This workshop will introduce an Android library designed for a traditional CS1 course. No knowledge of Android and event-driven programming is required to use the library. The participants will build apps that range from apps suitable for the first week of the semester to simple board games that incorporate advanced programming constructs. The workshop will include a discussion on integrating the Android library with popular CS1 IDEs including DrJava, BlueJ, and jGRASP. The workshop may be of interest to instructors who favor the objects-late approach. More information at http://www.cs.gettysburg.edu/~ilinkin/cs1android.