



CS Extension Menu (When You're Done)

Free Library · Keep fast finishers challenged

The student who finishes first should go deeper, not just get done faster. Teacher guide and light management notes here; the go-deeper menu poster, cut-apart challenge cards, self-directed project proposal, and badge tracker are the student pages. Edit any of it in the Word version.

HOW TO USE IT

Print the menu poster from the student pages and hang it where fast finishers can see it. Cut apart the challenge cards and drop them in a bin or envelope at an extension station. When a student says they are done, point at the menu instead of handing out busywork. Use the proposal half-sheet for anyone ready to run with a bigger build, and stamp the tracker as they clear each level.

SET UP YOUR EXTENSION STATION IN FIVE MINUTES

TEACHER

- 1 **Print the poster** from the student pages and post it at eye level near the fast-finisher seats.
- 2 **Cut apart the challenge cards** (two pages of them) and keep them in a labeled bin, folder, or envelope.
- 3 **Set the rule:** done means the core task is correct and submitted, then you pick a go-deeper move.
- 4 **Point, do not assign.** When a student is done, say "check the menu" so the choice stays theirs.
- 5 **Stamp the tracker** as students finish challenges so depth gets visible credit, not just speed.

WHY A MENU BEATS MORE OF THE SAME

Handing a fast finisher the next assignment early teaches them that finishing fast is punished with more work. A menu of harder, more interesting moves teaches the opposite: finishing well earns the fun stuff. Same class time, very different message.

MANAGING AND GRADING EXTENSIONS, LIGHTLY

TEACHER

This runs best as a low-stakes mastery menu, not another graded pile. Keep the weight light and let the depth be its own reward.

- **Do not grade every card.** Extensions are for depth, not points. A quick stamp on the tracker is usually enough to make the work feel real.
- **Use the badge levels as your rubric.** Explorer, Builder, Optimizer, Teacher, and Innovator name the kind of thinking each move rewards, so a glance at the tracker tells you how deep a student is going.
- **If you must attach a grade,** credit completion and reflection, not polish. One honest attempt plus the "one thing I learned" line is full marks.

- **Let the proposal be the only heavier lift.** A self-directed project earns the Innovator badge and, if you want, a small bonus. Everything below it stays optional and ungraded.

TURN THIS INTO YOUR WHOLE WORKFLOW

This menu is the fast-finisher slice of a bigger system. The full CS and computer-applications curriculum in the shop builds the projects, rubrics, and answer keys these extensions hang off of, so your finishers always have a real next step and you never have to invent one on the spot.