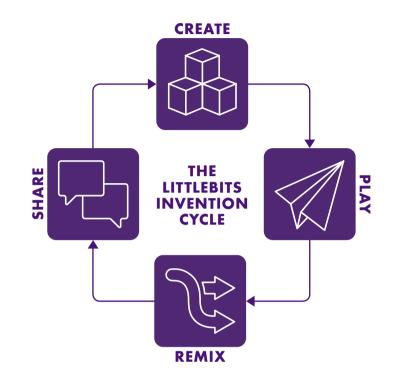
THE LITTLEBITS[™] INVENTION CYCLE

What is the Invention Cycle? The Invention Cycle is a roadmap for your invention journey. Each phase is full of activities and questions that help you explore your ideas and develop your invention.

DO I HAVE TO GO THROUGH THE INVENTION CYCLE EXACTLY IN ORDER?

Nope! If you want, you can remix while you play or share while you create. Each phase of the invention cycle represents a different way of thinking and making. They work well in order, but a good design process is always a bit messy.



CREATE

PUT SOMETHING TOGETHER. You can build it from the instructions or make something from your imagination. Don't worry if it doesn't work or if it isn't perfect. The important thing is to create your first model so you have something to experiment with.

REMIX

IMPROVE YOUR INVENTION. Keep

experimenting! Add new Bits, swap parts with other inventions, or take all the pieces apart and put them together in a different way.

PLAY!

USE IT! Playing with what you've created is fun, but also an important part of inventing. Playing is like a test run. It's a chance to see how well your invention works and look for ways you can make it better.

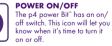
SHARE

INSPIRE OTHERS. Show the world what you've created online at littleBits Education. Get inspired by exploring what others have shared. Create, play with, and remix other inventions. This is how awesome new inventions are born.

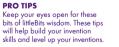
ICON INDEX













USE RUBBER BAND OR MASKING TAPE

This icon will tell you when to use rubber bands or some masking tape to keep something in place.



CHANGE MODE Some Bits have a switch that changes how the Bit works. This icon will tell you which mode vour switch should be in.

TEST YOUR CIRCUIT Before you play with your new invention, you'll turn the power on and make sure all your Bits" are doing their jobs.



