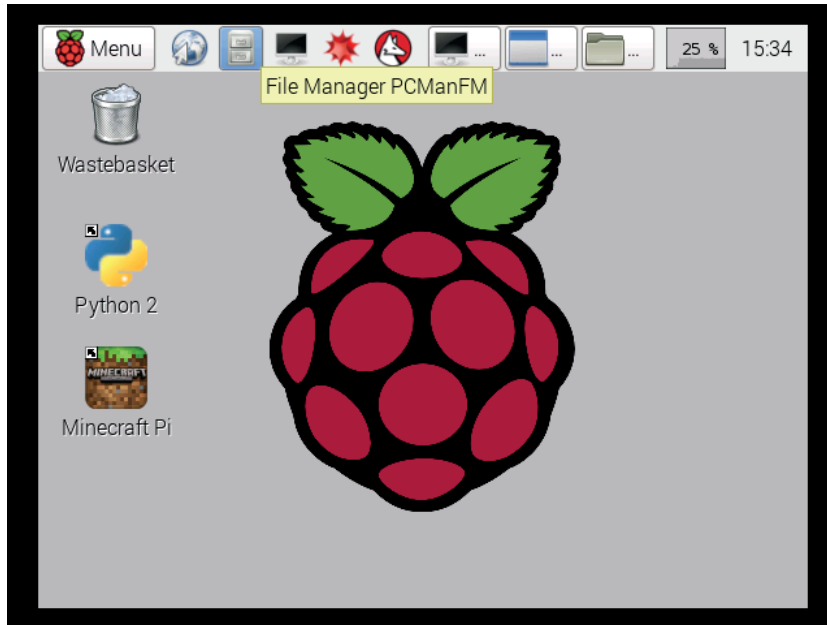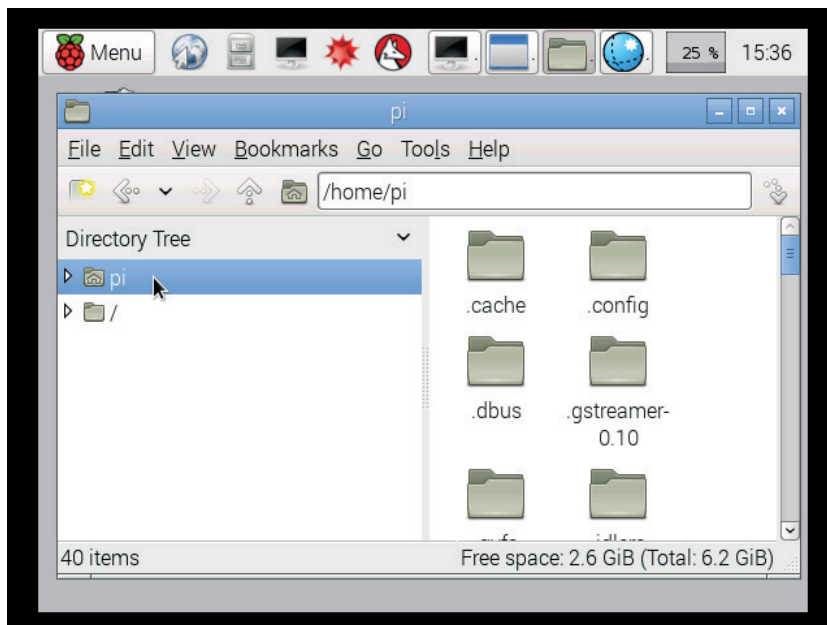Your worlds will automatically be saved on the Raspberry Pi as '**world**' and each additional world has a '**-**' after the name. The more '**-**' symbols, the newer the map.

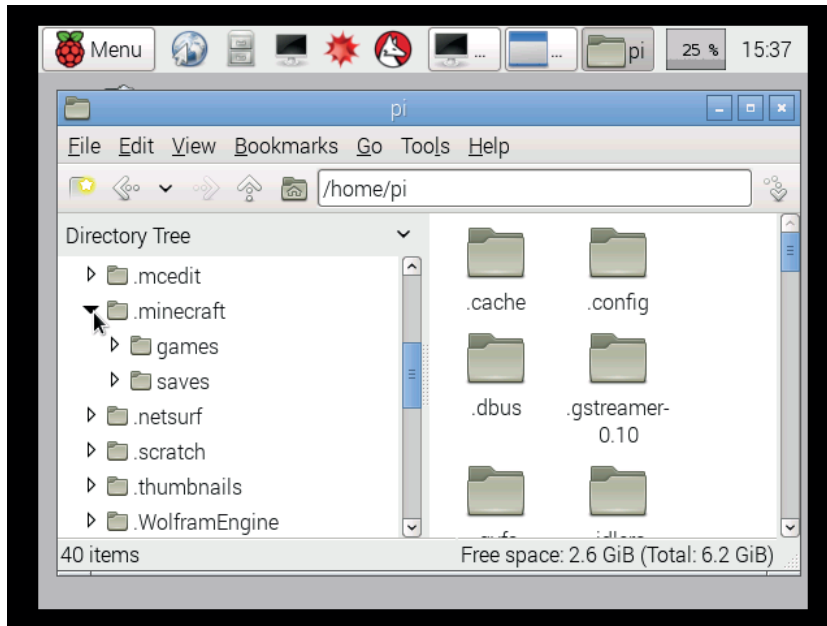You can save and change the name of your maps.

Step 1 - With Minecraft closed, find '**File Manager**' at the top of the screen (filing cabinet icon). Click on this to open and view all files.
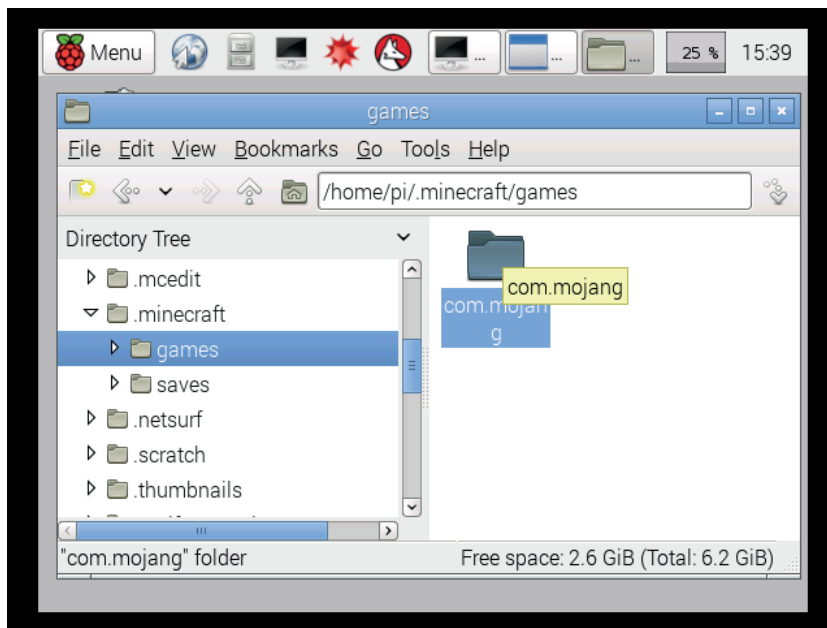

Step 2 - Click on the arrow next to the '**Pi**' folder to open it.
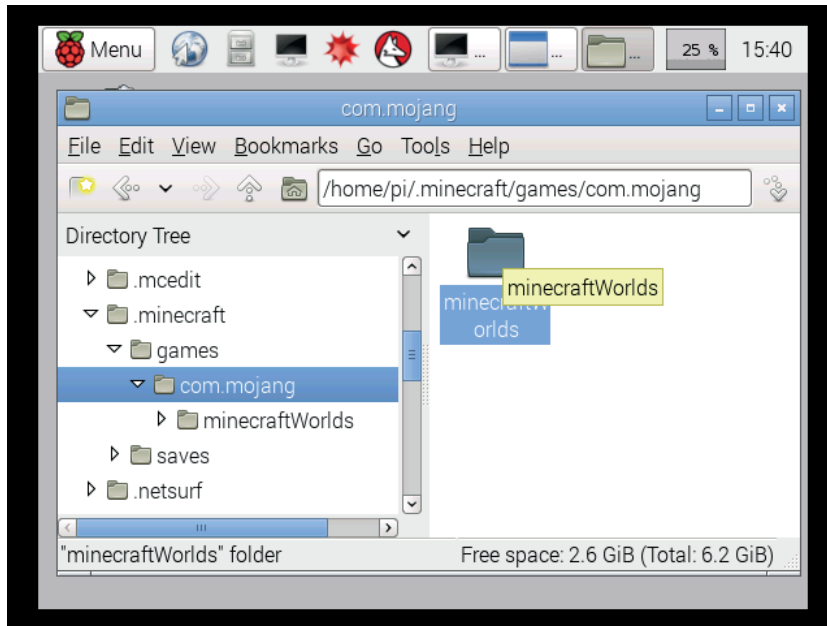
Step 3 - Click on the '**.minecraft**' folder.

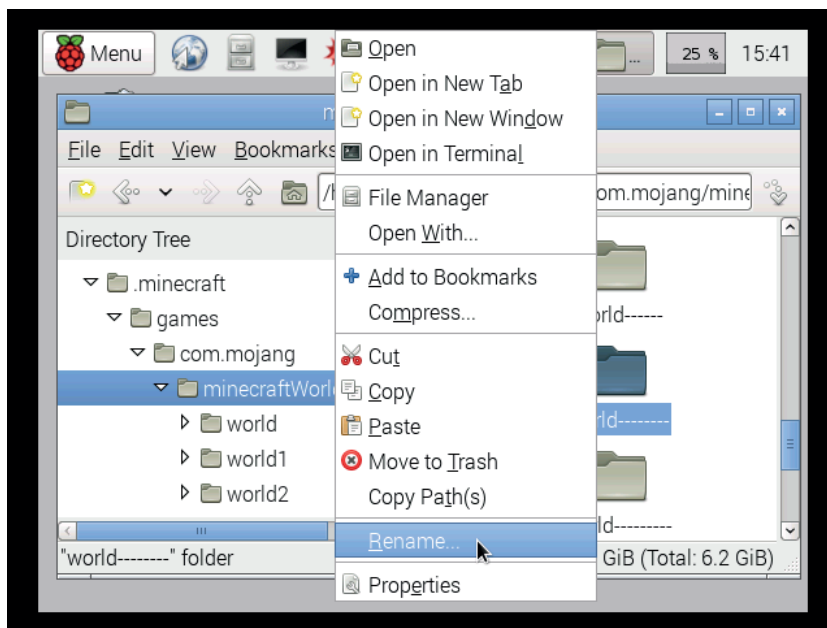
Step 4 - Then click on the '**games**' folder and then double click
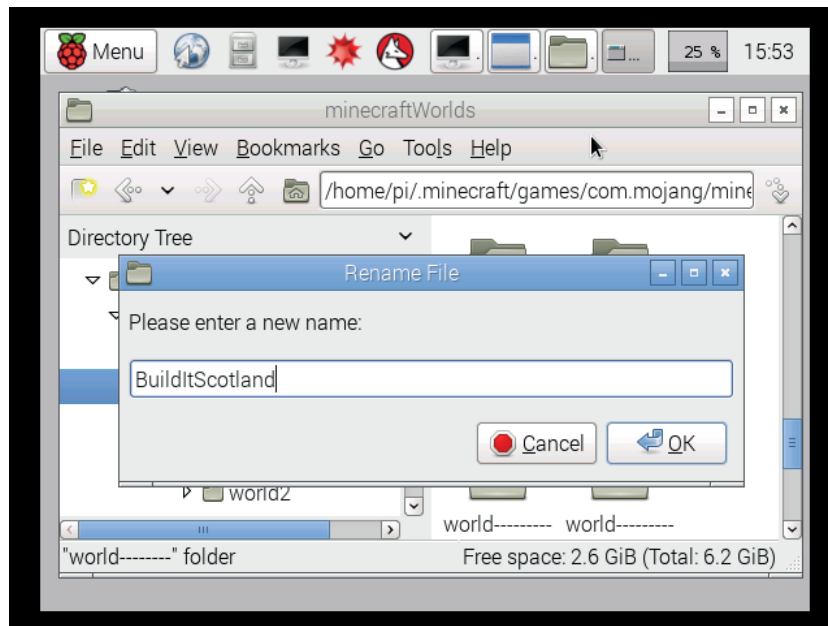'**com.mojang**' folder.

Step 5 - Double click on the '**minecraftWorlds**' folder.

In here you will find a folder for each of your saved worlds.
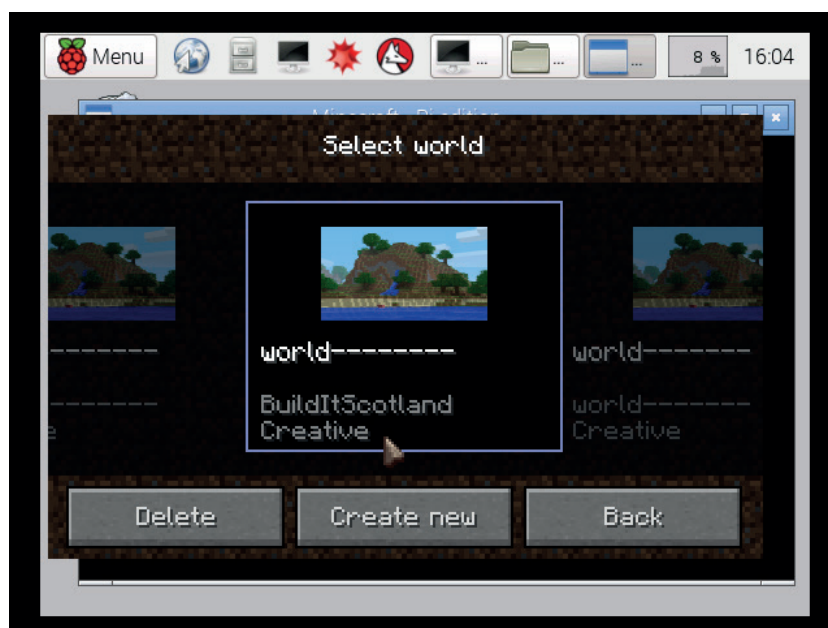
Step 6 - Right click on any folder and select '**Rename...**'.

You can then rename your world.

Step 7 - For this project, please name your world '**BuildItScotland**' then click '**OK**'.

When you re-open Minecraft at a later date or session you will be able to continue working on this map.
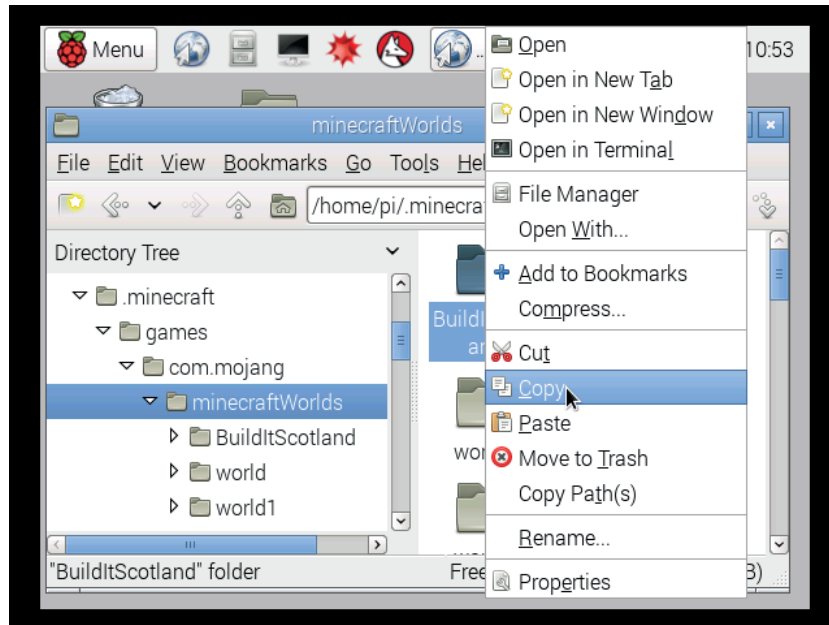
After clicking '**Start Game**' from the start screen, click and drag the worlds list from right to left until you find the world named '**BuildItScotland**'.

Notice that the new name appears at the bottom and the original 'world' name remains at the top. Click on that world to open.

To share your builds with us, ensure that the Raspberry Pi is connected to the internet via Ethernet or Wi-Fi.
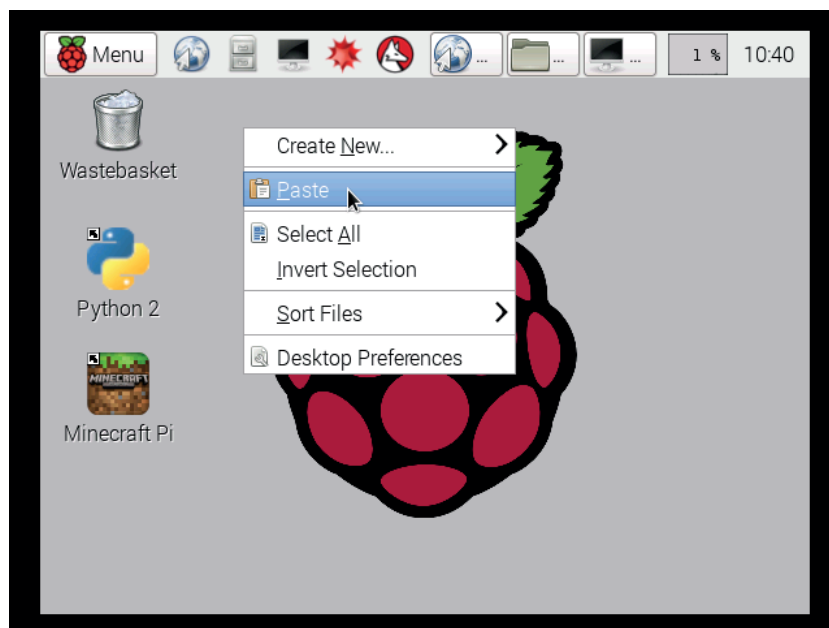
We are going to save a copy of the world folder onto the desktop so that we can attach a file from it to an email.

Step 8 - Locate your world in '**File Manager**'(filing cabinet icon).

Go to '**pi**', '**.minecraft**', '**games**', '**com.mojang**' then '**minecraftWorlds**'.

Step 9 - Right click on the '**BuildItScotland**' folder and click '**Copy**' .
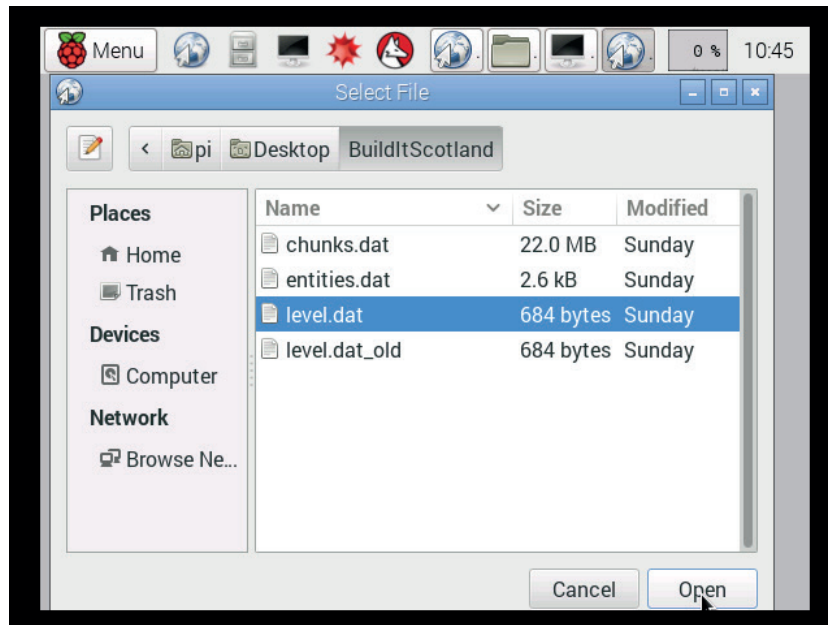

Step 10 - Minimise the File Manager Window.

Step 11 - Right click anywhere on the desktop and click 'Paste'.

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Step 12 - Go to your web browser on the Raspberry Pi, and log onto your preferred email account.

Step 13 - Select attach file and click '**Home**', '**Desktop**' and then double click to open the '**BuildItScotland**' world folder.

Step 14 - From here attach the '**level.dat**' file to your email.

Step 15 - Please send your file to **builditscotland@bbc.co.uk** and include the name of your school or group and details of the landmark you have created.