

Middle School Advisory Maternity Leave Sub Plans, 6 Weeks

Six complete week binders for middle school advisory, grades 6 to 8. Every day has individual work and a team task.

PREVIEW

What is included

- 6 week binders of 68 pages each: 408 pages
- 78 front pages: binder cover, important information, note to the sub, the week plan filled in, schedule, set index, class list, how it went, Monday opener
- 60 solo blocks (30 review sets, 30 calm blocks) and 30 team tasks for groups of four
- 30 optional games, a fun way to end the class
- Answer keys for everything; color and ink-saver B&W, US Letter and A4

How it works

1. Leave the binders out. Each has its own filled-in plan with page numbers.
2. The sub runs the day's review set in every period; students work on their own.
3. The calm block fits any gap, the team task a block period, the game the last 15 minutes.
4. No prep and no tech: print and go.

The 30 days, 45 to 55 minute periods

- **Week 1, days 1 to 5:** Goal Setting, Study Skills, Conflict Resolution, Digital Citizenship, Kindness and Community
- **Week 2, days 6 to 10:** Growth Mindset, Time Management, Friendship and Peer Pressure, Managing Stress and Emotions, Respect and Diversity
- **Week 3, days 11 to 15:** Communication and Listening, Responsible Decisions, Media Literacy, Healthy Habits, Teamwork
- **Week 4, days 16 to 20:** Self-Awareness and Strengths, Empathy, Bullying and Upstanding, Money Basics, Gratitude
- **Week 5, days 21 to 25:** Career Exploration, Resilience, Handling Change, Community and Service, Self-Advocacy
- **Week 6, days 26 to 30:** Personal Values, Healthy Relationships and Boundaries, Test Prep and Test Stress, Leadership, Reflection and Celebration

Optional game every week: Mon **Whiteboard Quiz Game** Tue **Paper Password** Wed **Class Feud** Thu **Classroom Millionaire** Fri **Mystery Box**

What this preview shows: the note to the substitute, the Week 1 plan, more front pages, one page of every daily part, a full review set with its answer key, a calm block, a team task, the game types and one ink-saver page. Every product page is watermarked. The full product has 408 pages.



Note to the Substitute

Grades 6 to 8 · 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: **Advisory 1** is Monday's set, **Advisory 2** is Tuesday's, and so on to **Advisory 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 Advisory 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!

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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. 11 · 15 min, every period	Attendance, voice level	Attendance, voice level	Attendance, voice level	Attendance, voice level
Main work, every period	**Advisory 1** Goal Setting p. 14	**Advisory 2** Study Skills p. 23	**Advisory 3** Conflict Resolution p. 32	**Advisory 4** Digital Citizenship p. 42	**Advisory 5** Kindness and Community p. 51
Early finishers or a loud moment	**Word Search and Reset Sheet** p. 17	**Word Match and Grounding Sheet** p. 26	**Secret Codes and Control Sheet** p. 35	**Word Scramble and Brain Dump** p. 45	**Word Ladders and Three Good Things** p. 54
Block period or extra time	**The Two-Week Crunch** p. 19	**The Quiz Week Study Plan** p. 28	**The Welcome Booklet** p. 37	**The Homework Club Council** p. 47	**The Mixed Lunch Debate** p. 56
Last 15 minutes (optional): a fun way to end the class, or for extra time	**Whiteboard Quiz Game** p. 21	**Paper Password** p. 30	**Class Feud** p. 40	**Classroom Millionaire** p. 49	**Mystery Box** p. 58

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.

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ADVISORY SUB PLANS WEEK 1

Middle School Advisory, 5 New Days of Print and Go Work

Teacher _____

Room _____

Grade and classes _____

Week of _____

Everything a sub needs for five days is in this binder: a filled-in weekly plan, a blank schedule, the class list, and for every day one Advisory set, a calm block, a team task and a paper game. Each set is one period, stands alone, and has its own answer key. Nothing needs subject knowledge, a login or a projector.



Important Information

The page the sub reads first. Fill it in once and keep it current.

People to call

Office _____

Teacher next door _____

Nurse _____

Principal / admin _____

Tech help _____

Emergency procedures

Fire: exit and meeting point _____

Lockdown _____

Severe weather _____

Medical _____

Where the first aid kit is _____

Helpful students

_____

_____

_____

Students who need extra support

_____

_____

_____

Where things are

Attendance / how to take it _____

Paper, pencils, supplies _____

Hall passes _____

Copier, if the sub may use it _____

Class routines

Start of class _____

Bathroom _____

Phones _____

End of class _____

Weekly Schedule (Blank)

Your own order: write the set for each period (Monday: Advisory 1, Tuesday: Advisory 2, and so on) and the class next to each period. Cross out or rename periods to match the school day.

PERIOD / CLASS	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Period 1 Class:					
Period 2 Class:					
Period 3 Class:					
Period 4 Class:					
Period 5 Class:					
Period 6 Class:					
Period 7 Class:					

How to fill it in

- One set per period. Each set runs 45 to 55 minutes; if a slot runs longer, the challenge fills the rest, or add that day's team task.
- Same subject all day? Write the day's set in every period you teach. Planning, lunch and duty periods: cross them out.
- On Monday the opener (15 minutes) comes first in every period, then the set.
- The game is optional: put it in the last period as a fun way to end the class, or use it for extra time. The calm block goes in any gap.

Set naming

Sets are named by subject and day: **Advisory 1** is Monday's set, **Advisory 2** is Tuesday's, and so on to **Advisory 5** on Friday. The set index lists every set with its minutes and page.

Class List and Dismissal

Names, what a sub must know, and how every student goes home. Copy one per class.

(B) bus (write the number) (W) walks (P) picked up (write who) (A) after-school program (O) other

#	STUDENT NAME	NOTES (ALLERGIES, NEEDS, HELPFUL, LEAVES EARLY)	HOME	BUS # / PICKED UP BY / PROGRAM
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				
26				
27				
28				
29				
30				

How It Went

For the substitute. One line per day, two minutes at the end of each day. Check the boxes and go.

Monday

Sets done: _____ Class was: ☐ Great ☐ Fine ☐ Hard, see notes

Notes / stars of the day: _____

Tuesday

Sets done: _____ Class was: ☐ Great ☐ Fine ☐ Hard, see notes

Notes / stars of the day: _____

Wednesday

Sets done: _____ Class was: ☐ Great ☐ Fine ☐ Hard, see notes

Notes / stars of the day: _____

Thursday

Sets done: _____ Class was: ☐ Great ☐ Fine ☐ Hard, see notes

Notes / stars of the day: _____

Friday

Sets done: _____ Class was: ☐ Great ☐ Fine ☐ Hard, see notes

Notes / stars of the day: _____

Meet Your Sub

Opener

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

Sub script (same routine for every class)

1. **Before first period, fill in the introduction sheet** (next page) once. Keep it honest and short. Students read a sub in ten seconds; give them something real to read.
2. **Introduce yourself** from the sheet: two minutes. Then hold up the "Ask the Sub" list and take three questions from hands. Three, not ten.
3. **Read the class agreement** out loud. Ask the class to add one line of their own and write it on the board for that period. That line is theirs; they will keep it better than yours.
4. **Set the voice level** with a number, 0 to 3 (bottom of the sheet). Say which level the set needs. Use the numbers all week.
5. **Start the set:** "This is today's work. It has a challenge at the end, and the calm block is always allowed when you finish."

If the class is loud

- Skip the questions, keep the agreement and the voice level.
- Start the set sooner. Point to the voice level on the board and hold the class to it.

If a period has ten minutes left

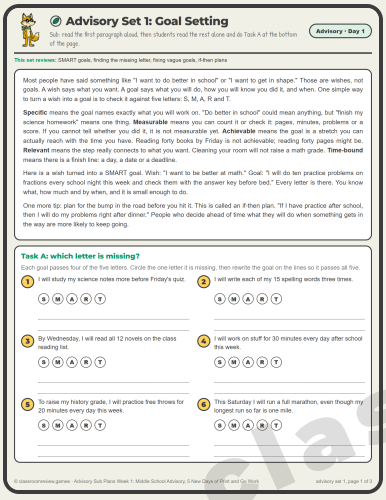
- Play Two Truths and a Lie (rules on the class page) in groups of six. Each group picks one to share.
- Or hand out the reset sheet from the calm block.

Monday morning checklist (before first period)

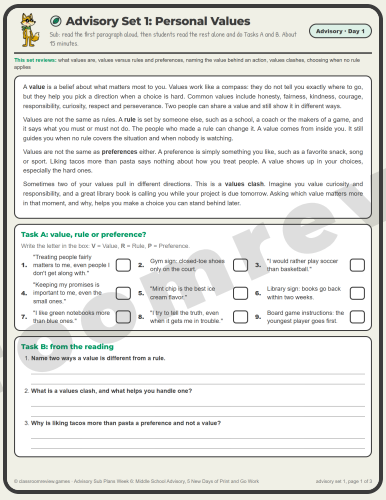
- ☐ Read the Important Information page: office number, emergency exits, the nurse.
- ☐ Check the class list for allergies, medical needs and students who leave early.
- ☐ Find today's set on the weekly schedule and count copies for every period.
- ☐ Fill in the About Your Sub sheet and pin it where the class can see it.
- ☐ Write the voice levels 0 to 3 on the board.
- ☐ Put the answer keys somewhere students cannot reach them.

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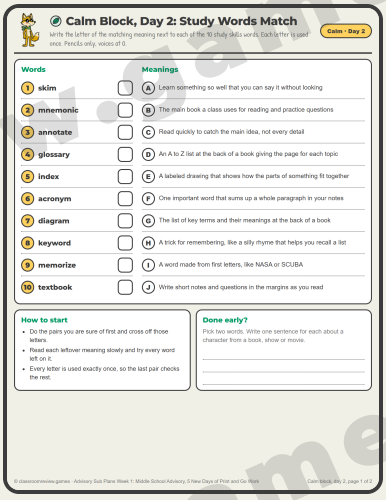
ONE PAGE OF EVERY DAILY PART



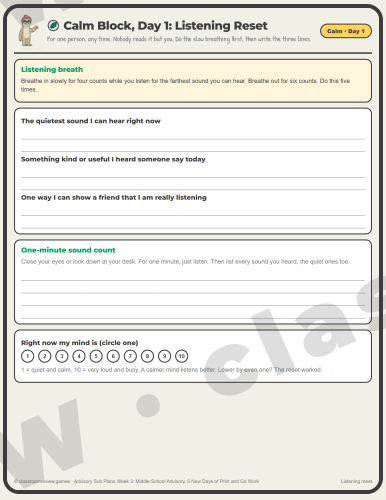
Review set, Week 1 (solo)



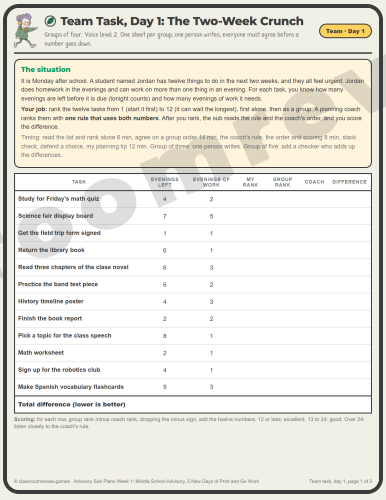
Review set, Week 6 (solo)



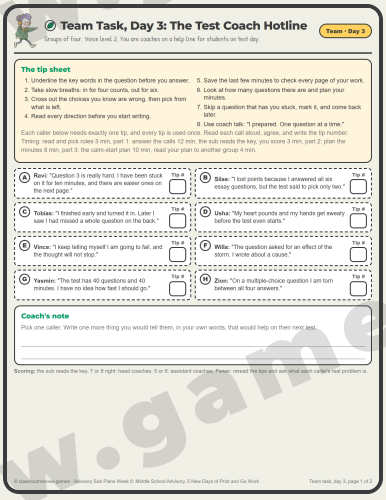
Calm block: word puzzle (solo)



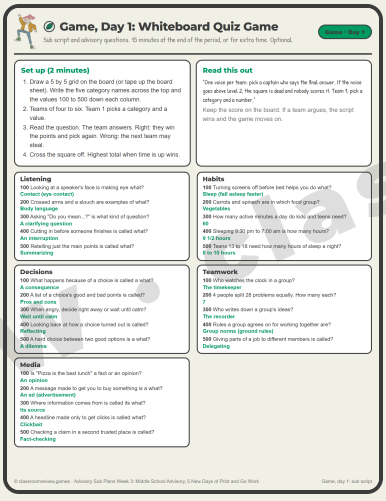
Calm block: reset sheet (solo)



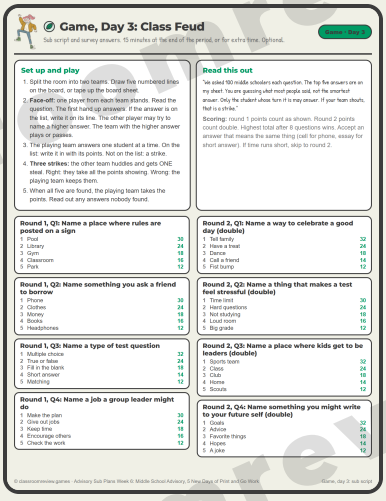
Team task, Week 1 (group)



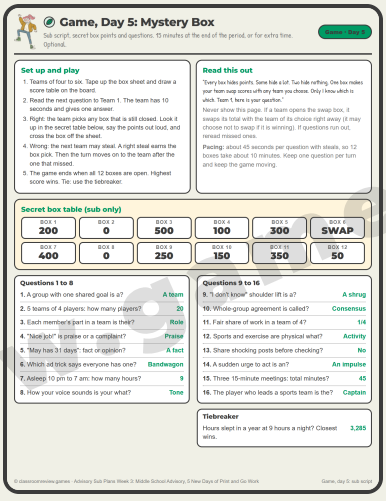
Team task, Week 6 (group)



Game: Whiteboard Quiz Game (group)



Game: Class Feud (group)



Game: Mystery Box (group)

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Advisory Set 1: Values in Action

Task C: match each action to the value it shows. Task D: work through each values clash. About 15 minutes.

Advisory · Day 1

Task C: name the value

Write the letter of the value each student is showing. Use every value once.

A Courage	**B** Curiosity	**C** Fairness	**D** Honesty
E Kindness	**F** Perseverance	**G** Respect	**H** Responsibility

1. Raul tries the same tricky logic puzzle a fourth time after three wrong answers. ☐

2. Selma hands back the extra five dollars a cashier gave her by mistake. ☐

3. Tavi feeds the class fish every morning, just as he promised he would. ☐

4. Winona signs up to read her poem at the assembly, even though crowds make her nervous. ☐

5. Wesley splits the last granola bars so every player on the team gets the same amount. ☐

6. Xiomara keeps reading about how volcanoes form after class, just because she wants to know. ☐

7. Raul lets a classmate finish explaining an idea he disagrees with before he answers calmly. ☐

8. Selma helps a sixth grader she has never met pick up papers that blew across the yard. ☐

Task D: values clash

In each case, circle the **two** values that pull in different directions. Then write what you would do and which value you would put first.

1 Wesley's friend asks him to tell the coach she was sick on Tuesday. She really skipped practice to finish a video game level.

Curiosity **Honesty** **Creativity** **Loyalty**

2 Winona's group must hand in its poster in ten minutes. The fastest plan is to use only the ideas of the two loudest members, but one quiet member has not shared yet.

Fairness **Honesty** **Curiosity** **Responsibility**

3 Xiomara's friend shows her a drawing and asks what she really thinks. Xiomara thinks the faces look rushed, and her friend worked on it all week.

Kindness **Responsibility** **Honesty** **Curiosity**

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Advisory Set 1: My Values Compass

Task E: build your own values compass. Task F: choose a value where no rule applies. About 20 minutes.

Advisory · Day 1

Task E: my values compass

Check the four values that matter most to you. Then pick three of them and fill in the table. Keep it about school; you do not need to share anything private.

- ☐ Honesty
- ☐ Fairness
- ☐ Kindness
- ☐ Courage
- ☐ Responsibility
- ☐ Curiosity
- ☐ Respect
- ☐ Perseverance
- ☐ Loyalty
- ☐ Creativity
- ☐ Teamwork
- ☐ Patience

MY VALUE	WHAT IT LOOKS LIKE AT SCHOOL	A MOMENT THAT COULD TEST IT
1.		
2.		
3.		

Task F: when no rule covers it

Name one value that could guide each choice and write what you would do.

1. Tavi finds a classmate's sketchbook left on the bus seat. There is no rule about lost sketchbooks.

   VALUE _____ WHAT I WOULD DO _____

2. At lunch, a new student is standing alone with a tray, looking for a seat. No rule says anyone has to make room.

   VALUE _____ WHAT I WOULD DO _____

3. Selma's team finishes the class quiz early and spots a mistake in their own score that gives them two extra points.

   VALUE _____ WHAT I WOULD DO _____

Challenge

A new after-school club wants two values to guide it. Pick a club (real or invented) and choose its two values. For each value, write three club habits that show it in action: things a visitor could see or hear at a meeting. Write it on the back of this page.

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Answer Keys (1 of 10)

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

Advisory Set 1: Personal Values

Task A: 1. V; 2. R; 3. P; 4. V; 5. P; 6. R; 7. P; 8. V; 9. R. **Task B:** 1. Any two: a rule is set by someone else, a value comes from inside you; the people who made a rule can change it; a value still guides you when no rule covers the situation or nobody is watching. 2. Two of your values pull in different directions; asking which value matters more in that moment, and why, helps you choose. 3. It is just something you like; it says nothing about how you treat people or how you make hard choices.

Task C: 1. F (Perseverance); 2. D (Honesty); 3. H (Responsibility); 4. A (Courage); 5. C (Fairness); 6. B (Curiosity); 7. G (Respect); 8. E (Kindness).

Task D: the two values: 1. Honesty and Loyalty; 2. Fairness and Responsibility; 3. Kindness and Honesty. The choice: answers vary; accept any choice that names which value comes first and gives a reason. Samples: 1. "I would tell my friend I won't say she was sick, but I will go with her to talk to the coach. I put honesty first, because a lie could cost her trust with the coach later." 2. "I would give the quiet member one minute to share, then finish fast. I put fairness first, because every member should have a say in a group grade." 3. "I would say what I like first and then mention the faces gently. I put honesty first but say it kindly, because she asked for my real opinion."

Task E: answers vary; accept four checked values and three rows that each give a concrete school action and a believable moment (invented is fine). **Task F:** answers vary; accept a value that fits plus a matching action. Values that fit: 1. honesty, responsibility, kindness, respect; 2. kindness, courage, respect, fairness; 3. honesty, fairness, responsibility. Samples: 1. Responsibility: I would hand it to the office or give it back to its owner without looking through it. 2. Kindness: I would wave her over and introduce her to my table. 3. Honesty: I would tell the teacher about the extra points, even if it costs us first place.

Challenge: accept a named club, two values and three habits for each that a visitor could see or hear (for example "Everyone gets a turn to pick the next project" for fairness), not just "be nice."

Calm block, Day 1: word search

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

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Calm Block, Day 1: Word Search

Find all 12 listening words. Every direction, including backward. Pencils only, voices at 0.

Calm · Day 1

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

SUMMARIZE · ATTENTION · RESPONSE · QUESTION · GESTURE · POSTURE · MESSAGE · CLARIFY · SPEAKER · VOLUME · PAUSE · TONE

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Team Task, Day 1: Shop and Test

Your group is building a crew that will work together all year. Which values does it need most?

Team · Day 1

Part 2: shop for your crew (100 points to spend)

Integrity	40	Fairness	30	Loyalty	30	Courage	35	Generosity	25
Responsibility	30	Curiosity	20	Humor	15	Patience	20	Creativity	25

1. Alone first: each person picks the one value they would buy first and gets ready to argue for it in one sentence.
2. As a group: agree on a cart of at least three values that costs 100 points or less. You cannot have everything, so trade.

VALUE IN OUR CART	PRICE	WHY OUR CREW NEEDS IT (A REAL SCHOOL MOMENT)
Total points		**Left over:**

Part 3: test your cart

For each dilemma, name the value from your cart that helps most and what your crew would do.

1. A friend asks to copy your homework answers, just this once, because she ran out of time.

Value ..... **We would** .....

.....

2. Your group gets praised for an idea that came from the quietest member, and the teacher thinks it was yours.

Value ..... **We would** .....

.....

3. A classmate drops her lunch tray in the cafeteria and a few people laugh.

Value ..... **We would** .....

.....

Judge your work (1 point each)

- ☐ The cart costs 100 points or less and has at least three values.
- ☐ Every value in the cart has a reason that names a real school moment.
- ☐ Each dilemma names one value from the cart.
- ☐ Each dilemma choice actually matches the value the group named.
- ☐ Everyone in the group can say which value they argued for and why.

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Game, Day 1: The Board

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

Game · Day 1

VALUES	BOUNDARIES	TEST PREP	LEADING	LOOK BACK
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**

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Game, Day 2: Paper Password

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

Game · Day 2

Set up (2 minutes)

1. Students sit in pairs, facing each other. Give each pair one copy of the card page, cut into the four round cards (or folded so only one card shows).
2. Partner A is the clue giver in rounds 1 and 3, Partner B in rounds 2 and 4. The guesser never sees the card.
3. Each round lasts 2 minutes. The clue giver says ONE word. The guesser gets ONE guess. Wrong: give another one-word clue.
4. After five clues without a right guess, the word scores 0 and the pair moves on. Say "Go" and "Stop" for each round.

Read this out

"Your clue is one word only. You may not say the secret word or any part of it. If the word is snowman, you cannot say snow or man. No gestures, no spelling, no rhymes. Break a rule and that word scores zero."

Scoring: guessed on clue 1 = 5 points, clue 2 = 4, clue 3 = 3, clue 4 = 2, clue 5 = 1. The clue giver circles the number on the card. After round 4, pairs add their four round totals. Highest total wins; ask pairs to call out totals over 60.

Referee calls

A clue that is two words glued together ("hotdog", "rainbow") counts as one word only if it is a real single word. Plurals and "-ing" forms of the secret word are parts of it and are not allowed. If two pairs argue about a clue, the word scores zero and they move on. The example clues below are allowed and show students what a good first clue sounds like.

Timing (15 minutes)

0:00	2:00	4:30	7:00	9:30	12:00
Set up, read the rules	Round 1, Partner A	Round 2, Partner B	Round 3, Partner A	Round 4, Partner B	Add totals, winners

Round 1: Partner A gives clues

TONE	example clue: voice
NOD	example clue: agree
GESTURE	example clue: wave
MESSAGE	example clue: note
WHISPER	example clue: quiet

Round 2: Partner B gives clues

CHOICE	example clue: decide
RISK	example clue: danger
FACT	example clue: true
OPINION	example clue: belief
HEADLINE	example clue: title

Round 3: Partner A gives clues

SLEEP	example clue: pillow
WATER	example clue: thirsty
VEGETABLE	example clue: broccoli
STRETCH	example clue: yoga
SCREEN	example clue: phone

Round 4: Partner B gives clues

CAPTAIN	example clue: leader
SHARE	example clue: split
ROLE	example clue: job
PRAISE	example clue: compliment
HUDDLE	example clue: circle

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Game, day 2: sub script



Game, Day 4: Classroom Millionaire

Sub script and the 12 questions. 15 minutes at the end of the period, or for extra time. Optional.

Game · Day 4

How it works

1. Tape up the ladder sheet. The whole class is one player. Pick a student for the hot seat (a new student for every question).
2. Read the question and the four options, then read the options again. The hot seat may listen to quiet advice, then says "final answer" and a letter.
3. Right: the class climbs one rung. Before hearing the next question, the class may vote to walk away and keep what it has.
4. Wrong: the climb ends. Rungs 4 and 8 are safe: the class keeps the last safe amount it passed.
5. Time left over? Play the questions again as a team quiz.

Three lifelines (one use each)

Ask the class: everyone shows 1, 2, 3 or 4 fingers at once for A, B, C or D. The hot seat looks, then decides.

50/50: read out the two wrong options listed under the question. Cross them off.

Phone a friend: the hot seat picks one classmate, who has 30 seconds to say what they think out loud.

"Only the hot seat's final answer counts. Shout an answer and the class loses a lifeline."

Rungs 1 to 4, rung 4 is safe

1. $100 Which of these is a value?
A. Pizza B. Justice C. Tuesday D. Pencil
Answer: B. Justice (50/50 removes A and D)

2. $250 A classmate asks for some space. You should?
A. Follow her B. Text her C. Give space D. Pout
Answer: C. Give space (50/50 removes A and D)

3. $500 Why take a practice test?
A. Find gaps B. Skip study C. Get a grade D. Waste time
Answer: A. Find gaps (50/50 removes B and D)

4. $1,000 Leading by example means you do what?
A. Boss B. Watch C. Hide D. Show the way
Answer: D. Show the way (50/50 removes B and C)

Rungs 5 to 8, rung 8 is safe

5. $2,500 Post a friend's photo without asking?
A. Yes, always B. If funny C. No D. At night
Answer: C. No (50/50 removes A and D)

6. $5,000 Mind goes blank on a test? Try this first.
A. Leave the room B. Slow breaths C. Guess them all D. Give up
Answer: B. Slow breaths (50/50 removes A and D)

7. $10,000 45-minute test, 15 questions: minutes each?
A. 2 B. 3 C. 4 D. 5
Answer: B. 3 (50/50 removes C and D)

8. $25,000 Which is a behind-the-scenes leader?
A. Singer B. Captain C. Stage manager D. Speaker
Answer: C. Stage manager (50/50 removes A and D)

Rungs 9 to 12

9. $50,000 Best way to say a boundary?
A. Yell B. Clearly, kindly C. Sulk D. Ignore
Answer: B. Clearly, kindly (50/50 removes A and C)

10. $100,000 Extra time at the end of a test? Do what?
A. Leave B. Nap C. Erase all D. Check work
Answer: D. Check work (50/50 removes A and C)

11. $500,000 Top 3 of 10 values: what percent is that?
A. 3% B. 10% C. 30% D. 70%
Answer: C. 30% (50/50 removes A and D)

12. $1 MILLION A leader who puts the group first is a ___ leader?
A. Servant B. Silent C. Solo D. Strict
Answer: A. Servant (50/50 removes C and D)

If the class misses

Wrong on rung 1 to 4	**class keeps $0**
Wrong on rung 5 to 8	**class keeps $1,000**
Wrong on rung 9 to 12	**class keeps $25,000**
Walk away after rung n	**class keeps rung n**

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Advisory Set 2: Healthy Relationships and Boundaries

Advisory · Day 2

Sub: read the box aloud, then students do Tasks A and B alone. About 15 minutes.

This set reviews: four kinds of boundaries, green, yellow and red friendship signs, setting a boundary in words, respecting a no, online boundaries

What is a boundary?

A **boundary** is a limit you set about how others treat you. Healthy friends say their boundaries clearly and respect each other's, even when they wish the answer were different. A boundary is about what *you* are okay with; it is not a way to control what a friend does. There are four kinds:

- (S) **Space:** your body and the room around you
- (B) **Belongings:** your things
- (T) **Time:** your time and attention
- (O) **Online:** your accounts, photos and messages

Task A: which kind of boundary?

Each line is a friend setting a boundary. Write S, B, T or O in the box.

1. "Please don't poke my arm when you're bored in class." ☐
2. "I don't share my game password, not even with you." ☐
3. "Ask before you borrow my calculator, please." ☐
4. "I can't help with your poster after school today. I can help at lunch tomorrow." ☐
5. "Please don't post pictures of me without asking." ☐
6. "Please don't hug me from behind; it startles me." ☐
7. "I'm spending Friday recess with my soccer friends. Let's hang out Thursday." ☐
8. "Please don't write on my notebook cover." ☐

Task B: friendship zones

Read what each friend does. Circle the zone: **G** = Green, healthy, keep it up; **Y** = Yellow, not okay, but a calm boundary talk could fix it; **R** = Red, unsafe or a threat: tell a trusted adult.

1. Often borrows your pens and forgets to give them back. (G) (Y) (R)
2. Says "No worries!" when you can't hang out on Saturday. (G) (Y) (R)
3. Says they will post an embarrassing photo of you unless you do their homework. (G) (Y) (R)
4. Asks before taking a picture of you for the class slideshow. (G) (Y) (R)
5. Keeps texting "Hello??" when you don't reply within a few minutes. (G) (Y) (R)
6. Shoves you hard when they get angry during a game. (G) (Y) (R)
7. Makes weekend plans for both of you without asking what you want to do. (G) (Y) (R)
8. Says they will spread a rumor about you if you sit with anyone else. (G) (Y) (R)
9. Gives you space when you say you need a few minutes alone. (G) (Y) (R)

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In the full product

Six weeks of advisory, planned and ready to print.

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

30 days, each with a review set, a calm block, a team task and an optional game

78 front pages: note to the sub, week plans, schedules, class lists

60 + 30 solo blocks + team tasks for groups of four

Use it your way

- A maternity leave: six full weeks of advisory, a strong start for the first weeks of your leave.
- Any advisory or homeroom, grades 6 to 8: one set fills a 45 to 55 minute period.
- Your sub tub: print it once and keep it all year.
- Your own no prep day: teach it yourself when you need a break from planning.

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



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