STEPP: A New Resource for Physics Classrooms Starting This Fall![1] MARY URQUHART, KEN SUURA, MIDORI KITAGAWA, MICHAEL KESDEN, PAUL FISHWICK, University of Texas at Dallas, STEPP TEAM — STEPP (Scaffolded Training Environment for Physics Programming) is an interactive instructional tool designed to support the teaching of kinematics and Newton's Laws of Motion in introductory physics at the high school or university levels. Funded by the NSF's STEM+C program and developed by a multi-disciplinary team, STEPP focuses on the overlap between physics and computer science, specifically in the context of computational thinking. No programming experience is expected or required. Rather, STEPP provides an opportunity for students to model and visualize the motion described in physics problems already in their curriculum. Carefully designed with scaffolded levels and dynamic display of motion and graphing, STEPP also has tutorial videos to assist with online and individual exploration. Join us to learn about STEPP, how to get preview access to STEPP at stepp.utdallas.edu, and how to access a recorded workshop introduction to this resource.

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