

LittleBits (“Make Something That Does Something”)

The ‘maker movement’ is more than robots or coding or building things. It is a mindset that encourages curiosity and exploration. Seen in roles from engineers to artists, they solve real-world design challenges by inventing and reinventing.

Design thinking taps into capacities we all have but are overlooked by conventional problem-solving practices. It relies on our ability to be intuitive, to recognize patterns, to construct ideas that have emotional meaning as well as functionality.

In this kit, students will use electronic building blocks to create their own electronic devices, gadgets, or gizmos.

The reusable magnetically connected ‘bits’ are grouped in 4 different categories which are colour coded: Power, Input, Output and Wires. Using principles of electronic circuits and imagination, build your own innovative projects.



Start with the Basics: Build a Fan

Go to booklet and read the BASICS - orange tab

Go to booklet and build a personal fan - pink tab

Go to <http://littlebits.cc/lessons>

These lessons start at beginners and move to intermediate and also have user uploaded lessons.

Here is the Educator's Guide:

<https://d2q6sbo7w75ef4.cloudfront.net/littleBits-educators-guide-8-2016.pdf>

The Student Set Invention Guide connect students with real world connections moving from beginner projects to advance.

<https://d3ii2lldyojfer.cloudfront.net/pdf/STEAM+Student+Set/STEAM-Student-Set-Invention-Guide.pdf>