Alg II/Adv Math Extension Menu

Swap it!	Research Project	Become a Critic
Find something that uses numbers (ex: a recipe, instruction manual, etc.) and replace all of the numbers with problems that solve to be the value the problem is replacing. There need to be at least 10 problems and the problems should be related to the concept we are studying. Provide the original, your version, and an answer key.	Identify a topic you would like to discover and research in mathematics. Research this topic in depth. Your research does not need to be complete by the end of the year, but you do need to construct a project demonstrating what you have learned thus far. Check the Product Choices Chart for ideas of how to present the information. (There is a different rubric for this project.)	Research and find two explanations of this concept in videos online and/or in texts. Critique these explanations. What did you enjoy/dislike about them? What did you find helpful? Did you like the problems they chose to demonstrate solving? After critiquing the explanations construct your own. How does it compare to the ones that you researched? Develop a cumulative presentation of everything found, discovered.
Real World Application	**Student Choice (with teacher approval)**	**Visual**
Construct your own real world problem. We know how to compute the problems, but why do we learn this topic? What application does it have? Research the applications of this topic. Construct 5 problems of your own that apply the information to the real world.	Put the choice on the board for others to use or be inspired by.	Create a visual display of the topic being covered. This can be a diorama, poster, or other (check the "product choice list" for ideas!). The visual can be a clear example and explanation of the topic or you can get as creative as you wish!
Become an author	**Review time**	**Worksheet Extension Activities**
Write a section for our textbook for this concept. Provide an explanation for the concept and completed problems as well as practice problems for the author to calculate.	Create a review game with 20 questions of your own creation. Create an answer key for the review game.	Check the notebook for worksheets that extend the ideas we are covering in this section. Work on the extension worksheets.