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Blain Patterson* (pattersonba@vmi.edu) and **Sarah Patterson.** *Learning Programming through Tactivities.* Preliminary report.

In this talk, we will discuss how to incorporate tactile activities or "activities" into an introduction to programming course. The difficulties students face with programming is often associated with logic and critical thinking, rather than the use of a particular language. Therefore, these activities are agnostic of technology and instead focus on conceptual understanding rather than syntax. A few examples of activities will be provided as well as insights into how this may play out in your classroom. (Received August 05, 2020)