

Create and Save

Learn how to make something on a computer, save it with a good name and open it again.

Name _____ Date _____ Class _____

Learning objective: I can create, name and save my work on a computer.

✓ I can put saving steps in order ✓ I can choose a good file name ✓ I know why we save

1 Save a picture Write 1 to 5 in the boxes.

☐

A Open the drawing app.

☐

B Click Save.

☐

C Type a name for your picture.

☐

D Click OK to finish saving.

☐

E Draw your picture.

2 Pick the best file name Circle the best name for each file.

1 A picture of your cat

(A) my cat drawing (B) aaaaa (C) picture 7

2 A story about pirates

(A) story (B) pirate adventure story (C) xyz

3 True or false?

	TRUE	FALSE
1 If you close the app without saving, your work might be lost.	☐	☐
2 Saving lets you open your work again later.	☐	☐
3 You should tell everyone your password.	☐	☐

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- 4 Design it** Draw something you would like to make on a computer. Give it a file name.



My file name: _____

5 Why save?

- 1** Why is it a good idea to save your work?

Answer Key

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Question	Answers
1 Save a picture	Correct order: A, E, B, C, D Open the drawing app. → Draw your picture. → Click Save. → Type a name for your picture. → Click OK to finish saving.
2 Pick the best file name	1 A (my cat drawing); 2 B (pirate adventure story)
3 True or false?	1 True ; 2 True ; 3 False – keep your password secret; only share it with a trusted adult
4 Design it	Any drawing with a clear, sensible file name.
5 Why save?	1. So you do not lose it and can open it again later.

Teaching note: links to computing: creating, organising, storing and retrieving digital content (KS1 National Curriculum).