littleBits STEAM Student Set

What is the littleBits STEAM Student Set?

littleBits makes electronic modules that snap together with tiny magnets for prototyping, learning and fun! The modules consist of tiny circuit boards with specific functions (light, sound, sensors, buttons etc.) which connect together to create larger circuits. littleBits are small, simple, intuitive blocks that make working with electronics a matter of snapping small magnets together with no experience required.

For Teachers

littleBits, like teachers, are motivated by and committed to the mission of inspiring the next generation of inventors, and helping them amplify their skills of problem-solving, creative thinking and team-working. The STEAM student set is built on encouraging students to advance via invention based learning. The kit contains inventions and challenges which allow students to participate in the learning of important topics in fun and interesting ways. The challenges have easy to follow instructions that can be easily transferred and taught to students for inspiring and thought-provoking learning. It sets you up for over 16 hours of STEAM teaching, in which Art and Design has been added to the already existing Science, Technology, Engineering and Maths, to encourage the students to broaden their creative horizons. With online resources to support your teaching including a teacher's guide containing 10 lessons, curricular connections and classroom management amongst others, it's easy to get the students excited about inventing with littleBits.
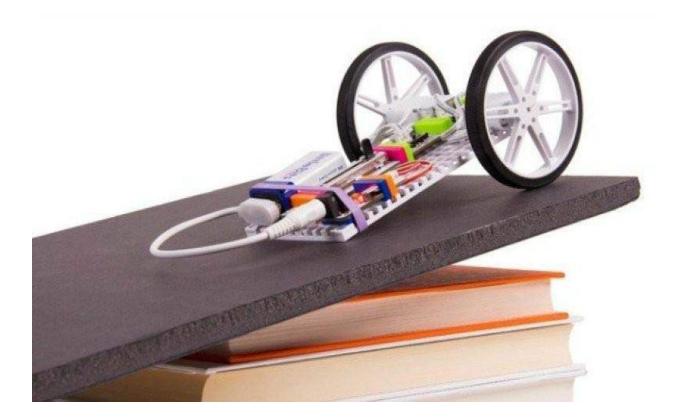
For Students

Each littleBits STEAM Student Set comes with 19 bits, 45 accessories and an invention guide with 8 exciting challenges for students to engage and learn with. With an online log to document progress, it's easy to track development whilst progressing through the challenges. Either by following the step-by-step guides or learning independently, the STEAM set has something for every type of learning.

Exciting Challenges

There are 8 invention challenges included for both beginners and more advanced littleBit users. There are four guided challenges inside, including "Invent a self-driving vehicle". These guided challenges consist of step-by-step instructions to guide and inspire students to put their own twist on each invention. Students are encouraged to try at least one (and why not all!) of the challenges before moving onto the open challenges. The four open challenges are designed for students who have more of an understanding of how the littleBits work. Working through the guide, it shouldn't be long until all students are capable of having a go at the Open Challenges. Including a "Hack your classroom" challenge, these are different in that they present an open-ended problem for the student to face, and it allows for the student to explore all the ways they could use Bits to create an invention that solves the problem. When faced with an interesting problem, this allows students to use their creativity and knowledge to solve it in whichever way they feel is best. Each littleBits STEAM Student Set comes with 19 bits, 45 accessories and an invention guide with 8 exciting challenges for students to engage and learn with. With an online log to document progress, it's easy to track development whilst progressing through the challenges. Either by following the step-by-step guides or learning independently, the STEAM set has something for every type of learning. View all other littleBits kits