littleBits Offers Customizable STEAM Solutions for Educators

Scalable Solutions Enable Educators to Quickly and Easily Incorporate STEAM and Coding into Classrooms, Schools, or Entire Districts

New York – April 26, 2018 – littleBits, the electronics company that empowers kids to be inventors, today announced littleBits Education Solutions, a new initiative to help school districts procure the most effective STEAM programs to teach hands-on engineering, physical computational thinking, and coding. Specialists from littleBits Education will now work directly with educators to create completely customizable STEAM and coding solutions for their classrooms, schools, or school districts -- all based on littleBits’ platform of easy-to-use electronic building blocks.

“Many schools and districts are now integrating STEAM and coding into their programs, but they’re still trying to answer three key questions: where to start, what are the best implementation strategies for an effective and accessible STEAM program, and how to scale,” said Brad Schenker, senior director of education sales at littleBits. “By providing insight into how educators might evaluate and scale these programs, littleBits Education Solutions is making it easy to get started, regardless of their unique goals or implementation stage.”

Each solution will include littleBits’ Code Kit and STEAM Student Set, evergreen lesson plans, professional development, assessment tools, student resources, and physical storage. It can then be scaled depending on need -- from a successful pilot plan with 18 students, to a full district-wide STEAM immersion that includes materials for up to three schools, three classrooms of 24 students, and three makerspaces.

“Around 20 percent of all jobs in the United States already require some form of STEAM knowledge, yet many school districts do not have a comprehensive program in place to prepare students for the inevitable future of work,” said Nicholas Provenzano, makerspace director at University Liggett School. “littleBits Education Solutions is addressing this issue head-on by providing curated solutions that make it easy for educators to make a sizable impact with the resources they have available.”

For more information and a list of potential educational bundles suggested by littleBits Education Solutions, please visit www.littleBits.com/education.
About littleBits
littleBits empowers kids around the world to become inventors. Founded in 2011 by Ayah Bdeir, its innovative platform of easy-to-use electronic blocks allows anyone to create and prototype with electronics, independent of age, gender or technical ability. As the leader in STEAM (Science, Technology, Engineering, Art and Mathematics) learning, littleBits believes in creating the conditions of invention by creating products that encourage self-directed exploration and problem solving; supporting grit and tenacity; and creating a safe place to experience both failure and accomplishment. The company is dedicated to successfully bridging the gender gap with its gender-neutral platform, attracting an industry-high thirty five percent of young girls to invent with littleBits. By embracing STEAM, both girls and boys can invent solutions to the problems that matter to them. The company’s products have won over 150 industry awards in the toy and education industries. littleBits is headquartered in New York. For more information and inspiration, go to www.littleBits.com.

PRESS CONTACT:
Allie VanNest
Head of Communications for littleBits
allison.vannest@littlebits.com

###