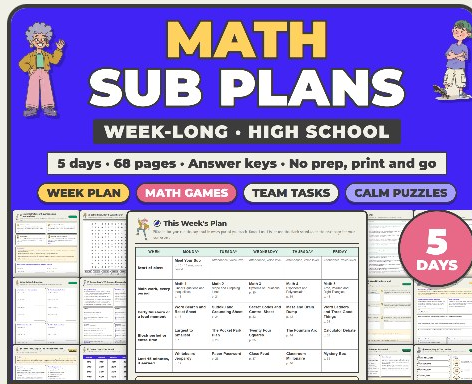


High School Sub Plans Bundle, 8 Week Long Emergency Sub Plans Kits, No Prep

BUNDLE PREVIEW

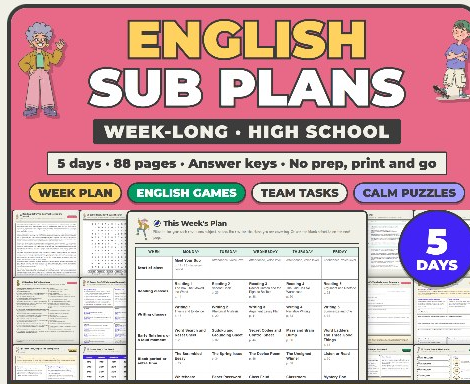
Everything in this bundle, on one page. Sample pages of each product follow.

WHAT'S INCLUDED: 8 PRODUCTS



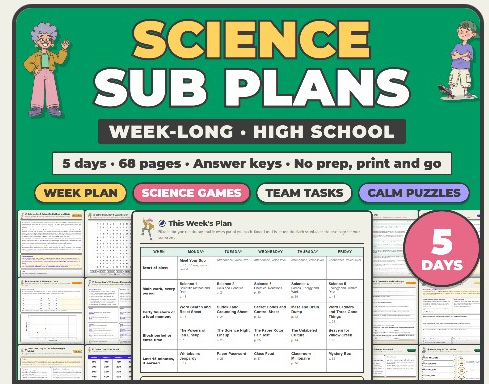
MATH
SUB PLANS
WEEK-LONG · HIGH SCHOOL
5 days · 68 pages · Answer keys · No prep, print and go
WEEK PLAN MATH GAMES TEAM TASKS CALM PUZZLES
5 DAYS

1. High School Math



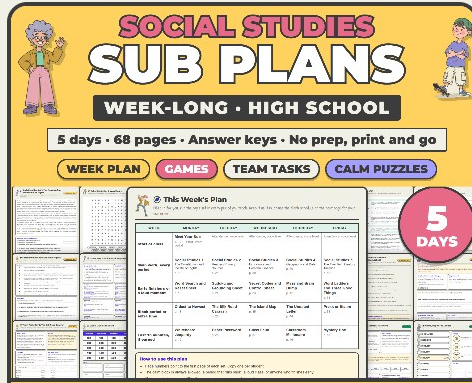
ENGLISH
SUB PLANS
WEEK-LONG · HIGH SCHOOL
5 days · 88 pages · Answer keys · No prep, print and go
WEEK PLAN ENGLISH GAMES TEAM TASKS CALM PUZZLES
5 DAYS

2. High School English



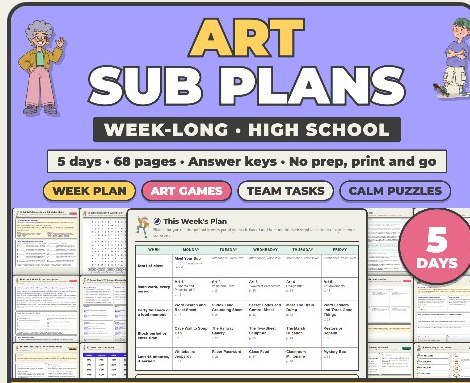
SCIENCE
SUB PLANS
WEEK-LONG · HIGH SCHOOL
5 days · 68 pages · Answer keys · No prep, print and go
WEEK PLAN SCIENCE GAMES TEAM TASKS CALM PUZZLES
5 DAYS

3. High School Science



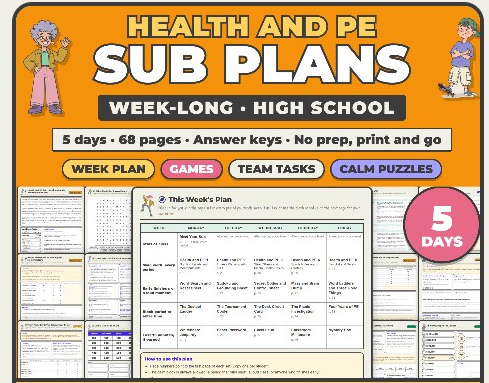
SOCIAL STUDIES
SUB PLANS
WEEK-LONG · HIGH SCHOOL
5 days · 68 pages · Answer keys · No prep, print and go
WEEK PLAN GAMES TEAM TASKS CALM PUZZLES
5 DAYS

4. High School Social Studies



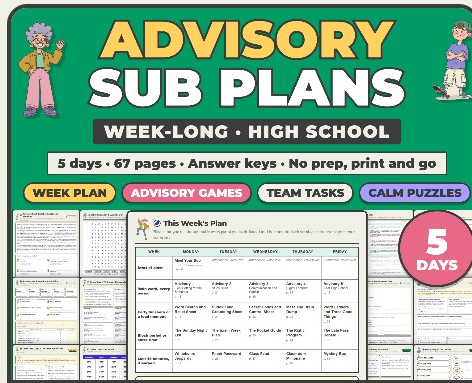
ART
SUB PLANS
WEEK-LONG · HIGH SCHOOL
5 days · 68 pages · Answer keys · No prep, print and go
WEEK PLAN ART GAMES TEAM TASKS CALM PUZZLES
5 DAYS

5. High School Art



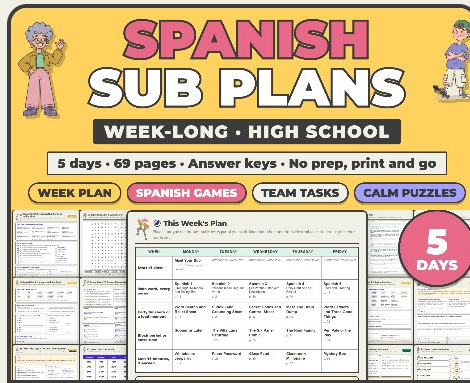
HEALTH AND PE
SUB PLANS
WEEK-LONG · HIGH SCHOOL
5 days · 68 pages · Answer keys · No prep, print and go
WEEK PLAN GAMES TEAM TASKS CALM PUZZLES
5 DAYS

6. High School PE and Health



ADVISORY
SUB PLANS
WEEK-LONG · HIGH SCHOOL
5 days · 67 pages · Answer keys · No prep, print and go
WEEK PLAN ADVISORY GAMES TEAM TASKS CALM PUZZLES
5 DAYS

7. High School Advisory



SPANISH
SUB PLANS
WEEK-LONG · HIGH SCHOOL
5 days · 69 pages · Answer keys · No prep, print and go
WEEK PLAN SPANISH GAMES TEAM TASKS CALM PUZZLES
5 DAYS

8. High School Spanish

Math 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)
- Math sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Math team tasks (9 pages)
- Math games (10 pages)
- Answer keys (12 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one math set per period (a lesson with worked examples, practice and a challenge), a calm puzzle, a team task and a game for the last 15 minutes.
3. The sub needs no subject knowledge. Every answer is in the key.
4. Print in color or ink-saver black and white, US Letter or A4.

What this preview shows: the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (the math 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 68 pages.





This Week's Plan

Filled in for you: run the day's set in every period you teach. Keep it as it is, or use the blank schedule on the next page for your own order.

WHEN	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Start of class	Meet Your Sub p. 10 · 15 min, every period	Attendance, voice level	Attendance, voice level	Attendance, voice level	Attendance, voice level
Main work, every period	Math 1 Linear Equations and Inequalities p. 13	Math 2 Slope and Graphing Lines p. 21	Math 3 Systems of Equations p. 30	Math 4 Exponents and Polynomials p. 39	Math 5 Area, Volume and Right Triangles p. 48
Early finishers or a loud moment	Word Search and Reset Sheet p. 16	Sudoku and Grounding Sheet p. 24	Secret Codes and Control Sheet p. 33	Maze and Brain Dump p. 42	Word Ladders and Three Good Things p. 51
Block period or extra time	Largest to Smallest p. 18	The Pocket Park Plan p. 26	Twenty Four Squares p. 35	The Fountain Arc p. 44	Calculator Debate p. 53
Last 15 minutes, if earned	Whiteboard Jeopardy p. 19	Paper Password p. 28	Class Feud p. 37	Classroom Millionaire p. 46	Mystery Box p. 55

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 the reward. Skip it on a day the class has not earned it.

English 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 (12 pages)
- English sets for five days (30 pages)
- Calm puzzles and reset sheets (10 pages)
- English team tasks (10 pages)
- English games (10 pages)
- Answer keys (15 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one English set per period (a lesson with worked examples, practice and a challenge), a calm puzzle, a team task and a game for the last 15 minutes.
3. The sub needs no subject knowledge. Every answer is in the key.
4. Print in color or ink-saver black and white, US Letter or A4.

What this preview shows: the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (the English 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 88 pages.





This Week's Plan

Filled in for you: each row is one subject, so use the row for the class you are covering. Or use the blank schedule on the next page.

WHEN	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Start of class	Meet Your Sub p. 11 · 15 min, every period	Attendance, voice level	Attendance, voice level	Attendance, voice level	Attendance, voice level
Reading classes	Reading 1 The Box That Moved the World p. 14	Reading 2 Second Chair p. 26	Reading 3 Rachel Carson and the Right to Be Told p. 38	Reading 4 The Grid Has No Warehouse p. 50	Reading 5 Argument and Rhetoric p. 62
Writing classes	Writing 1 Thesis and Evidence p. 17	Writing 2 Rhetorical Analysis p. 29	Writing 3 Argument Essay Plan p. 41	Writing 4 Narrative Writing p. 53	Writing 5 Summarize and Cite p. 65
Early finishers or a loud moment	Word Search and Reset Sheet p. 20	Sudoku and Grounding Sheet p. 32	Secret Codes and Control Sheet p. 44	Maze and Brain Dump p. 56	Word Ladders and Three Good Things p. 68
Block period or extra time	The Scrambled Essay p. 22	The Spring Issue p. 34	The Device Poem p. 46	The Unsigned Winner p. 58	Listen or Read p. 70
Last 15 minutes, if earned	Whiteboard Jeopardy p. 24	Paper Password p. 36	Class Feud p. 48	Classroom Millionaire p. 60	Mystery Box p. 72

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 the reward. Skip it on a day the class has not earned it.
- Only one period for this class? Use the reading set and keep the writing set for the next day.

Science 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)
- Science sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Science team tasks (9 pages)
- Science games (10 pages)
- Answer keys (12 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one science set per period (a lesson with worked examples, practice and a challenge), a calm puzzle, a team task and a game for the last 15 minutes.
3. The sub needs no subject knowledge. Every answer is in the key.
4. Print in color or ink-saver black and white, US Letter or A4.

What this preview shows: the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (the science 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 68 pages.





This Week's Plan

Filled in for you: run the day's set in every period you teach. Keep it as it is, or use the blank schedule on the next page for your own order.

WHEN	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Start of class	Meet Your Sub p. 10 · 15 min, every period	Attendance, voice level	Attendance, voice level	Attendance, voice level	Attendance, voice level
Main work, every period	Science 1 Scientific Method and Data p. 13	Science 2 Cells and Genetics p. 21	Science 3 Chemical Reactions p. 30	Science 4 Forces, Energy and Work p. 39	Science 5 Ecology and Climate Data p. 48
Early finishers or a loud moment	Word Search and Reset Sheet p. 16	Sudoku and Grounding Sheet p. 24	Secret Codes and Control Sheet p. 33	Maze and Brain Dump p. 42	Word Ladders and Three Good Things p. 51
Block period or extra time	The Powers of Ten Lineup p. 18	The Science Night Lineup p. 26	The Paper Rotor Fair Test p. 35	The Unlabeled Culture p. 44	Beavers for Willow Creek p. 53
Last 15 minutes, if earned	Whiteboard Jeopardy p. 19	Paper Password p. 28	Class Feud p. 37	Classroom Millionaire p. 46	Mystery Box p. 55

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 the reward. Skip it on a day the class has not earned it.

Social Studies 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)
- Social Studies sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Social Studies team tasks (9 pages)
- Social Studies games (10 pages)
- Answer keys (12 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one social studies set per period (a lesson with worked examples, practice and a challenge), a calm puzzle, a team task and a game for the last 15 minutes.
3. The sub needs no subject knowledge. Every answer is in the key.
4. Print in color or ink-saver black and white, US Letter or A4.

What this preview shows: the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (the social studies 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 68 pages.





This Week's Plan

Filled in for you: run the day's set in every period you teach. Keep it as it is, or use the blank schedule on the next page for your own order.

WHEN	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Start of class	Meet Your Sub p. 10 · 15 min, every period	Attendance, voice level	Attendance, voice level	Attendance, voice level	Attendance, voice level
Main work, every period	Social Studies 1 The Constitution and the Bill of Rights p. 13	Social Studies 2 Reading Primary Sources p. 21	Social Studies 3 Economics and Personal Finance p. 30	Social Studies 4 Geography and Data p. 39	Social Studies 5 The Twentieth Century Timeline p. 48
Early finishers or a loud moment	Word Search and Reset Sheet p. 16	Sudoku and Grounding Sheet p. 24	Secret Codes and Control Sheet p. 33	Maze and Brain Dump p. 42	Word Ladders and Three Good Things p. 51
Block period or extra time	Oldest to Newest p. 18	The Silk Road Caravan p. 26	The Island Map p. 35	The Undated Letter p. 44	Press or Steam p. 53
Last 15 minutes, if earned	Whiteboard Jeopardy p. 19	Paper Password p. 28	Class Feud p. 37	Classroom Millionaire p. 46	Mystery Box p. 55

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 the reward. Skip it on a day the class has not earned it.

Art 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)
- Art sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Art team tasks (9 pages)
- Art games (10 pages)
- Answer keys (12 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one art set per period (a lesson with worked examples, practice and a challenge), a calm puzzle, a team task and a game for the last 15 minutes.
3. The sub needs no subject knowledge. Every answer is in the key.
4. Print in color or ink-saver black and white, US Letter or A4.

What this preview shows: the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (the art 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 68 pages.





This Week's Plan

Filled in for you: run the day's set in every period you teach. Keep it as it is, or use the blank schedule on the next page for your own order.

WHEN	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Start of class	Meet Your Sub p. 10 · 15 min, every period	Attendance, voice level	Attendance, voice level	Attendance, voice level	Attendance, voice level
Main work, every period	Art 1 Elements and Principles of Art p. 13	Art 2 Value and Form p. 21	Art 3 Two-Point Perspective p. 30	Art 4 Design Brief p. 39	Art 5 Art Movements p. 48
Early finishers or a loud moment	Word Search and Reset Sheet p. 16	Sudoku and Grounding Sheet p. 24	Secret Codes and Control Sheet p. 33	Maze and Brain Dump p. 42	Word Ladders and Three Good Things p. 51
Block period or extra time	Cave Wall to Soup Can p. 18	The Hallway Gallery p. 26	The Two-Sheet Sculpture p. 35	The Marsh Question p. 44	Restore or Repaint p. 53
Last 15 minutes, if earned	Whiteboard Jeopardy p. 19	Paper Password p. 28	Class Feud p. 37	Classroom Millionaire p. 46	Mystery Box p. 55

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 the reward. Skip it on a day the class has not earned it.

Health and PE 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)
- Health and PE sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Health and PE team tasks (9 pages)
- Health and PE games (10 pages)
- Answer keys (12 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one health and PE set per period (a lesson with worked examples, practice and a challenge), a calm puzzle, a team task and a game for the last 15 minutes.
3. The sub needs no subject knowledge. Every answer is in the key.
4. Print in color or ink-saver black and white, US Letter or A4.

What this preview shows: the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (the health and PE 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 68 pages.





This Week's Plan

Filled in for you: run the day's set in every period you teach. Keep it as it is, or use the blank schedule on the next page for your own order.

WHEN	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Start of class	Meet Your Sub p. 10 · 15 min, every period	Attendance, voice level	Attendance, voice level	Attendance, voice level	Attendance, voice level
Main work, every period	Health and PE 1 Nutrition Labels and Macronutrients p. 13	Health and PE 2 Fitness Planning with FITT p. 21	Health and PE 3 Sleep Stress and Mental Health Basics p. 30	Health and PE 4 Sports Rules and Strategy p. 39	Health and PE 5 First Aid and Safety p. 48
Early finishers or a loud moment	Word Search and Reset Sheet p. 16	Sudoku and Grounding Sheet p. 24	Secret Codes and Control Sheet p. 33	Maze and Brain Dump p. 42	Word Ladders and Three Good Things p. 51
Block period or extra time	The Decibel Ladder p. 18	The Tournament Cooler p. 26	The Desk Circuit Card p. 35	The Picnic Investigation p. 44	Four Years of PE p. 53
Last 15 minutes, if earned	Whiteboard Jeopardy p. 19	Paper Password p. 28	Class Feud p. 37	Classroom Millionaire p. 46	Mystery Box p. 55

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 the reward. Skip it on a day the class has not earned it.

Advisory 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)
- Advisory sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Advisory team tasks (9 pages)
- Advisory games (10 pages)
- Answer keys (11 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one advisory set per period (a lesson with worked examples, practice and a challenge), a calm puzzle, a team task and a game for the last 15 minutes.
3. The sub needs no subject knowledge. Every answer is in the key.
4. Print in color or ink-saver black and white, US Letter or A4.

What this preview shows: the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (the advisory 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 67 pages.





This Week's Plan

Filled in for you: run the day's set in every period you teach. Keep it as it is, or use the blank schedule on the next page for your own order.

WHEN	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Start of class	Meet Your Sub p. 10 · 15 min, every period	Attendance, voice level	Attendance, voice level	Attendance, voice level	Attendance, voice level
Main work, every period	Advisory 1 Goal Setting for the Semester p. 13	Advisory 2 Study Skills p. 21	Advisory 3 Communication and Conflict p. 30	Advisory 4 Digital Footprint p. 39	Advisory 5 After High School p. 48
Early finishers or a loud moment	Word Search and Reset Sheet p. 16	Sudoku and Grounding Sheet p. 24	Secret Codes and Control Sheet p. 33	Maze and Brain Dump p. 42	Word Ladders and Three Good Things p. 51
Block period or extra time	The Sunday Night List p. 18	The Exam Week Plan p. 26	The Pocket Guide p. 35	The Right Program p. 44	The Late Pass Debate p. 53
Last 15 minutes, if earned	Whiteboard Jeopardy p. 19	Paper Password p. 28	Class Feud p. 37	Classroom Millionaire p. 46	Mystery Box p. 55

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 the reward. Skip it on a day the class has not earned it.

Spanish 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)
- Spanish sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Spanish team tasks (10 pages)
- Spanish games (10 pages)
- Answer keys (12 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one Spanish set per period (a lesson with worked examples, practice and a challenge), a calm puzzle, a team task and a game for the last 15 minutes.
3. The sub needs no subject knowledge. Every answer is in the key.
4. Print in color or ink-saver black and white, US Letter or A4.

What this preview shows: the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (the Spanish 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 69 pages.





This Week's Plan

Filled in for you: run the day's set in every period you teach. Keep it as it is, or use the blank schedule on the next page for your own order.

WHEN	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Start of class	Meet Your Sub p. 10 · 15 min, every period	Attendance, voice level	Attendance, voice level	Attendance, voice level	Attendance, voice level
Main work, every period	Spanish 1 Greetings, Numbers and Telling Time p. 13	Spanish 2 Present Tense Regular Verbs p. 21	Spanish 3 Ser Versus Estar with Descriptions p. 30	Spanish 4 Daily Routine and School p. 40	Spanish 5 Food and Ordering p. 49
Early finishers or a loud moment	Word Search and Reset Sheet p. 16	Sudoku and Grounding Sheet p. 24	Secret Codes and Control Sheet p. 33	Maze and Brain Dump p. 43	Word Ladders and Three Good Things p. 52
Block period or extra time	Sooner or Later p. 18	The Villa Luna Saturday p. 26	The Six Panel Comic p. 35	The Host Family p. 45	Pen Pals or the Play p. 54
Last 15 minutes, if earned	Whiteboard Jeopardy p. 19	Paper Password p. 28	Class Feud p. 38	Classroom Millionaire p. 47	Mystery Box p. 56

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 the reward. Skip it on a day the class has not earned it.

In the full bundle

Every product above, instant download, yours to keep.

After purchasing

Each product downloads separately with everything its own listing includes. Nothing is left out of the bundle version.

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

