Life Skills Sub Plans Week, High School

Week-long sub plans: five days of print and go work for grades 9 to 12, planned Monday to Friday.

PREVIEW

What is included

- Sub binder: notes, the filled-in week plan, a blank schedule, class list, Monday opener (11 pages)
- Life Skills sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Life Skills team tasks (9 pages)
- Life Skills games (10 pages)
- Answer keys (8 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one life skills set per period (a lesson with worked examples, practice and a challenge), a calm puzzle, a team task and an optional game for the last 15 minutes.
3. Every set stands alone: swap sets between days, or use one with another class when it fits.
4. No prep, no tech: print and go. The sub needs no subject knowledge. Every answer is in the key.
5. Print in color or ink-saver black and white, US Letter or A4.

What this preview shows: the week at a glance, the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (the life skills set, the calm block, the team task and the game), one answer-key page and one ink-saver page. Every product page is watermarked. The full kit has 64 pages.

© classroomreview.games

YOUR WEEK AT A GLANCE (1 OF 2)

Every life skills set of the week, with its page and what it reviews. The day's set runs in every period you teach; any set works on any day.

MONDAY (DAY 1)

Opener	**Meet Your Sub** Fifteen minutes at the top of every period on Monday: the sub sheet, three questions, the class agreement and the voice levels.	p. 10 · 15 min
Life Skills set 1	**Job Search and Interviews** Reviews: reading job ads for pay, hours and requirements, matching applicants to jobs, strong interview answers, workplace communication.	p. 13 · 50 min
Calm puzzle	**Word Search and Reset Sheet** A quiet subject word search and a two-minute reset sheet for a loud day, a long wait or anyone who finishes early.	p. 16 · 20 min
Team task	**The Cost Per Use Challenge** Groups of four rank twelve purchases by what each one cost every time it was used, then score the gap to the true order.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

Life Skills set 2	**Renting a First Apartment** Reviews: lease vocabulary, tenant and landlord responsibilities, comparing listings, move-in and monthly costs, splitting bills with a roommate.	p. 21 · 50 min
Calm puzzle	**Sudoku and Grounding Sheet** A hard sudoku with exactly one answer and a 5-4-3-2-1 grounding sheet for anyone who needs to come back into the room.	p. 24 · 20 min
Team task	**The First Kitchen** Groups of four stock a first apartment kitchen: cover ten needs from fifteen items and bundles for the lowest possible total.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

Life Skills set 3	**Kitchen Basics** Reviews: reading a recipe, kitchen measurement conversions, scaling a recipe with fractions, unit prices, safe cooking temperatures and food storage.	p. 30 · 50 min
Calm puzzle	**Secret Codes and Control Sheet** Two coded sayings to crack in silence and a sheet that sorts what you can and cannot control this week.	p. 33 · 20 min
Team task	**The Studio Floor Plan** Groups of four draw a studio apartment to scale on one sheet, cut the furniture to scale from the other, and fit it all by the rules.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

Life Skills set 4	**Getting Around** Reviews: reading a bus map and timetable, the true monthly and per-mile cost of a car, basic car care, commute trade-offs.	p. 39 · 50 min
Calm puzzle	**Maze and Brain Dump** A long maze with exactly one true path and a brain dump sheet that turns a crowded head into one next step.	p. 42 · 20 min
Team task	**The Apartment Hunt** Four friends, each holding facts nobody else has, choose one of seven rentals to share.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

© classroomreview.games

FRIDAY (DAY 5)		
Life Skills set 5	**Everyday Money as a Consumer** Reviews: unit price comparison, sales tax and tips, checking a receipt for errors, return and warranty policies, spotting scams, debit versus credit.	p. 48 · 50 min
Calm puzzle	**Word Ladders and Three Good Things** Four five-letter word ladders, three scrambled words and a three good things sheet to close out the week.	p. 51 · 20 min
Team task	**Car or No Car?** Groups of four debate, two against two, whether a first-year worker should buy a used car or stay with the bus and a bike, from one evidence bank.	p. 53 · 40 min
Game (optional)	**Mystery Box** Optional fun to end the class.	p. 55 · 15 min

How the sets work

- One set per day covers every period you teach: Monday's set runs in every Monday class.
- Every set stands alone. Swap sets between days, or use one with another class when it fits.
- Each set opens with a line that says what it reviews, so you can match it to what your class covered.
- The calm puzzle fits any gap, the team task fills a block period, and the game is optional fun for the last 15 minutes.
- No prep, no tech. Every answer is in the keys at the back, so the sub needs no subject knowledge.

© classroomreview.games

This Week's Plan

You teach one subject to several classes, so every period you teach runs this same plan, first period to last: Monday's column in every Monday period, Tuesday's in every Tuesday period. Planning, lunch and duty periods: nothing to do. List your periods and classes on the blank schedule on the next page. This order is a sample: every set stands alone, so swap any set into any slot or any day.

WHEN	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
First 15 minutes: attendance, voice level, then	**Meet Your Sub** p. 10 · 15 min	**Go over yesterday's answers** Read them out from the key at the back; students mark their own (10 min)	**Go over yesterday's answers** Read them out from the key at the back; students mark their own (10 min)	**Go over yesterday's answers** Read them out from the key at the back; students mark their own (10 min)	**Go over yesterday's answers** Read them out from the key at the back; students mark their own (10 min)
Rest of the period: the day's set (one copy per student)	**Life Skills 1** Job Search and Interviews p. 13 · 50 min	**Life Skills 2** Renting a First Apartment p. 21 · 50 min	**Life Skills 3** Kitchen Basics p. 30 · 50 min	**Life Skills 4** Getting Around p. 39 · 50 min	**Life Skills 5** Everyday Money as a Consumer p. 48 · 50 min
If a class finishes early or gets loud	**Word Search and Reset Sheet** p. 16 · 20 min	**Sudoku and Grounding Sheet** p. 24 · 20 min	**Secret Codes and Control Sheet** p. 33 · 20 min	**Maze and Brain Dump** p. 42 · 20 min	**Word Ladders and Three Good Things** p. 51 · 20 min
Block period (90 minutes) only	**The Cost Per Use Challenge** p. 18 · 40 min	**The First Kitchen** p. 26 · 40 min	**The Studio Floor Plan** p. 35 · 40 min	**The Apartment Hunt** p. 44 · 40 min	**Car or No Car?** p. 53 · 40 min
Last 15 minutes (optional): a fun way to end the class, or for extra time	**Whiteboard Quiz Game** p. 19 · 15 min	**Paper Password** p. 28 · 15 min	**Class Feud** p. 37 · 15 min	**Classroom Millionaire** p. 46 · 15 min	**Mystery Box** p. 55 · 15 min

How this week works

- You are covering a teacher who teaches one subject to several classes. Each class comes to this room once a day, for one period.
- So every class gets the same set on the same day: Monday's set in every Monday period, Tuesday's set in every Tuesday period.
- One set per day covers all your classes. Copy that day's set once per student in the morning. Planning, lunch and duty periods: nothing to run.
- Each set fills one period (45 to 55 minutes); the challenge at the end stretches it to a 90-minute block.

How to use this plan

- Page numbers point to the first page of each set. Copy one per student.
- The calm block is always allowed: a period that runs short, a loud class, or anyone who finishes early.
- The game is optional: a fun way to end the class, or something for extra time.

© classroomreview.games · Life Skills Sub Plans Week: High School, 5 Days of Print and Go Work

© classroomreview.games

Note to the Substitute

Grades 9 to 12 · five days · every set runs from the printout alone

Thank you for covering my classes this week

Everything you need is in this binder. The front pages (important information, weekly schedule, class list) are filled in for this week. After them come the work sets, one per day: **Life Skills 1** is Monday's set, **Life Skills 2** is Tuesday's, and so on to **Life Skills 5** on Friday. Run the day's set in every period you teach that day. Each set is one period (45 to 55 minutes), stands alone, and has its own answer key at the back of the binder, so you never have to make anything up or know the subject. The first page of every set tells you what to say. Every set ends with a challenge, so it stretches to a 90-minute block when you need it.

After the subject sets come the shared blocks, one of each per day. The **calm block** is always allowed: for a period that runs short, a loud class, or anyone who finishes early. The **team task** fills a period on its own. The **game** is optional: a fun way to end the class, or something for extra time. Fifteen minutes, from the script.

Each day has

- One Life Skills set (one period, with a challenge to stretch it)
- A calm and quiet block: a puzzle page and a reset sheet
- A team task for groups of four
- A paper game from the script

If the class is loud

- Set a voice level with a number, 0 to 3, and use it all week (the Day 1 opener explains it).
- Switch to the calm block. Nobody needs to move.
- Every set has a challenge at the end, so fast finishers always have something.
- If a set is not working, stop it and use the calm block or the team task. Every set starts cold.

At the end of each day

Please fill in that day's line on the "How it went" page. It takes two minutes and I read every word.

Did this kit work well for your class? A quick review helps other teachers find it and earns you TpT credits. Thank you!

EVIEW · classroomre

Meet Your Sub

Day 1 opener, 15 minutes at the start of every period on Monday, before the set. Nothing to prepare.

Opener

Sub script (the same five minutes in every class)

1. **Before first period, fill in the introduction sheet** on the next page, once, for the whole day. Keep it short and honest. A high school class reads a sub in about ten seconds, so give them something real to read.
2. **Introduce yourself from the sheet** in two minutes. Then hold up the Ask the Sub list and take three questions from raised hands. Three, not ten. Say when you are done taking questions.
3. **Read the class agreement out loud** and ask this period to add one line of their own. Write that line on the board for the period. The line they wrote is the one they keep.
4. **Set the voice level with a number** from 0 to 3, using the box at the bottom of the sheet. Say which level today's set needs, and use the same numbers in every class all week.
5. **Start the set** with one sentence: this is today's work, it has a challenge at the end, and the calm block is always allowed when you are finished.

If the room is loud

- Skip the questions. Keep the agreement and the voice level, and say the number out loud.
- Start the set sooner. Work on the desk beats a speech about behavior every time.
- Name the level again after four minutes. A number is easier to follow than a lecture.

If a period runs ten minutes short

- Run Common Ground in groups of four. Six minutes of work, four minutes of reading out.
- Or hand out the reset sheet from the calm block and let the room go quiet early.
- Or have each student write one question they would ask the teacher when they get back.

Monday checklist (before first period)

- [ ] Read the Important Information page: office extension, exits, the nurse, the teacher next door.
- [ ] Check the class list for allergies, medical needs, early releases and students who carry a pass.
- [ ] Find today's set on the weekly schedule and count copies for every period, plus five spares.
- [ ] Fill in the About Your Sub sheet once and post it where the back row can read it.
- [ ] Write the voice levels 0 to 3 on the board and leave them there all week.
- [ ] Keep the answer keys inside the binder, not face up on the desk.

EVIEW · classroomre

Life Skills Set 1: Job Search and Interviews

Life Skills · Day 1

Read the four job ads, then answer the questions under them. Pay is before taxes. Page 2 uses the same ads.

This set reviews: reading job ads for pay, hours and requirements, matching applicants to jobs, strong interview answers, workplace communication

A Stock Clerk
Green Valley Market

Pay: $15.50 an hour. **Hours:** Mon to Thu, 5 to 9 p.m.

Stock shelves, check dates on dairy, and help shoppers find items. No experience needed; we train you.

Requirements: Must be 16 or older. Able to lift 40 pounds.

B Day Camp Counselor
Brookfield Recreation Center

Pay: $14.00 an hour. **Hours:** Mon to Fri, 8 a.m. to 2 p.m.

Lead games, crafts and swim breaks for campers ages 6 to 10. Summer only, 8 weeks.

Requirements: Must be 16 or older. Current CPR certification required.

C Delivery Driver
Corner Oven Pizza

Pay: $12.00 an hour, plus tips. **Hours:** Sat and Sun, 11 a.m. to 7 p.m.

Deliver orders in a company car. Drivers keep their tips, which average $30 a shift.

Requirements: Must be 18 or older. Valid driver's license and a clean driving record.

D Library Page
Brookfield Public Library

Pay: $13.75 an hour. **Hours:** Tue to Thu, 3 to 5 p.m.; Sat, 9 a.m. to 1 p.m.

Return books to the shelves in call number order and keep the teen room tidy. Careful, detail-minded people wanted.

Requirements: Must be 15 or older.

Read the ads

1. **How many hours a week does the stock clerk work, and what is the weekly pay before taxes?**

2. **The counselor job lasts 8 weeks. What does it pay a week, and for the whole summer, before taxes?**

3. **The driver earns less per hour than the stock clerk. Counting the average tips, which job pays more in a week, and by how much?**

4. **How many hours a week is the library page job, and what does it pay a week?**

5. **Two jobs need a card or license you must already hold. Which jobs, and what does each one need?**

6. **Sam has sports practice every weekday from 3 to 4:30 p.m. Which job's hours would clash with practice? Explain.**

© classroomreview.games · Life Skills Sub Plans Week: High School, 5 Days of Print and Go Work

© classroomreview.games

Life Skills Set 1: Applicants and Interviews

Life Skills · Day 1

Match each applicant to the one job on page 1 they qualify for and can work. Then sort the interview answers.

Mornings end at noon, afternoons run from noon to 5 p.m., and evenings start at 5 p.m.

1 Priya — Job: ☐

Age 15. Free on weekday afternoons, Saturdays and Sundays. Can lift 30 pounds. No CPR card. No driver's license. Organizes the class library in her English room.

Why: .....

2 Jonah — Job: ☐

Age 17. Free on weekday evenings and Saturdays. Can lift 50 pounds. No CPR card. No driver's license. Helped out at his uncle's hardware store last summer.

Why: .....

3 Luis — Job: ☐

Age 19. Free on weekday mornings, Saturdays and Sundays. Can lift 50 pounds. No CPR card. Has a driver's license and a clean record. Takes college classes on weekday afternoons and evenings.

Why: .....

4 Amara — Job: ☐

Age 16. Free on weekday mornings and weekday afternoons. Can lift 25 pounds. Has a current CPR card. No driver's license. Babysits for two families on her street.

Why: .....

Remember: what makes an interview answer strong

Strong answers are **specific** (a real example), **honest**, **positive** about other people, and **connected to the job**. Weak answers are one or two words, vague, or blame someone else.

Sort it: strong or weak?

Write **S** (strong) or **W** (weak) in the box.

1. **Tell me about yourself.** "I'm a junior at Brookfield High. I run cross country, so I'm used to showing up early and sticking with a plan, and I help at my aunt's bakery on weekends." ☐
2. **Why do you want this job?** "I don't know. My mom says I need one." ☐
3. **What is your greatest weakness?** "I used to leave big assignments until the last night, so now I break them into steps on a calendar, and it has really helped." ☐
4. **Tell me about a time you worked on a team.** "My group partners were useless, so I did the whole project myself." ☐
5. **Why should we hire you?** "I'm reliable. I missed zero days of school this year, and when I learn a new task I write the steps down so I don't need to ask twice." ☐
6. **What is your greatest weakness?** "Honestly, I don't really have any." ☐
7. **Do you have any questions for us?** "No, I think I'm good." ☐
8. **Do you have any questions for us?** "What does a normal first week look like for someone new?" ☐

Pick one weak answer by number and rewrite it as a strong one.

.....

.....

© classroomreview.games · Life Skills Sub Plans Week: High School, 5 Days of Print and Go Work

REVIEW · classroomreview.games

Life Skills Set 1: Communication at Work

Life Skills · Day 1

Circle the best choice for each workplace moment. The challenge is at the bottom.

Remember

- **Tell your manager early.** Late, sick or need a day off: say so before the shift, not after.
- **Listen first** when a customer or coworker is upset, then offer a fix or bring in a manager.
- **Ask, then repeat it back** when an instruction is unclear. It saves everyone time.
- **Handle problems privately and calmly,** and never online.

1. **Your bus breaks down and you will be about 15 minutes late for your shift. What is the best move?**
   - (A) Walk in late and explain then
   - (B) Call or text your manager before the shift starts and say when you will arrive
   - (C) Skip the shift, since you are late anyway
   - (D) Ask a coworker to tell the manager at the end of the day
2. **A customer tells you, loudly, that their order is wrong. What should you do first?**
   - (A) Tell them it was the cook's mistake
   - (B) Explain that they must have ordered it wrong
   - (C) Stay calm, listen, apologize, and offer to fix it or get a manager
   - (D) Walk away until they calm down
3. **Your supervisor gives you a list of instructions and you do not understand step three. What is best?**
   - (A) Ask a short question and repeat the step back to check you have it right
   - (B) Guess and hope it works out
   - (C) Skip step three
   - (D) Wait until you get it wrong so they explain again
4. **You want a Saturday off for a family event three weeks from now. What should you do?**
   - (A) Call in sick that morning
   - (B) Ask the day before
   - (C) Just do not show up, since it is only one day
   - (D) Ask your manager now, the way your workplace handles time-off requests
5. **A coworker keeps leaving their cleanup tasks for you at closing time. What is a good first step?**
   - (A) Leave their tasks undone to get even
   - (B) Talk to them privately and calmly; go to the manager if it keeps happening
   - (C) Post about it online
   - (D) Complain about them to the other coworkers
6. **You wake up sick and cannot work your 4 p.m. shift. Which message to your manager is the most professional?**
   - (A) cant come in
   - (B) I'm not coming today, sorry
   - (C) Hi Ms. Lopez, this is Nadia. I'm sick and can't work my 4 p.m. shift today. I've asked Theo if he can cover and will let you know what he says.
   - (D) Someone else can take my shift, right?

Challenge: which offer really pays more?

Maya has two offers. **Job X** pays $15.00 an hour, 4 days a week, 5 hours a day, and she gets there by a 30-minute bus ride each way, $2.25 a ride. **Job Y** pays $14.30 an hour, 5 days a week, 4 hours a day, and it is a 12-minute walk each way, no cost. (a) What does each job pay in a week after bus fares? (b) Counting work time plus travel time, what does each job pay per hour of Maya's time? (c) Which offer is better, and why is the higher hourly wage not the whole story?

© classroomreview.games · Life Skills Sub Plans Week: High School, 5 Days of Print and Go Work

Calm Block, Day 1: Word Search

Find all 12 life skills words. Any direction, including backward and diagonal. Pencils only, voices at 0.

Calm · Day 1

E	N	J	W	E	T	I	S	O	P	E	D	K	K
I	Y	G	J	C	H	E	E	P	J	X	D	D	E
Y	R	W	O	H	K	M	N	S	T	A	Q	F	G
S	I	C	C	O	M	M	U	T	E	X	H	K	A
L	T	I	N	T	E	R	V	I	E	W	E	J	E
A	I	U	T	I	L	I	T	I	E	S	K	G	L
N	T	I	E	P	I	C	E	R	W	U	M	R	I
D	R	K	T	E	N	A	N	T	A	I	T	O	M
L	Z	L	H	K	Z	O	J	R	R	K	P	C	A
O	L	P	P	Y	Q	Z	S	E	R	P	I	E	J
R	K	Y	D	K	F	C	W	Y	A	U	E	R	X
D	Z	S	W	Y	E	H	U	Z	N	X	C	Y	Y
K	O	Y	T	E	G	D	U	B	T	F	E	Q	U
K	W	M	N	G	M	U	X	V	Y	K	R	L	C

INTERVIEW · UTILITIES · LANDLORD · WARRANTY · DEPOSIT · RECEIPT · COMMUTE · GROCERY · MILEAGE · RECIPE · BUDGET · TENANT

Faster than reading every square

- Hunt the rare letters first. Only one word in the list has a V in it, so every V in the grid is worth a second look.
- Scan one row at a time for a word's first two letters, then check all eight directions from that square.
- Cross a word off the list the second you circle it, or you will search for it twice.

EVIEW · classroomr

Calm Block, Day 1: Reset Sheet

For one person, at your own pace. Nobody collects this and nobody reads it but you.

Calm · Day 1

Two minutes, then back to it

This is not a mood test and it is not therapy. It is a short routine for the moments when your head is somewhere else and the work in front of you is going nowhere: slow the breath, put a name on the feeling, pick the next five minutes. Work down the page and stop at the bottom.

Step 1: make the breath out longer

Breathe in through your nose while you count to four, then out through your mouth while you count to six. The long breath out is the part that slows your heart rate down. Six rounds, then stop.

Check a box for each round so you are not counting in your head.

☐☐☐☐☐☐

Step 2: name it

A feeling you can name gets smaller. Tired, annoyed, behind, worried, bored, flat, wired. One word is enough, and it does not have to be the right word.

Write yours on the first line below.

Name it in one word, then write the sentence your head keeps repeating

What is actually true right now, in this room, that I could check in ten seconds

The next five minutes: what I will do the moment I put this sheet down

What usually helps me

- ☐ Water and a real breath of air
- ☐ Writing the thing down instead of holding it
- ☐ Two minutes of a puzzle or a doodle
- ☐ Starting the smallest piece of the work
- ☐ Standing up and stretching my shoulders
- ☐ Putting my phone face down in my bag
- ☐ Asking one person one question
- ☐ Deciding to deal with it after school

My own line

Something that works for you that is not on that list.

Right now I feel (circle one)

(1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

1 = settled, 10 = about to boil over. Check the same number again in ten minutes. Down by one is the whole point.

© classroomreview.games · Life Skills Sub Plans Week: High School, 5 Days of Print and Go Work

© classroomreview.games

Team Task, Day 1: The Cost Per Use Challenge

Groups of four. Voice level 2. No calculators and no phones. One sheet per group, one person writes, and no group rank goes down until all four agree.

Team · Day 1

The challenge

A price tag tells you what something costs once. Smart shoppers also ask what it costs **every time you use it**. **Your job:** rank the twelve purchases below from **1 (the highest cost per use)** to **12 (the lowest)**.

Step 1: alone, in three minutes, fill in "My rank" by instinct. **Step 2:** split the purchases, three each, work out every cost per use, check each other's, and agree on the group rank. Every rank from 1 to 12 is used once. The rule has no judgment calls: **cost per use = total price paid ÷ the number of times it was used**. Worked example: a $45 pair of jeans worn 30 times = $45 ÷ 30 = **$1.50** a use.

	PURCHASE	MY RANK	GROUP RANK	COST PER USE	TRUE RANK	DIFFERENCE
A	Dress shoes for a formal dance: $90, worn 2 times					
B	A winter coat: $120, worn on 100 cold days					
C	A gym membership: $30 a month for 12 months, 24 visits in all					
D	A streaming service: $15 a month for 12 months, used on 90 evenings					
E	A concert ticket: $75, used once					
F	A phone case: $20, used every day for 200 days until it cracked					
G	A rice cooker: $40, used 160 times					
H	A video game: $60, played 40 times					
I	A rented suit for a cousin's wedding: $80 for one day					
J	A used bike: $150, ridden 300 times					
K	A calculator for math class: $24, used on 160 school days					
L	A water bottle: $30, used 250 times					
Total difference (lower is better)						

Scoring

Difference = group rank minus true rank, sign dropped, added over the twelve rows. Score your "My rank" column the same way. A monthly price counts every month you paid.

- **0 to 8:** excellent: you shop like a planner
- **9 to 18:** good
- **19 to 30:** fair
- **31 or more:** redo the math together, monthly prices first

Price tag versus cost per use

Which purchase fooled your instinct the most, and why?

Challenge: purchase C is the gym. How many visits in the year would bring its cost per use down to $5.00? Write an equation and solve it.

© classroomreview.games · Life Skills Sub Plans Week: High School, 5 Days of Print and Go Work

Game, Day 1: Whiteboard Quiz Game

Sub script and questions. 15 minutes at the end of the period, or for extra time. Optional.

Game · Day 1

Set up (2 minutes)

1. Draw a 5 by 5 grid on the board, or tape up the board sheet. Write the five category names across the top and the values 100 to 500 down each column.
2. Teams of four to six. Team 1 picks a category and a value.
3. Read the question. The team gets 15 seconds and one answer. Right: they take the points and pick again. Wrong: the next team may steal, then play moves on.
4. Cross the square off. Highest total when time is up wins.

Read this out

"One voice per team: pick a captain who says the final answer. Shouted answers do not count and the square is dead. Team 1, choose a category and a value."

Keep the running score in a corner of the board. If a team argues a call, the script wins and the game moves on. The bold answer is the one to accept, but take a clear equivalent too (Tbsp for tablespoon, F for degrees Fahrenheit).

Job Hunt

100 What is a set block of work hours called?
A shift

200 What are people who vouch for your work called?
References

300 What is 20 hours of pay at 15 dollars an hour?
300 dollars

400 Pay counted by the hour is called what?
An hourly wage

500 Running late: when do you tell your manager?
As soon as you know

On the Road

100 Where is a car's right tire pressure usually listed?
Door sticker or owner's manual

200 A car gets 25 miles per gallon. How many gallons for 200 miles?
8 gallons

300 What gas from a running car makes a closed garage deadly?
Carbon monoxide

400 600 dollars a month for 800 miles is what per mile?
75 cents

500 In the tire tread penny test, whose head do you look for?
Lincoln's

Renting

100 What is the person who rents a home called?
The tenant

200 What contract sets the rent and the rules of a rental?
A lease

300 What is each share of 1,200 dollars rent split 3 ways?
400 dollars

400 What money is held for damage and returned after move-out?
A security deposit

500 What are electricity, gas, water and trash pickup called?
Utilities

Consumer

100 What is a price per ounce or per item called?
The unit price

200 Which card takes money straight from your checking account?
A debit card

300 What is a 20 percent tip on a 40 dollar bill?
8 dollars

400 What is a maker's promise that a product works for a set time?
A warranty or guarantee

500 What is 6 percent sales tax on a 50 dollar item?
3 dollars

Kitchen

100 How many teaspoons make one tablespoon?
3

200 How many tablespoons are in one cup?
16

300 What is the safe inside temperature for cooked chicken?
165 degrees F

400 At or below what temperature should a refrigerator be kept?
40 degrees F

500 A recipe for 12 needs 2 eggs. How many eggs for 30?
5

Final Wager: Kitchen Math

Play this when the board is clear, or when two minutes are left. Announce the category, then every team writes a secret wager of up to the points it already has. Read the question. Teams get 60 seconds of silent writing, then hold their answers up together.

A recipe for 4 people uses 2/3 cup of rice. How many cups for 12 people?
2 cups

Right: add the wager. Wrong: subtract it. That is the final score.

© classroomreview.games · Life Skills Sub Plans Week: High School, 5 Days of Print and Go Work

© classroomreview.games

Game, Day 1: The Board

Tape this to the whiteboard or copy it. Cross squares off as they are played.

Game · Day 1

JOB HUNT	RENTING	KITCHEN	ON THE ROAD	CONSUMER
100	100	100	100	100
200	200	200	200	200
300	300	300	300	300
400	400	400	400	400
500	500	500	500	500

Scores

Team 1

Team 2

Team 3

Team 4

Team 5

Team 6

Final Wager: Kitchen Math

Write your wager before you hear the question. A team may bet any amount up to the points it already has. Right answer: add the wager. Wrong answer: subtract it.

Team 1
WAGER
ANSWER

Team 2
WAGER
ANSWER

Team 3
WAGER
ANSWER

Team 4
WAGER
ANSWER

Team 5
WAGER
ANSWER

Team 6
WAGER
ANSWER

© classroomreview.games · Life Skills Sub Plans Week: High School, 5 Days of Print and Go Work

© classroomreview.games

Answer Keys (1 of 8)

Teacher copy. Keep these pages out of the student sets.

Life Skills Set 1: Job Search and Interviews

Read the ads: 1. 16 hours; 16 × $15.50 = $248.00; 2. 30 hours × $14.00 = $420.00 a week; × 8 = $3,360.00; 3. The driver: 16 × $12.00 = $192.00, plus 2 shifts × $30.00 tips = $252.00, which is $4.00 more than the stock clerk's $248.00; 4. 3 × 2 + 1 × 4 = 10 hours; 10 × $13.75 = $137.50; 5. B (Day Camp Counselor) needs a current CPR certification; C (Delivery Driver) needs a valid driver's license and a clean driving record; 6. D, the library page: its Tue to Thu 3 to 5 p.m. shifts overlap practice. The other jobs are evenings, weekends or end before 3.

Applicants (the job, then why each other job does not fit; any one true reason is fine for "why"):1. Priya: D, library page (A too young (16+) and cannot lift 40 pounds and not free on weekday evenings, B too young (16+) and no CPR card and not free on weekday mornings, C too young (18+) and no license); 2. Jonah: A, stock clerk (B no CPR card and not free on weekday mornings or weekday afternoons, C too young (18+) and no license and not free on Sundays, D not free on weekday afternoons); 3. Luis: C, delivery driver (A not free on weekday evenings, B no CPR card and not free on weekday afternoons, D not free on weekday afternoons); 4. Amara: B, day camp counselor (A cannot lift 40 pounds and not free on weekday evenings, C too young (18+) and no license and not free on Saturdays or Sundays, D not free on Saturdays).

Strong or weak: 1. S, specific, short, and ties school and work habits to the job; 2. W, shows no interest in this job and gives the interviewer nothing to work with; 3. S, honest, names a real weakness, and shows what the person does about it; 4. W, blames others and shows no teamwork; an interviewer hears a future complaint about coworkers; 5. S, a clear claim backed by proof; 6. W, not believable, and it dodges the question; 7. W, a missed chance: asking a question shows real interest in the job; 8. S, shows interest and a wish to do the job well. **Rewrite:** accept any answer that is specific, honest and connected to the job.

Communication: 1. B; 2. C; 3. A; 4. D; 5. B; 6. C.

Challenge: (a) X: 20 × $15.00 = $300.00, minus 8 rides × $2.25 = $18.00, leaves **$282.00**. Y: 20 × $14.30 = **$286.00**, no fares. (b) X: 24 hours (20 work + 4 travel), $282.00 ÷ 24 = $11.75; Y: 22 hours (20 + 2), $286.00 ÷ 22 = $13.00. (c) Job Y: it pays $4.00 more a week and more per hour of her time, because fares and travel eat into Job X's higher wage.

Calm block, Day 1: word search solution (life skills words)

E	N	J	W	E	T	I	S	O	P	E	D	K	K
I	Y	G	J	C	H	E	E	P	J	X	D	D	E
Y	R	W	O	H	K	M	N	S	T	A	Q	F	G
S	I	C	C	O	M	M	U	T	E	X	H	K	A
L	T	I	N	T	E	R	V	I	E	W	E	J	E
A	I	U	T	I	L	I	T	I	E	S	K	G	L
N	T	I	E	P	I	C	E	R	W	U	M	R	I
D	R	K	T	E	N	A	N	T	A	I	T	O	M
L	Z	L	H	K	Z	O	J	R	R	K	P	C	A
O	L	P	P	Y	Q	Z	S	E	R	P	I	E	J
R	K	Y	D	K	F	C	W	Y	A	U	E	R	X
D	Z	S	W	Y	E	H	U	Z	N	X	C	Y	Y
K	O	Y	T	E	G	D	U	B	T	F	E	Q	U
K	W	M	N	G	M	U	X	V	Y	K	R	L	C

All 12 words are marked. Words run in all eight directions, so a student who only searched across and down will be missing several.

Reset sheet: private, answers vary, nothing to grade. If a student hands it in anyway, thank them and leave it for the teacher.

© classroomreview.games

Life Skills Set 1: Applicants and Interviews

Life Skills · Day 1

Match each applicant to the one job on page 1 they qualify for and can work. Then sort the interview answers.

Mornings end at noon, afternoons run from noon to 5 p.m., and evenings start at 5 p.m.

1 Priya — Job: ☐

Age 15. Free on weekday afternoons, Saturdays and Sundays. Can lift 30 pounds. No CPR card. No driver's license. Organizes the class library in her English room.

Why: .....

2 Jonah — Job: ☐

Age 17. Free on weekday evenings and Saturdays. Can lift 50 pounds. No CPR card. No driver's license. Helped out at his uncle's hardware store last summer.

Why: .....

3 Luis — Job: ☐

Age 19. Free on weekday mornings, Saturdays and Sundays. Can lift 50 pounds. No CPR card. Has a driver's license and a clean record. Takes college classes on weekday afternoons and evenings.

Why: .....

4 Amara — Job: ☐

Age 16. Free on weekday mornings and weekday afternoons. Can lift 25 pounds. Has a current CPR card. No driver's license. Babysits for two families on her street.

Why: .....

Remember: what makes an interview answer strong

Strong answers are **specific** (a real example), **honest**, **positive** about other people, and **connected to the job**. Weak answers are one or two words, vague, or blame someone else.

Sort it: strong or weak?

Write **S** (strong) or **W** (weak) in the box.

1. **Tell me about yourself.** "I'm a junior at Brookfield High. I run cross country, so I'm used to showing up early and sticking with a plan, and I help at my aunt's bakery on weekends." ☐
2. **Why do you want this job?** "I don't know. My mom says I need one." ☐
3. **What is your greatest weakness?** "I used to leave big assignments until the last night, so now I break them into steps on a calendar, and it has really helped." ☐
4. **Tell me about a time you worked on a team.** "My group partners were useless, so I did the whole project myself." ☐
5. **Why should we hire you?** "I'm reliable. I missed zero days of school this year, and when I learn a new task I write the steps down so I don't need to ask twice." ☐
6. **What is your greatest weakness?** "Honestly, I don't really have any." ☐
7. **Do you have any questions for us?** "No, I think I'm good." ☐
8. **Do you have any questions for us?** "What does a normal first week look like for someone new?" ☐

Pick one weak answer by number and rewrite it as a strong one.

.....

.....

© classroomreview.games · Life Skills Sub Plans Week: High School, 5 Days of Print and Go Work

© classroomreview.games

In the full kit

Five days, planned and ready to print.

64 pages in color and ink-saver B&W, US Letter and A4

5 days, each with its own sets, calm puzzle, team task and optional game

15 pages of life skills sets with worked examples

8 answer-key pages, every answer checked

Thank you! If this works for your class, a quick review helps other teachers find it, and earns you TpT credits.

© classroomreview.games