

CS Extension Menu (When You're Done)

Student pages · print and hand out

WHEN YOU'RE DONE MENU

PRINT & POST

Finished early? Pick a way to go deeper.

You do not need to ask. Choose any move below and level up the thing you just built. Faster is fine. Deeper is better.

Go-deeper move	What it means
Optimize it	Make it faster, shorter, or cleaner. Can you cut lines and keep it working?
Add a feature	Bolt on one new thing your program did not do before.
Write tests	Prove it works. List the inputs you tried and what each one should return.
Break it on purpose	Feed it weird, empty, huge, or negative inputs. Find where it fails.
Teach it	Write a short how-it-works tutorial a classmate could follow.
Help a peer	Coach someone stuck. Ask questions, do not take their keyboard.
Enter a challenge	Try a puzzle, kata, or competition problem in the same skill.
Build a portfolio piece	Polish this into something you would show off. Name it, comment it, save it.
Try a new language	Rebuild it in a language you have never used. What changes, what stays?

Print, cut apart on the dashed lines, and keep at the extension station. Grab one when you finish early. One card, one honest attempt.

Optimize It

Rewrite your solution to run faster or use fewer lines.
Note what you changed and why.

Add a Feature

Pick one new ability your program did not have. Plan it, build it, test it.

Write Tests

List five inputs, predict each output, then run them. Did any surprise you?

Break It on Purpose

Try empty, huge, negative, and nonsense inputs. Write down the first thing that broke.

Teach It

Write a half-page tutorial that explains how your program works to a beginner.

Help a Peer

Find someone stuck. Ask what they have tried. Guide with questions, not answers.

Enter a Challenge

Find a coding puzzle or competition problem in the same skill. Solve one.

Portfolio Piece

Clean up this project until you would show it off. Comment it and give it a real name.

Try a New Language

Rebuild your program in a language you have never used. Note what felt different.

Add Comments

Explain every tricky part in plain English so future you understands it.

Make It Pretty

Improve the output, layout, or interface. Small polish, big difference.

Set a Stretch Goal

Write one goal that scares you a little, then take the first step toward it.

Ready for something bigger than a single challenge? Pitch it here. A good stretch project is a little scary and clearly yours. Fill this out, show your teacher, then build it.

Name _____

Date _____

What I will build

DESCRIBE IT SO A STRANGER COULD PICTURE IT

Why it is a stretch for me

WHAT MAKES THIS HARDER THAN WHAT I ALREADY KNOW

How I will show it

DEMO, TUTORIAL, PORTFOLIO ENTRY, OR SOMETHING ELSE

I think this will take about _____

Every time you finish a go-deeper move, log it here and earn the badge. Depth counts. Fill in the challenge, the date, and one thing you learned.

Level	Challenge I finished	Date	One thing I learned	Badge
Explorer				[]
Explorer				[]
Builder				[]
Builder				[]
Optimizer				[]
Optimizer				[]
Teacher				[]
Innovator				[]

Badge levels

- **Explorer:** you tried a challenge card and finished it.
- **Builder:** you added a feature or built a portfolio piece.
- **Optimizer:** you made something faster, cleaner, or harder to break.
- **Teacher:** you taught it or coached a peer without touching their keyboard.
- **Innovator:** you shipped a self-directed project from your own proposal.

My next badge goal is _____