This workshop is for anyone who teaches CS, and introduces process-oriented guided inquiry learning (POGIL) in computer science. POGIL is based on learning science, and shares characteristics with other forms of active, discovery, and inquiry learning. In a POGIL classroom, teams of 3-5 learners work on instructor-facilitated activities. Through scripted inquiry and investigation, learners discover concepts and construct their own knowledge. Using assigned team roles and meta-cognition, learners develop process skills and individual responsibility. Studies show that POGIL can significantly improve student performance. POGIL has particular potential for CS education. Software development is largely a team-based problem-solving activity, and POGIL helps students to learn from each other and develop problem-solving abilities as well as important team process skills. POGIL has been developed and validated over the last 15 years in a range of STEM disciplines. The workshop consists primarily of hands-on team activities. Workshop participants will experience POGIL activities, learn core practices, and draft activity pieces. POGIL materials for a variety of CS concepts will be shared. More information and materials are available at http://cspogil.org and http://pogil.org, including sample activities for CS1, CS2, and other courses. Laptops optional. This material is based upon work supported by the National Science Foundation under grant DUE-1044679.

**ACM Categories & Descriptors:** K.3.1 Computer Uses in Education; K.3.2 Computer and Information Science Education

**Keywords:** Active Learning; Communication; Guided Inquiry; POGIL; Process Skills; Teams