

# Session 11 Instructor Guide: Choose Your Adventure

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## Learning Outcomes

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By the end of Session 11, students will be able to:

1. **Demonstrate self-directed learning** by selecting project extensions based on personal interests and skill level
2. **Use AI coding assistants effectively** through prompt engineering and iterative refinement
3. **Combine everything they've learned** by using React concepts, JavaScript patterns, and development workflows together
4. **Balance automation with personal agency** by maintaining decision-making control while leveraging AI suggestions
5. **Extend existing codebases** while maintaining code quality, consistency, and established patterns

## Instruction

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Instructor introduces key concepts students need to succeed:

1. **Self-Directed Learning Transition** - Today students drive their own learning by selecting features and using AI assistance
2. **Choose Your Own Adventure Overview** - Present categorized options with clear difficulty progression
3. **AI Collaboration Approach** - Emphasize using GitHub Copilot effectively while maintaining personal agency
4. **Let's Extend Your Game!** - Launch the hands-on mission for independent feature implementation

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## Slide Deck Outline

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### Slide 1: Choose Your Adventure

- Title: "Session 11: Choose Your Adventure — Extending Your Game"

- **Session 10 Recap:** “Last time: You published your complete trivia game using version control and automated deployment”
- **Hook:** “Your game is live — now make it legendary!”
- **Today’s Mission:** Self-directed learning with AI assistance to implement personally chosen features
- **Visual:** Adventure map with multiple paths representing different extension options

## Slide 2: Choose Your Own Adventure

- **Teaching Focus:** Feature selection strategy and complexity evaluation
- **Extension Categories:**
  - **Starter Mods (Fast Wins):** Custom fonts, character swap, game instructions modal
  - **Power Mods (Build Skills):** Visual progress indicator, color & font system, interactive sound effects
  - **Beast Mods (Go Big):** Character selection screen, animated character movement, dark/light mode toggle
- **Selection Strategy:** Recommended: 2 Starter + 1 Power + 1 Beast
- **Student Choice:** “Pick 4 extensions that excite you most”

## Slide 3: Your Development Mission

- **Today’s Coding Challenge:**
  1. Select 4 extensions from the provided menu
  2. Use AI assistance effectively with GitHub Copilot
  3. Implement features while maintaining code quality
  4. Test and deploy updates to your live game
  5. Document progress with meaningful Git commits
- **Success Criteria:**
  - 4 working extensions integrated into your game
  - Live deployment with all features functional
  - Clean, maintainable code following established patterns
- **Achievement:** “Your game will be uniquely yours with custom features!”

## [HANDS-ON WORK HAPPENS HERE]

### Slide 4: What's Next - Project Showcase & Next Steps 🎉

- **Title:** “Preview of Session 12”
- **Today’s Achievement:** “You extended your game with personally chosen features using self-directed learning and AI assistance”
- **Next Challenge:** “Present your creation and plan your continued learning journey”
- **Concepts Coming:**
  - **Project presentation** - showcasing your unique game features
  - **Technical discussion** - explaining implementation decisions
  - **Peer feedback** - learning from others’ creative solutions
  - **Learning reflection** - understanding your growth throughout the course
- **Motivation:** “Time to celebrate your achievement and inspire others with your creativity!”