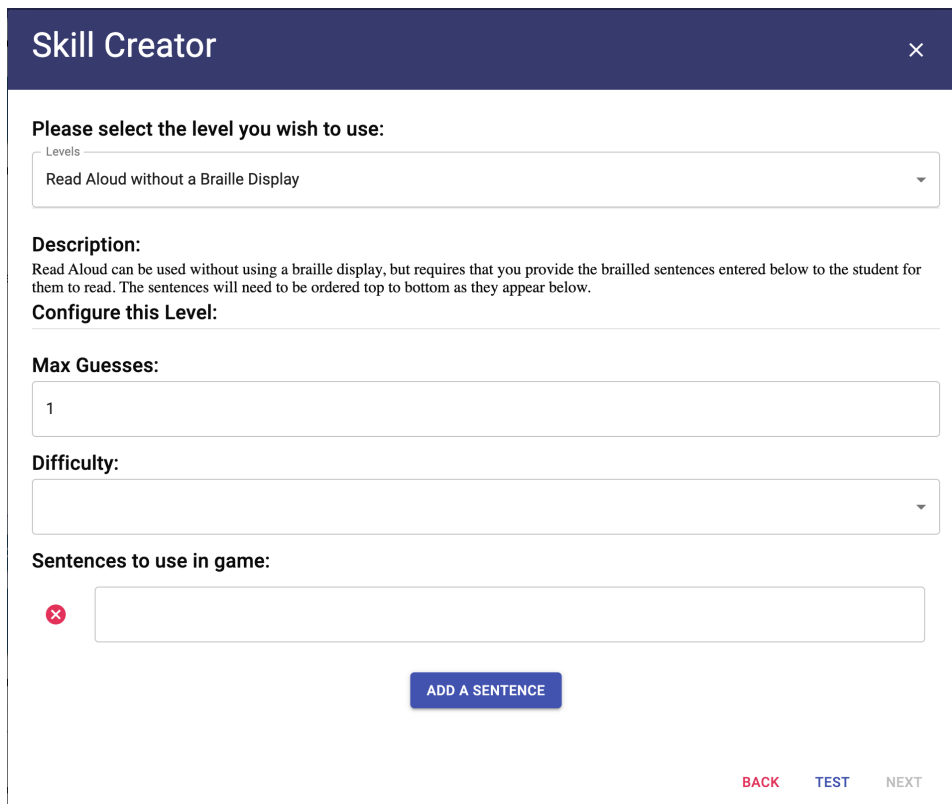


## Creating Custom Skills: Read Aloud (No Display)

We added a new option for our game Braille Display Read Aloud that allows you to configure a skill for your student that does not require use of a Braille Display.

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)
- 2). You will be asked to select the level you want the student to work on. Select “Read Aloud Without a Display”



The screenshot shows the 'Skill Creator' interface. At the top, there is a dark blue header with the text 'Skill Creator' and a close button (X). Below the header, the main content area is white. It starts with the instruction 'Please select the level you wish to use:' followed by a dropdown menu labeled 'Levels' with the selected option 'Read Aloud without a Braille Display'. Below this is a 'Description:' section with the text: 'Read Aloud can be used without using a braille display, but requires that you provide the brailled sentences entered below to the student for them to read. The sentences will need to be ordered top to bottom as they appear below.' This is followed by a 'Configure this Level:' section with a horizontal line. Below that is a 'Max Guesses:' section with a text input field containing the number '1'. Next is a 'Difficulty:' section with a dropdown menu. Below that is a 'Sentences to use in game:' section with a text input field containing a red 'X' icon. At the bottom center of this section is a blue button labeled 'ADD A SENTENCE'. At the bottom right of the form are three links: 'BACK' (red), 'TEST' (blue), and 'NEXT' (grey).

**Description:** This variant of Read Aloud allows students to use the game without using a Braille Display. The function of the game is very similar, they are asked to read a sentence, and then turn on the microphone and speak the sentence out loud. Except now the sentences will need to be entered into the skill **AND brailled and provided to them physically (You can braille them**

however you would like, the only requirement being that the sentences are numbered and ordered top to bottom as seen in the skill creator.

**Max Guesses:** This determines how many guesses the student will have to speak the sentence correctly.

**Difficulty:** This setting does not change the game, and is only a classification tool for your own organization e.g. “These sentences are challenging so the skill is labeled as a *Hard* skill”

**Sentences to use in game:** This is where you can enter the sentences you want the student to read, they will be asked to read them one at a time as entered. For example, they will be asked to, “Please read sentence number 1” They will need to read the sentence that you entered first in the skill, enable the microphone and speak the sentence word for word. It will then progress to sentence number 2, which is the next sentence in the list progressing downwards.

**After Selecting “Next”** following the on-screen prompts to assign the skill to a student, or return to the guide [Creating Custom Skills \(Overview\)](#) for the next steps...

**Please see our guide, “Playing/Using the Games: Read Aloud Without a Braille Display” for information on what to provide to the student and how to play this variant of the game.**