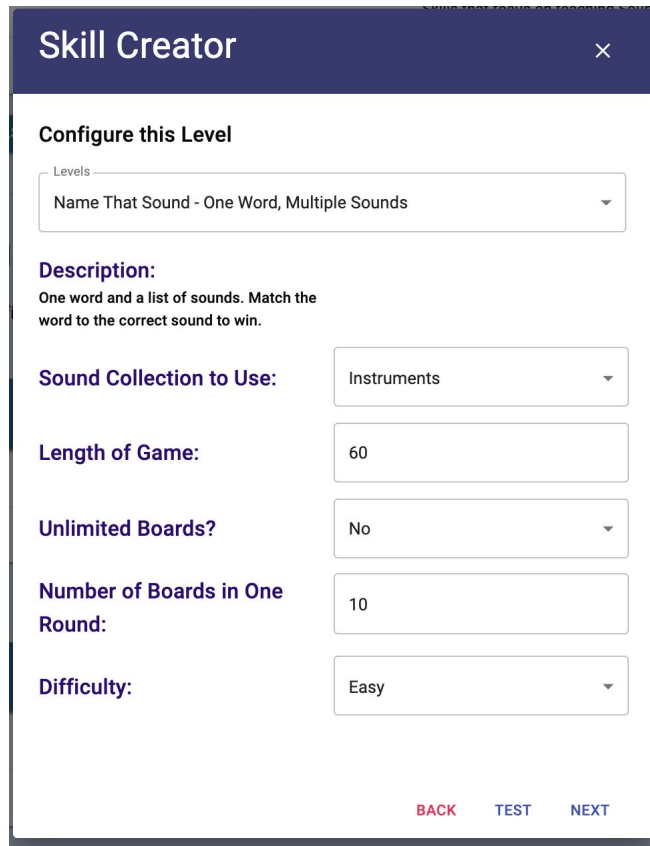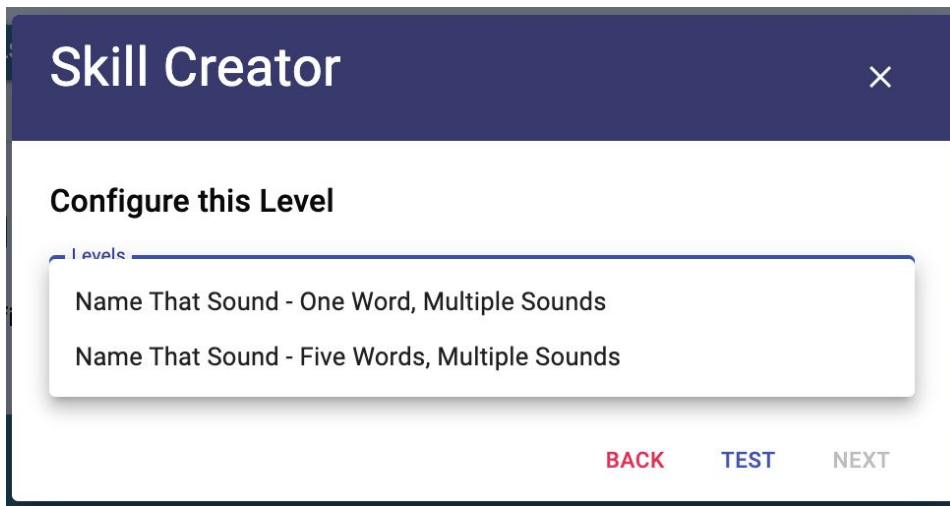

The first step is that it will have you select a level for the skill. This is the most basic and broad configuration option of the skill. Your options are,

Name That Sound - One Word, Multiple Sounds This means the student will have one item on the left side of the screen and 5 possible sounds on the right side of the screen to try and match it with

Name That Sound - Five Words, Multiple Sounds This means that the student will have five items on the left side of the screen and 5 sounds on the right side of the screen to match them with.

Skill Options:

Sound Collection to Use: You can select the sound collection you want the student to focus on, the options are,

Instruments

Animals

Indoor Sounds

Vehicles

Toys

Length of Game: This determines how long, in seconds, the game will last.

Unlimited Boards: When set to **Yes** the student will keep getting new items to match to their corresponding sounds continuously until time expires. When set to **No** the game will end either when they have gone through the number of boards you have set the limit to (a board is

completed when the student matches all of the items on screen with their matching sounds) or when the time expires.

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.