Premise: Computer Science students struggle to understand the actual underpinnings of mathematical models of software systems. Students often find the exercise of undertaking hand-written mathematical proofs boring and frustrating.

Question: How can educators help students improve their understanding of software models? How can we pinpoint common errors made when carrying out deductive proofs? How can we provide feedback.

Tactics: Working with software systems rather than with programs. Working with models of everyday lives software. Using tools like code generators and proof assistants that provide continuous feedback.

Interests: Continuous feedback, model animation.