

Extension Menus

Strategies for Differentiating the Curriculum



What is an Extension Menu?

An extension menu is an array of independent learning activities presented in a 'choice' or 'menu' format to provide students with options for extending or enriching the essential curriculum.



Why use Extension Menus?

- Enrich or extend the essential curriculum
- Challenge the abilities of highly able students
- Provide alternative activities that address the differing abilities, interests, or learning styles of students
- Allow choice



Computer Applications Menu

Use the Publisher Wizard to create a birthday card	Create a business card	Make 5 study cards for the basic toolbars and tasks on Publisher
Create a board game with questions about Publisher		Create an Earth day flyer promoting a clean-up event
Make a magazine cover with your picture on the front cover	Import a template from the Microsoft on-line site to create a project	You Decide



History/ELA Extension Menu

Create a Timeline with 15 important events	Draw or paint a portrait; add famous quotes	Write or select songs to illustrate 6 major events
Answer 3 Unanswered ???; use Internet to research	FAMOUS PERSON RESEARCH	Write a poem about your person's life
Read a biography, article and story; compare	Create a Frame using 4 icons + an illustration	Compare/Contrast person to 2 others living at different time



Advantages of Extension Menus

- Strategy spans all curricular areas
- Can target specific learning activities for an individual student or small group
- Allows student choice as well as challenge
- Students' choices reveal their interests, abilities and learning styles
- Promotes higher level thinking skills
- Encourages the development of independent thinking



Classroom Uses of Extension Menus

- Follow-up activity
- Culminating activity
- Anchoring activity (defined by Carol Ann Tomlinson as, "meaningful work done individually and silently") especially when children first begin a class or when they finish assigned work
- Learning center
- Independent activity