Session 11 Instructor Guide: Choose Your Adventure

Learning Outcomes

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

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

Slide Deck Outline

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!"