One way to incorporate research into a beginning undergraduate course is to require group projects at the end of the semester that apply what students have learned to a “real-world” application. This reinforces what they learned, and demonstrates where it is useful. In this talk I will discuss how I have done this in our procedural programming class for math majors, what worked well, and what did not. I will also present portions of the actual projects. (Received September 26, 2017)