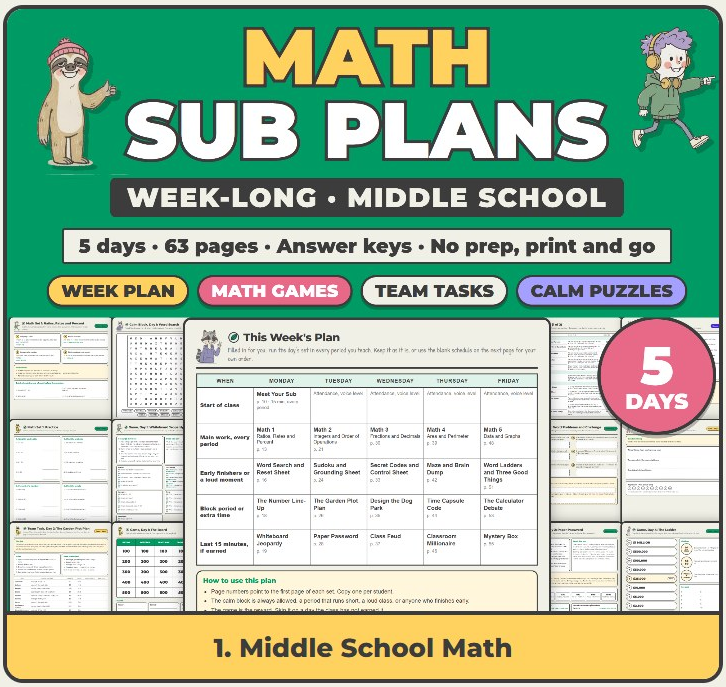
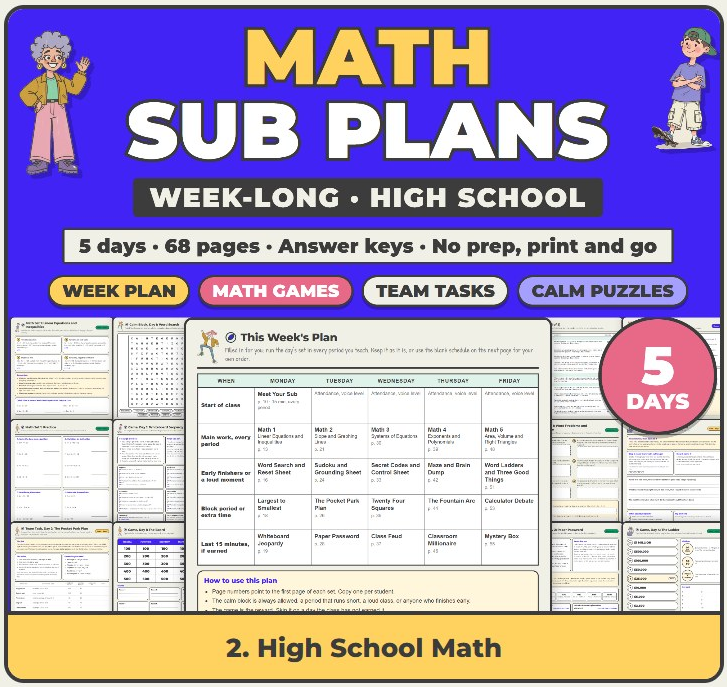
Math Sub Plans Bundle Grades 6 to 12, Week Long Emergency Sub Plans, No Prep

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

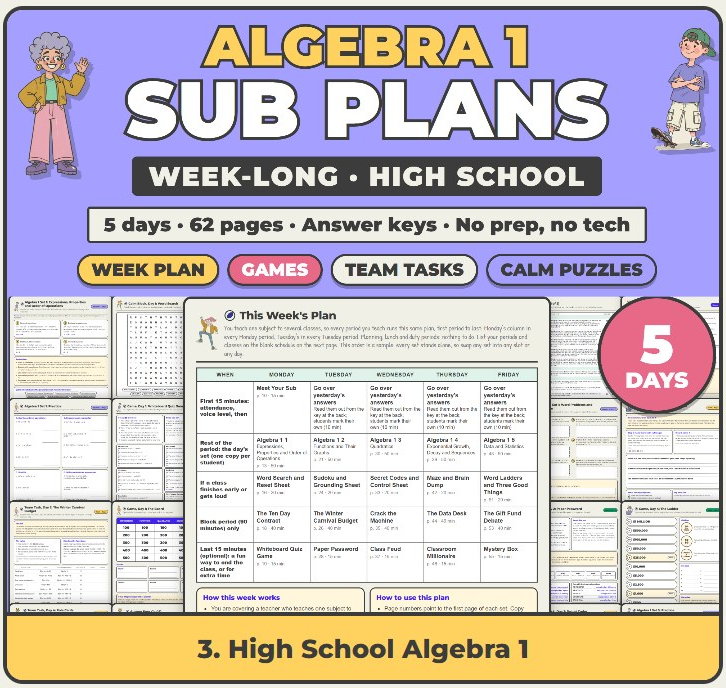
WHAT'S INCLUDED: 4 PRODUCTS



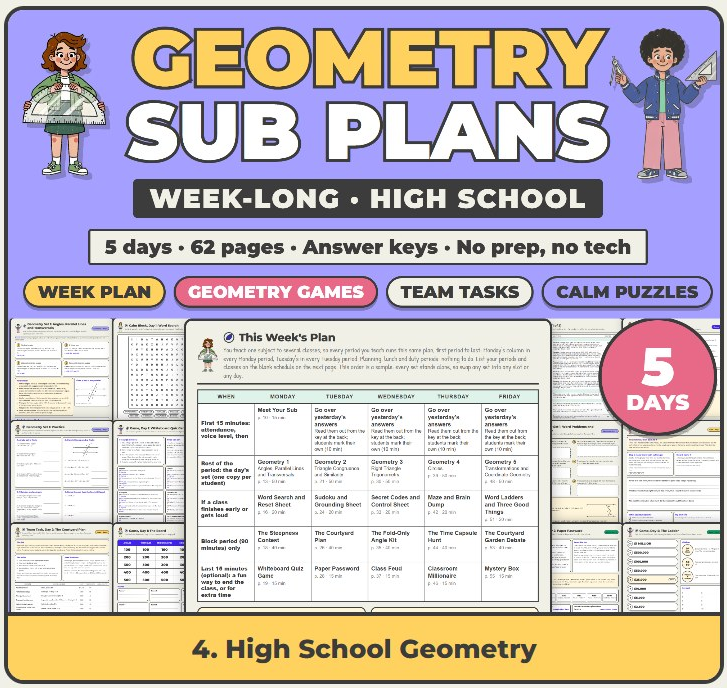
1. Middle School Math



2. High School Math



3. High School Algebra 1



4. High School Geometry

Math Sub Plans Week, Middle School

Week-long sub plans: five days of print and go work for grades 6 to 8, 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 (7 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 63 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** Ratios, Rates and Percent p. 13	**Math 2** Integers and Order of Operations p. 21	**Math 3** Fractions and Decimals p. 30	**Math 4** Area and Perimeter p. 39	**Math 5** Data and Graphs 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 Number Line-Up** p. 18	**The Garden Plot Plan** p. 26	**Design the Dog Park** p. 35	**Time Capsule Code** p. 44	**The 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.

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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.

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Algebra 1 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)
- Algebra 1 sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Algebra 1 team tasks (9 pages)
- Algebra 1 games (10 pages)
- Answer keys (6 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one Algebra 1 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 Algebra 1 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 62 pages.





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YOUR WEEK AT A GLANCE (1 OF 2)

Every Algebra 1 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
Algebra 1 set 1	**Expressions, Properties and Order of Operations** Reviews: order of operations, evaluating and simplifying expressions, the distributive property, naming properties, translating phrases into expressions.	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 Ten Day Contract** Groups of four rank twelve pay offers for a ten day job by gut, then by algebra, and score the gap to the true totals.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

Algebra 1 set 2	**Functions and Their Graphs** Reviews: function notation, the vertical line test, domain and range, linear rules from tables, reading a distance over time graph, rate of change.	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 Winter Carnival Budget** Groups of four evaluate cost and hours functions for eight carnival attractions and build the most fun plan inside two limits.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

Algebra 1 set 3	**Quadratics** Reviews: factoring trinomials and differences of squares, solving by factoring, vertex and axis of symmetry, the quadratic formula, the discriminant.	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	**Crack the Machine** Groups of four build two secret function machines, then crack a neighboring group's machines in as few tests as they can.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

Algebra 1 set 4	**Exponential Growth, Decay and Sequences** Reviews: arithmetic and geometric sequences, nth term rules, exponential growth and decay models, percent to growth factor, linear versus exponential.	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 Data Desk** Four editors, each holding one data set, check eight statistical headlines and build a front page that is true and fits.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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Geometry 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

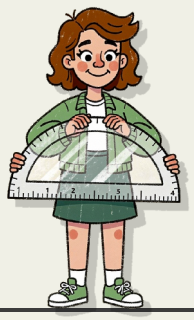
What is included

- Sub binder: notes, the filled-in week plan, a blank schedule, class list, Monday opener (11 pages)
- Geometry sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Geometry team tasks (9 pages)
- Geometry games (10 pages)
- Answer keys (6 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one geometry 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 geometry 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 geometry 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 62 pages.





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YOUR WEEK AT A GLANCE (1 OF 2)

Every geometry 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
Geometry set 1	**Angles, Parallel Lines and Transversals** Reviews: naming angle pairs, solving for x with vertical angles, linear pairs and parallel lines cut by a transversal, triangle angle sums and exterior angles.	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 Steepness Contest** Groups of four rank twelve ramps, roofs, trails and ladders from steepest to gentlest by gut, then by slope, and score the gap.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

Geometry set 2	**Triangle Congruence and Similarity** Reviews: naming congruence shortcuts (SSS, SAS, ASA, AAS, HL), solving with matching parts, similar triangle proportions, the side splitter, similarity tests.	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 Courtyard Plan** Groups of four find the area of eight courtyard features, from circles to trapezoids, and build the most fun plan inside two limits.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

Geometry set 3	**Right Triangle Trigonometry** Reviews: sine, cosine and tangent ratios (SOH CAH TOA), finding sides and angles with a trig table, 45-45-90 and 30-60-90 triangles, angles of elevation.	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 Fold-Only Angle Kit** Groups of four fold and tear five angle templates from two sheets of paper, then measure eight printed angles with no protractor.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

Geometry set 4	**Circles** Reviews: central and inscribed angles, arc length and sector area in terms of pi and rounded, tangent and radius facts, chords, inscribed quadrilaterals.	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 Time Capsule Hunt** Four role cards each hold one location clue: a circle, a perpendicular bisector and two boundaries.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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