Abstract: Detecting and correcting errors in computer code, also known as debugging, is a fundamental skill for computer programmers. However, explicit and deliberate teaching of this skill is often overlooked in introductory programming courses. Peer Evaluations is an activity designed to help students practice their debugging skills by exposing them to hundreds of faulty programs written by their peers. I designed and implemented this activity in a large introductory programming course with promising results. In this presentation I will illustrate the context, technology, and dynamics of this activity, and I will discuss quantitative and qualitative analysis of data collected over five semesters.