

Kiss Those Notes Goodbye

..... a game with littleBits

Want a fun way to destroy notes from that class that you hated? Using your basic experience with littleBits, follow the instructions below to build and play a game to take out the frustrations school can give you.

What you'll need

littleBits + materials



battery/cord



power



wire (2)

- paper cup
- scissors
- old notes or scrap paper



light sensor



buzzer



counter

How to assemble

- 1 Attach the battery to the cord.



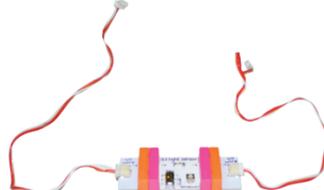
- 2 Attach the cord to the power.



- 3 Cut two holes on opposite sides of the cup.
The holes need to be about the size of a pencil eraser—large enough for the wire to go through them, but not for the orange end piece to slip through.



- 4 Attach the wire end pieces to both sides of the light sensor.
The magnets only allow you to attach components in the correct direction.



- 5 Detach the orange end component from the wire ends that are not connected to the light sensor.



- 6 Place the light sensor in bottom of the cup facing up and feed the detached wire end pieces through the holes you cut. Then reattach the wire end pieces to the orange end components.
Make sure the light sensor is switched to "dark"—if it's switched to "light" then the buzzer goes off continuously.



- 7 Attach the power to one end of the wire.
The magnets will only let you attach it to one of the two wires, so don't worry about getting it wrong.



- 8 Connect the buzzer to the wire, then connect the counter to the buzzer.



Congratulations! You're ready to play!



How to play

- 1 Set the paper cup on a flat surface like the table or floor.
To ensure the cup stays stable, you may want to tape it to the surface.
- 2 With your fellow players, choose a spot about three feet from the cup.
This spot will be the line from which you will toss your old notes.
- 3 Players take turns trying to throw the paper ball into the cup.
Each player has three chances per turn. If a throw counts as a point, the buzzer will sound. Players should keep track of how many points earned.
- 4 When the counter reaches 20, the game is over.
The player with the highest number of points wins. If there is a tie, remaining players get a final sudden death round of three tosses, with the higher scorer winning the game. Winner receives Hershey's Kisses.

If you want more ...

Try attaching other littleBits to change the results—use the splitter to attach the mp3 player to play music when you score a point, or try using the LEDs to light up the target in the dark! Or try going EXPERT LEVEL and build a throwing arm for the game with littleBits!