

# Create Skills/Levels [Share](#)

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**Skills/Levels** must be created before they can be added to a class. This is done from the Classes menu > Skills > Manage Skills/Levels page.

There are three ways to add a Skill/Level:

- [+ Add a Skill/Level Button](#)
- [Copy a Skill/Level](#)
- [Import Skills/Levels](#)

## Manage Skills/Levels

← RETURN   **SAVE SKILLS/LEVELS**   + ADD SKILL/LEVEL   IMPORT SKILLS/LEVELS

**Skill/Levels**

View 1 - 5 of 5   Print   Export   Refresh

Copy a skill.

|  | Skill Category | Skill/Level        | Skill/Level Code | Edit Subskill | Description | Video Link                   | # Days Req. | # Classes Req. | Test Fee | Order |
|--|----------------|--------------------|------------------|---------------|-------------|------------------------------|-------------|----------------|----------|-------|
|  | Ballet         | The Five Positions |                  | 5             |             |                              |             |                | 0.00     |       |
|  | Swimming       | Swim Basics        |                  | 2             |             |                              |             |                | 0.00     |       |
|  | Swimming       | Swim Strokes       |                  | 3             |             |                              |             |                | 0.00     |       |
|  | Tap            | Shuffle            |                  | 0             |             | https://youtu.be/Xp9cuqSDVVI |             |                | 0.00     | 1     |
|  | Tap            | Ball Change        |                  | 0             |             | https://youtu.be/hi0wkLqPGR0 |             |                | 0.00     | 2     |

## Create a New Skill and Subskill

Follow these steps to add or create new skills and subskills:

1. Go to the **Classes** menu > **Skills** > **Manage Skills/Levels**.
2. Click **+Add Skill/Level**.
  - In the Add Skill/Level window, choose a **Skill Category** from the drop-down choices, name the **Skill/Level**, and optionally add a **Skill/Level Code**.
3. Select **Save**.
  - Use the Edit Subskills link to add subskills to each Skill/Level, if desired.
4. Add a **Description** of the Skill/Level.
5. Optionally add a **Video Link** to demonstrate the skill; the video can be viewed by parents in their portals. Accepted file types: YouTube, .mp4, .ogv, .webm, .3gp.
6. Add **# Days Req.**, **# Classes Req.**, and **Test Fee** if applicable.

7. Arrange the list by adding a number in the **Order** column for each skill (#1 will be first on the list, etc.).
8. Click **Save Changes**.

## Copy a Skill

Quickly create a new skill from an existing one as a starting point with the **Copy** icon located to the left of the skill. Complete the information in the Copy Skill/Level window to customize the new skill.

## Import Skills/Levels

You can import your skill/subskill data by using the Import Skills/Levels button. Follow the instructions to download Jackrabbit's Importer Spreadsheet. Once you fill that sheet in as per the instructions, you can either import it or send it to our Imports team at [imports@jackrabbittech.com](mailto:imports@jackrabbittech.com), and they can do the import for you.

See more information in our [Data Requirements for Import](#) article.

## Progress Preferences

Lower on the Manage Skills/Levels page, there are three settings that control how dates are assigned to skills and subskills:

- **Set "Started" Date Automatically**
  - Set this to Yes to have the start date for each skill automatically assigned to the students in the class (the date the skill/level is added to the class).
- **Hide "Tested" Label**
  - Set this to Yes to hide the test date for each skill/level a student completes in the individual class.
  - When set to No (the default), the Date "Tested" column will be displayed throughout Jackrabbit, the Staff Portal, and the Parent Portal.
- **Set Skill/Level "Attained" Date Automatically When All Subskills are "Attained"**
  - Set this to Yes to automatically assign a date attained for a skill/level when all subskills are attained.
  - When set No, staff must manually enter a skill/level's date attained when all subskills are attained.

## Set Custom Progress Labels

Here you can enter your own terms to customize the labels to match your voice or brand. Once you click **Save Preferences**, the custom labels will appear everywhere progress is shown.

Tip: Before saving your preferences, use the **Progress Labels Review** display to ensure they look how you want them to.

Progress Preferences

Save Preferences

Progress Labels Preview

Not Introduced

Introduced

Demonstrated

Mastered

Due

Set "Started" Date Automatically

☒ Yes ☐ No

The current date is initially set as the "Started" date for a Skill/Level and all its Subskills; otherwise, the date must be entered manually.

Hide "Tested" Label

☐ Yes ☒ No

Set Skill/Level "Attained" Date Automatically When All Subskills are "Attained"

☒ Yes ☐ No

The "Attained" date can be set automatically on a Skill/Level when all its Subskills have an "Attained" date; otherwise, the date must be entered manually.

Standard Progress Labels

Started

Tested

Attained

Due

Introduced

Demonstrated

Mastered

Due

Reset Labels

Preview the custom labels you have defined before you save your preferences.