# Scratch Course FAQs - For Internal Team Members

1. What is **‘Game Dev Expert’**?

Game Dev Expert is the 3rd Level in the Game Development track. It was released on the 10th of April. The Game Development track now has 3 levels.

Level 1 → Game Development Basic

Level 2 → Game Development Advanced

Level 3 → Game Development Expert.

1. How many classes are dedicated to each of the levels in the Game Dev track?

Each level has is meant to last **for 48 classes**. The content is more than sufficient to last for 48 or more than 48 classes.

1. What is different about Game Dev Expert?
2. The expert level takes the student to **Scratch.mit.edu.** A platform just like code.org, dedicated to block-based coding.
3. This level consists of more than 25 projects ranging across different difficulty levels [easy, medium, high].
4. The projects are based on different themes like music, dance, math, fantasy, food etc.
5. Why did we launch Game Dev Expert?
6. This level has been launched to ensure that students in Grades 1, 2 & 3 spend some more time on block-based coding. This is to make them independent to design games.
7. This level comprises only projects. These projects are engaging and relevant to the students’ age group in return guaranteeing engagement.
8. Which set of students can be assigned this level?

Game Dev expert can be assigned to any student **in Grades 1, 2 & 3 who have completed Game Dev L2** [Game Dev Advanced].

1. How do I assign this course to my student?

The teachers who have finished the scratch training are the only ones eligible to teach this level. You can raise a ticket with the support team to assign this course to a specific student.

1. How do I get myself trained on Scratch Training?

The course has been assigned to all the teachers. You can log in to your teacher training account. **Go in Additional Training → Scratch Training.**

1. Can I assign the Scratch course to my students in Grades 4, 5 & 6?

This course has been designed for students in Grades 1, 2 & 3. Kids in Grades 4, 5 and 6 will find this simple. So our suggestion is to not take them to this course. However, if the parent requests then you can raise a ticket regarding this. We will check with you on the certification and the reasons, and then assign the course.

1. What is the course code?

The code for this course is [YCP.V2.G](http://ycp.v2.gd/)D.L3 [Game Dev Expert].

1. How do we check if the teacher has completed the certification?

To check for teacher certification you can click on the link given below. Look for the teacher details and check if the teachers have completed the course. And only then assign the course.

Here is the link - <https://docs.google.com/spreadsheets/d/1iaIB-Y9VE-TXSRWpfD40CHYLgDlf2DasGXbFKXzWKP0/edit?ts=606da94b#gid=114107972>

1. How many chapters have been launched?

We have launched 6 chapters as of now. Will keep launching 2 chapters per week in the coming days.

1. Is there any collateral that I can send the parents to let them know about this?

We are in the process of creating collateral and also making changes to the website. We will share the

details in a month’s time.