You can build it from 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 prototype so you have something to experiment with.

Playing with what you’ve created is fun, but it’s 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.

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

Show the world what you’ve created. Get inspired by exploring what others have shared. Create, play with, and remix other inventions. This is how awesome new inventions are born.
COLOR-CODED BY FUNCTION
Bits are grouped into four different categories, which are color-coded. Power Bits, plus a power supply, run power through your circuit. Input Bits accept input from you or the environment and send signals that affect the Bits that follow. Output Bits do something – light up, buzz, move… Wire Bits connect to other systems and let you build circuits in new directions.

MAGNET MAGIC!
Bits snap together with magnets. The magnets are always right – you can’t snap them together the wrong way. Arrows should point in the same direction. If the bits won’t snap together, try spinning one around and make sure the arrows point in the same direction.

ORDER IS IMPORTANT
Power Bits always come first and Input Bits only affect the Output Bits that come after them. With no Output Bit after it, the Input Bit has nowhere to send its signal. The Input Bit affects the Output Bits that follow.

ANATOMY OF A BIT
Learn how you can tell top from bottom.

littleBits®

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