

Extended Application Introduction for 10th graders



WHAT IT IS...

Extended Application Standard

The student will be able to apply and extend academic and career-related knowledge and skills in new and complex situations appropriate to the student's personal, academic, and/or career interests and post-high school goals.

Definition

Extended Application (EA) is defined as the application of academic and specialized knowledge and skills within the context of a student's personal and career interests and post-high school goals. Students extend what they have learned by applying their knowledge and skills in complex or non-routine situations.

Developing an *EA Collection of Evidence* engages students in significant activities that help them connect academic studies to real-life situations. In making these connections, students find meaning and relevance in their schoolwork. Students then use the knowledge and skills learned to solve problems, create products, or make presentations in complex or non-routine situations.

STEPS INVOLVED...

- Determine your possible post-high school goals and plans
- Identify the academic and occupational knowledge and skills that you would need to reach your goals.
- *Brainstorm* possible applications (school, community, or workplace project or activity) related to at least one of these goals and plans. Then *choose* one that is related to one or more of your goals and plans.
- Identify the academic and occupational knowledge and skills that will be used in the application.
- Obtain agreement from an adult who is not a member of your immediate family to serve as a mentor throughout your project.
- Fill out proposal paperwork; have it signed by the person(s) designated by your school to approve Extended Application proposals. **The proposal must be completed before you start your project.**
- Begin the Extended Application and document your work as outlined in the Extended Application Requirements and Guidelines.
- Documentation will include a journal that could be supplemented with a PowerPoint, DVD, photos, video, drawings, data, etc.
- Upon completion of your application, finalize your documentation and write a reflection on your experiences that describe the specialized knowledge and skills you used and gained.
- Evaluate your application using Student Guidelines: Extended Application Collection of Evidence form.
- Submit to the appropriate person(s) designated by your school.

WHERE YOU CAN DO IT...

Your Extended Application can be a school, community, or workplace project or activity that is related to one of your academic, personal, and/or career goals. The following is a list of possible examples.

- Classroom project (see your course description handbook for the courses offering opportunities for EA projects)
- Volunteer Activity
- Internship
- Work Experience
- School or Community Club Activity
- Service Learning
- Cadet Teaching
- A Collection of Career Learning Experiences

EXAMPLES OF EXTENDED APPLICATIONS...

If you are thinking about being a teacher, your Extended Application might be...

- A cadet teaching experience
- Peer Tutoring
- Work experience in a daycare or pre-school

If you are thinking about being an engineer, your Extended Application might be...

- A service learning project in a physics class
- A science fair project
- Saturday Academy Apprenticeships in Science and Engineering (OSU)

If you are thinking about being a graphic artist, your Extended Application might be...

- An internship with Brass Media
- Editor of yearbook
- Volunteer to design newsletters for a community group

If you are thinking about working in healthcare, your Extended Application might be...

- Secure a part-time job in a medical office
- Attend health fairs and report back to your health class
- Complete a project related to your health occupations class

If your passion is global sustainability, your Extended Application might be...

- A project as part of your AP Environmental Science class
- Promoting recycling in your neighborhood
- Membership on a city sustainability taskforce