

CREATIVE TECHNOLOGY KITS

FOR GRADES 7-12

LitKit is an engaging set of no-code STEM/STEAM kits that turn after-school time into a creative lab for middle and high school youth.



WHY LITKIT



EASY TO PREP & PLAY

Kits are turn-key out of the box and ready for students

FUNDING-FRIENDLY

Can be positioned under ELO-P, 21st CCLC, or STEAM initiatives.

FLEXIBLE SCHEDULING

Fits weekly clubs, short cycles, or ongoing programs

HIGH ENGAGEMENT

Hands-on creative projects keep older youth coming back



LITKIT COMPLEMENTS CORE CURRICULUM IN ENGAGING WAYS THAT HELP HIGH-SCHOOL STUDENTS GROW INTO CAREERS IN FIELDS OF CREATIVE TECHNOLOGY.

**MARTYN SIMPSON,
MEDIA ARTS TEACHER**

WHAT DO STUDENTS ACTUALLY DO?

- ◆ Make hands-on media and art projects with accessible creative tech
- ◆ Explore STEM and digital citizenship topics through engaging lessons
- ◆ Connect creative projects to real-world issues and future career pathways
- ◆ Share finished pieces with families and the school community



<https://www.litkit.art/>



learn@litkit.art