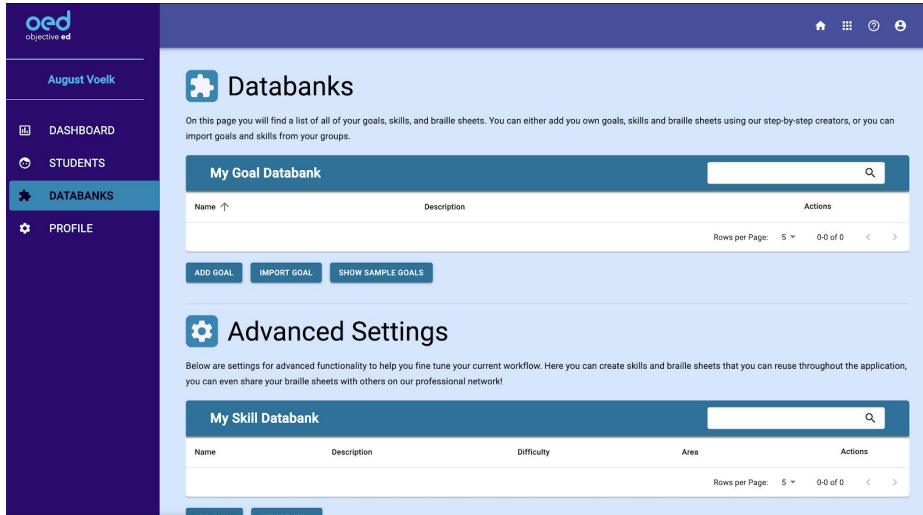


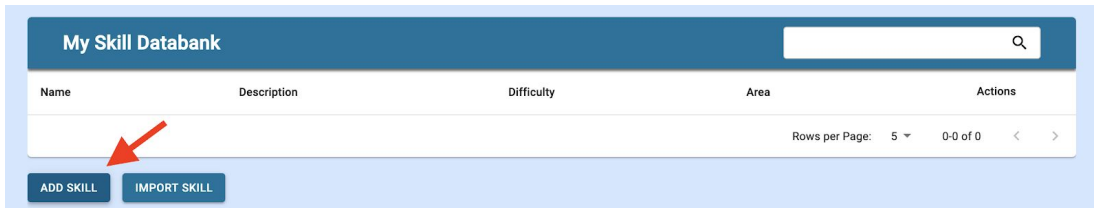
Creating Custom Skills (Overview)

This document will cover how to create custom skills for your students.

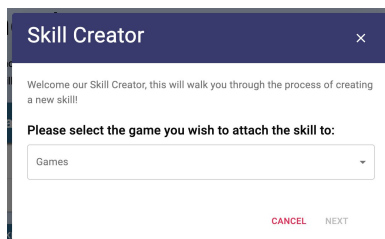
1. From your teacher dashboard, select the “Databanks” page.



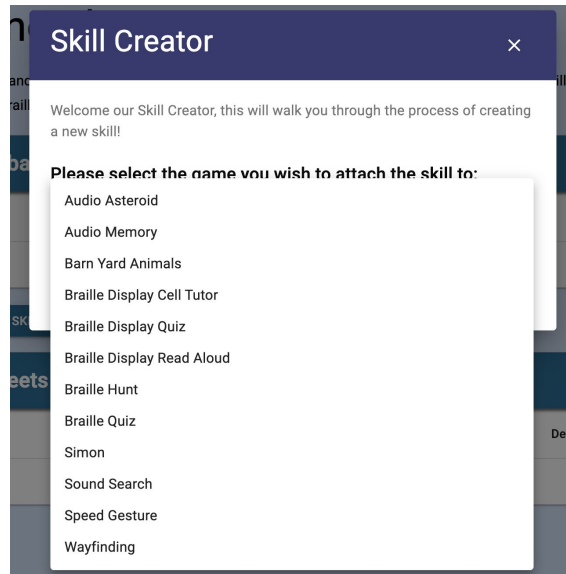
- 2). To create your own skills scroll down to the “My Skill Databank” table, and click on “Add Skill”



This will open up the skill creator, where you can create the skill you want your student to practice.

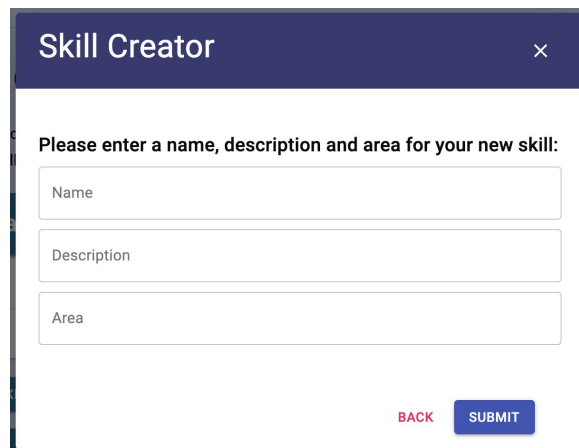


3). Select the Game you wish to make the skill for using the drop down.

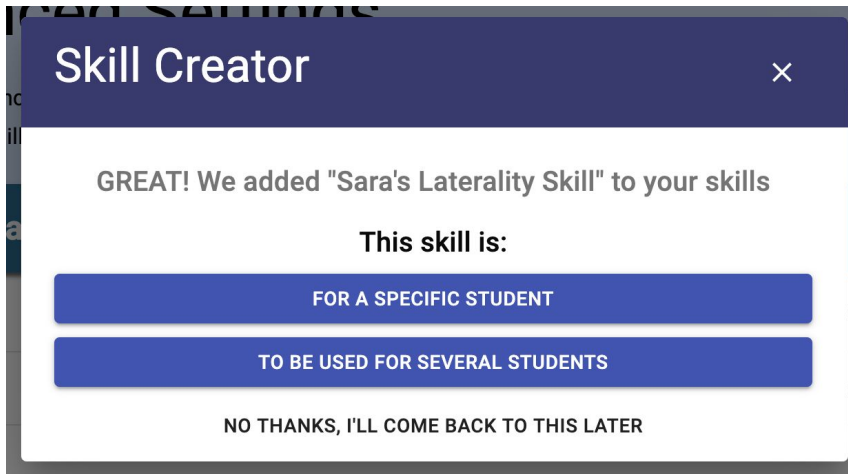


4). Press the “Next” button. You will then design the skill as desired. We have individual documents that discuss each game and their options in the skill creator. Please see the relevant document for the game you wish to make a skill for, it is labeled as “Creating Custom Skills: (Game Name)”

5). After you configure the skill it will have you enter some basic information about the skill. Once you have done so, press “Submit” to create the skill.



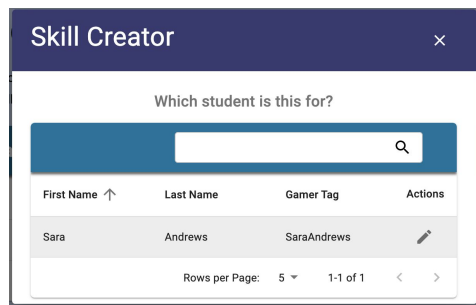
6). After you create the skill it will give you a few options.



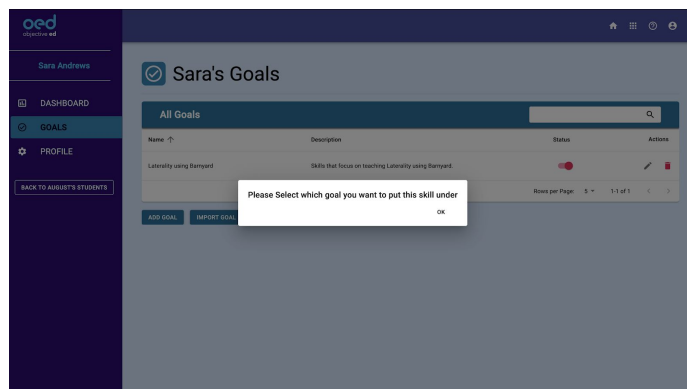
Option 1: For a specific student

a). This will direct you to attach the skill you made to a specific student

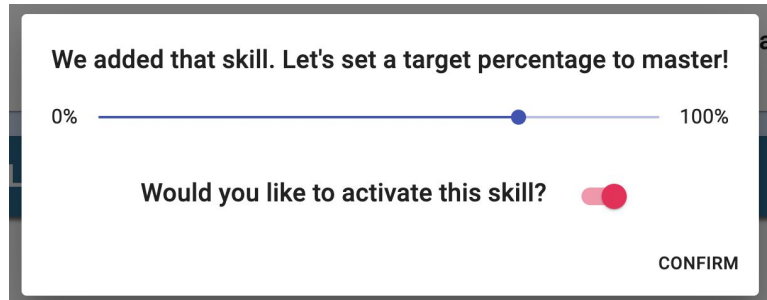
b). Select the student from the table it shows you



c). This will bring you to that student's goals page and ask which goal you wish you to attach the skill to. Press "Ok" and click on the goal you want to attach it to.



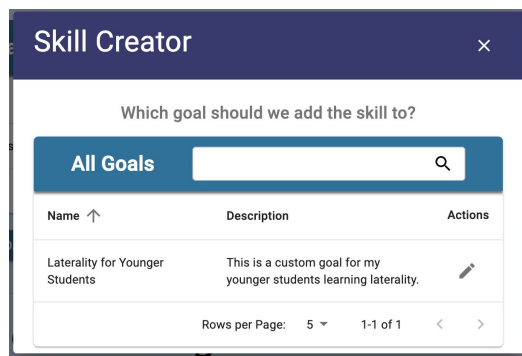
d). It will attach the skill to the goal and ask you to set a target percentage (the level of accuracy you are looking to have the student achieve on that skill)



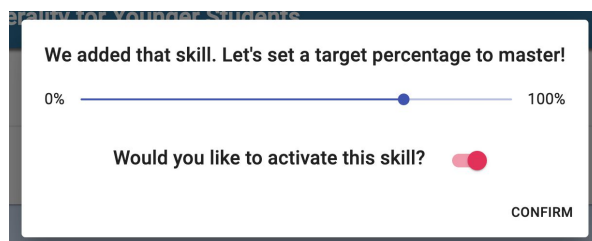
After you press "Confirm" you are all set. This student has been assigned this new custom skill. The next time the student opens the ObjectiveEd Games application they will begin practicing this new custom skill.

Option 2: For several students

a). If you select to use the skill for several students, it will prompt you to attach the skill to a goal, not on a particular student's account, but to a goal on your databanks page.

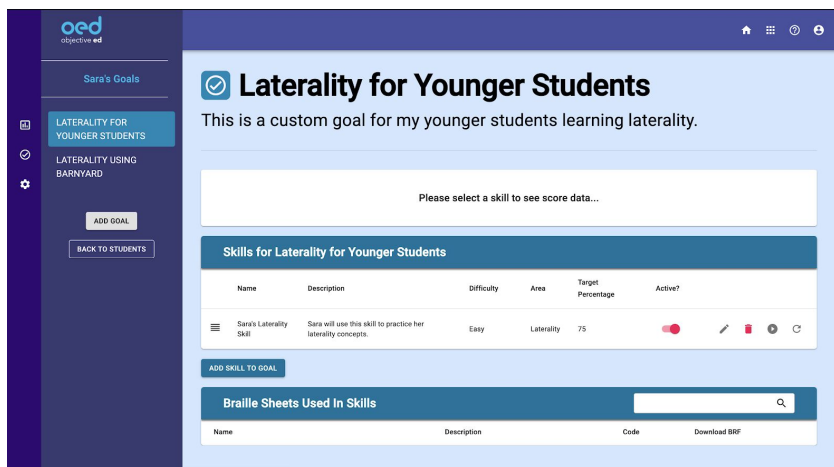
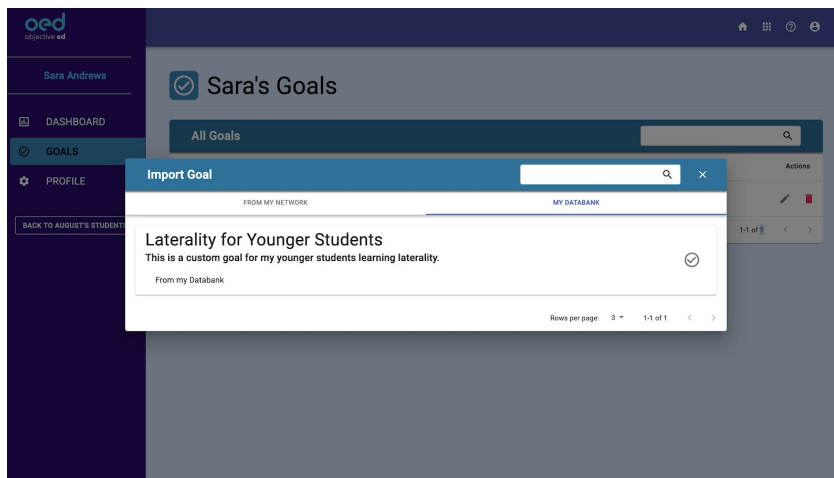


b). Click on the goal you wish to attach the skill to



c). It will have you set a target percentage and press "Confirm"

This method has you attach the skill to a custom goal that you have made on the databanks page, which you can then import onto a students profile (See Importing Goals Guide for more info)



Why you would want to do this:

If you plan on creating your own goal and attaching custom skills you have made to that goal to use for all of your students, rather than creating the skills and manually attaching them to a goal on each student's account. You can attach the skills to a goal on your "Databanks" page and then use the import goal button on the student's profile to quickly *Copy and Paste* that goal from your "Databanks" page on to the student's profile.

*If you do not select one of the options after creating the skill you can always add that skill to any goal later using the "Add Skill to Goal" button at the bottom of the goal.