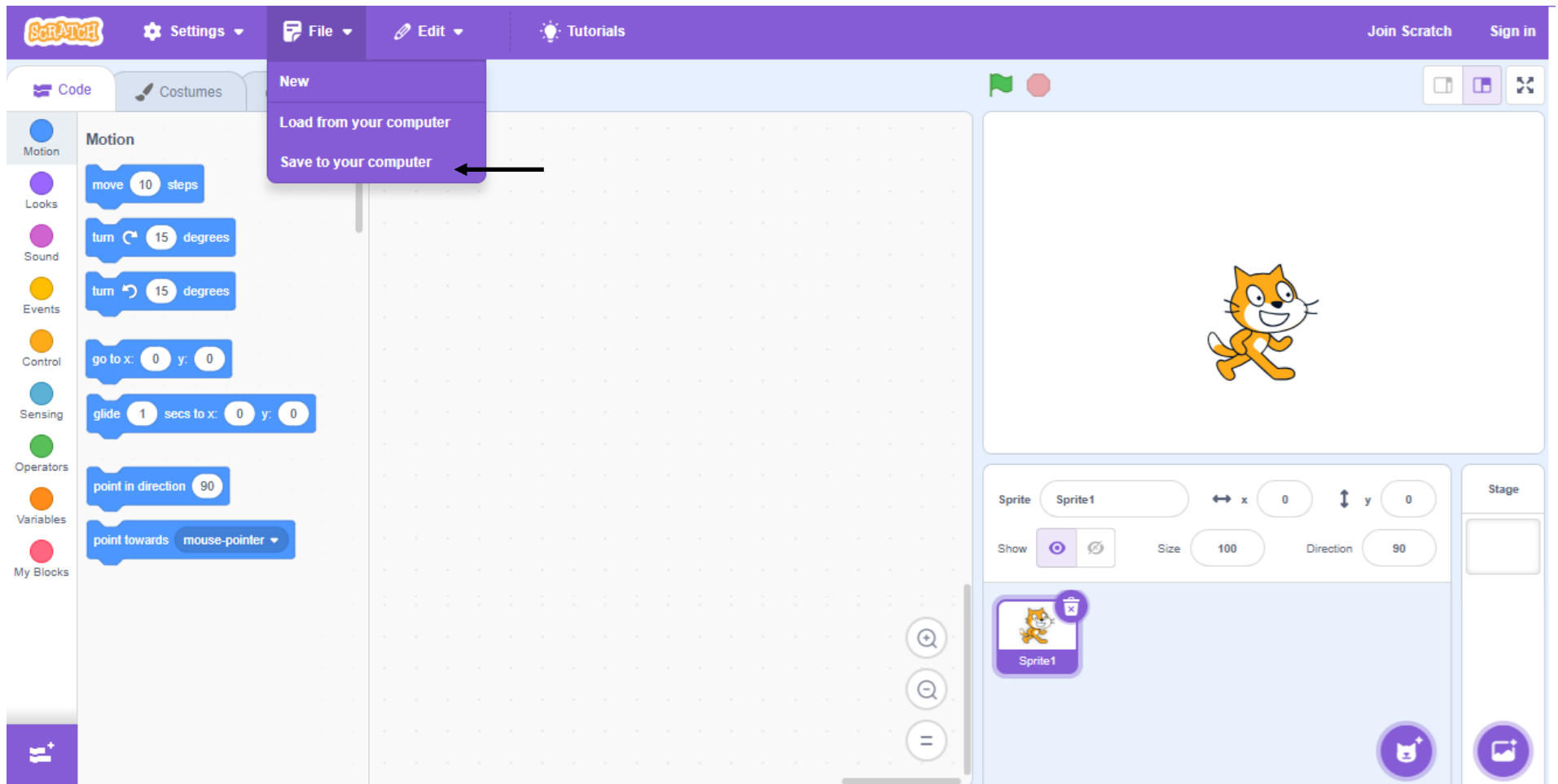


Saving Your Scratch Coding Project On A Chromebook

Saving your Scratch coding on a Chromebook is easy to do, but it does require some extra steps and some thinking about what is going on with the file that you are creating.

To save your project in Scratch while on a Chromebook click **File**, and then to click **Save to your computer**.



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The Chromebook will not give you the option to name your Scratch project file.

When you click **Save** the Chromebook will save your Scratch project to your **Google Drive** using the default name Scratch Project.sb3.

The fact that your Scratch project file has saved to your Google Drive is very convenient as you can access your Google Drive from almost anywhere.

The fact that you could not name your Scratch could become a problem or could soon become a problem. Naming all your project files Scratch Project is not a good idea.

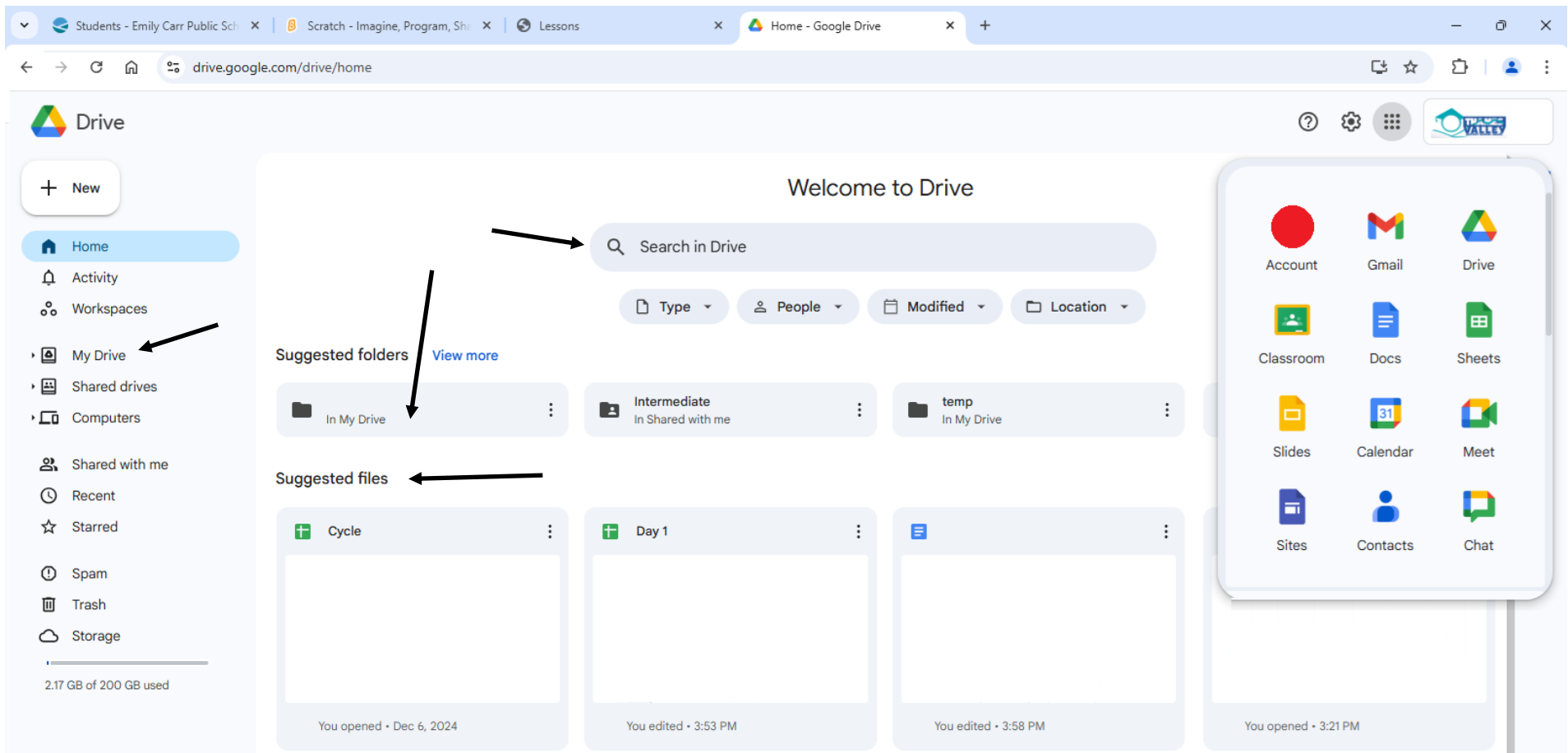
The fix for this problem is not too difficult.

To **rename** your Scratch project you will need to go to your Google Drive.

* Be aware that you cannot open your Scratch project file from your Google Drive.

It is just a place to store it. You can only open your file when you are in Scratch.

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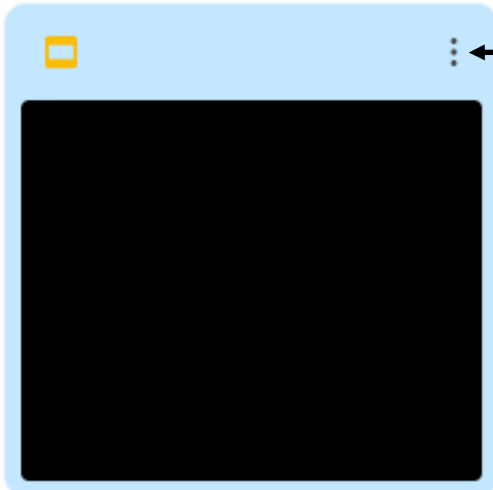
In your Google Drive you should be able to find your Scratch project file.

Check the Suggested files. Check My Drive. Search in Drive as needed.

[The arrows show places to check for your Scratch project.]

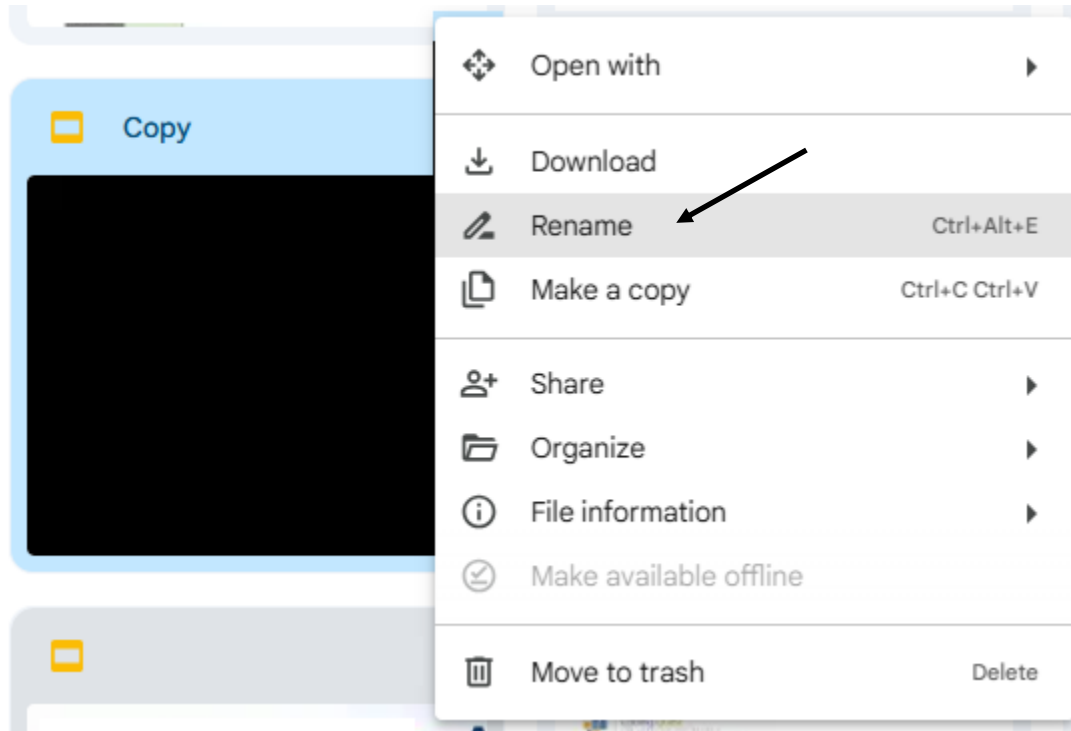
Look for Scratch Project.sb3 [or Scratch Project (1).sb3 or even a higher file number].

Saving Your Scratch Coding Project On A Chromebook



When you have found your Scratch project file in your Google Drive click on the three dots in the upper corner.

In the pop-up menu click Rename.



Change the file name from Scratch Project.sb3 to something that better suits what the project is about.

Do not delete or remove the .sb3 part of the file name.

That is a necessary part of the file name. If you delete it Scratch will not be able to open your file.