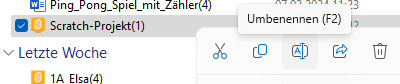
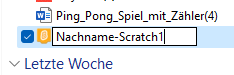
Scratch speichern (herunterladen – download) – umbenennen – ausschneiden - einfügen

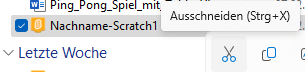
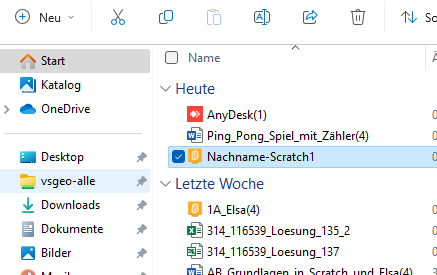
**1**

**2**

**4**

**3**

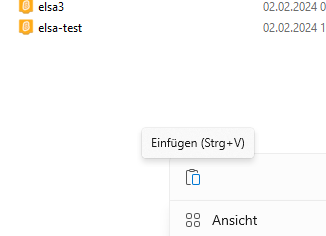
 Rechtsklick:

 Enter – Eingabe Taste

**5**

**7**

**6**

 vsgeo-alle und deine Klasse und deinen Ordner wählen

**8**