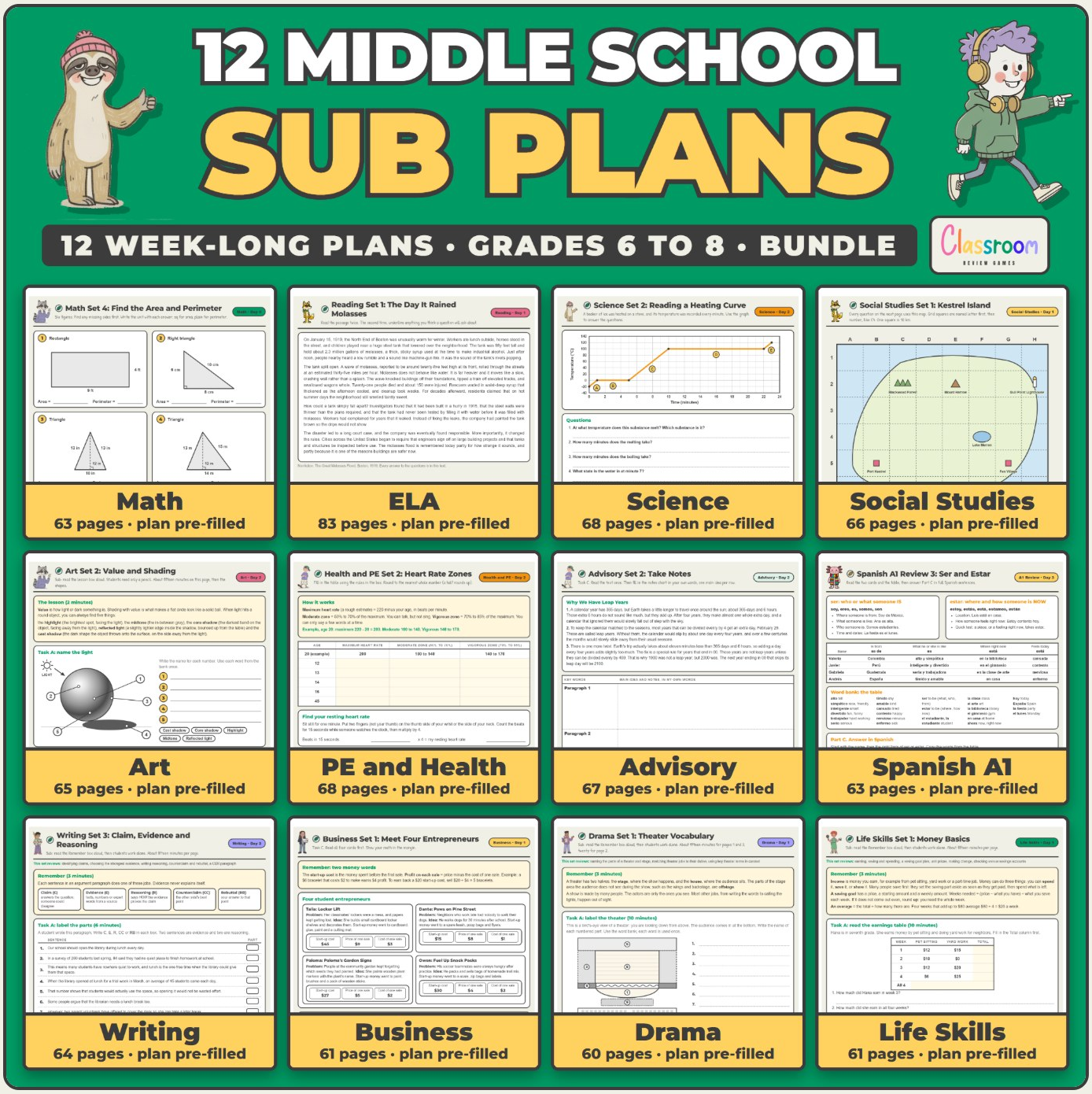
Middle School Sub Plans Bundle, 12 Week Long Emergency Sub Plans Kits, No Prep

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

WHAT'S INCLUDED: 12 PRODUCTS



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

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one ela 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 ela 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 83 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 Day It Rained Molasses p. 14	**Reading 2** The Spare Key p. 26	**Reading 3** Marie Curie and the Invisible Rays p. 38	**Reading 4** The Tiny Workers Inside Bread p. 50	**Reading 5** Let Middle Schoolers Sleep p. 62
Writing classes	**Writing 1** Show, Don't Tell p. 17	**Writing 2** Paragraph Structure p. 29	**Writing 3** Persuasive Letter p. 41	**Writing 4** Descriptive Writing p. 53	**Writing 5** Narrative 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	**Rank the Bee Sources** p. 22	**The Class Magazine** p. 34	**The Six Sentence Story** p. 46	**The Coverless Book** p. 58	**Graphic Novel Debate** 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.

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Science 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)
- Science sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Science team tasks (11 pages)
- Science games (10 pages)
- Answer keys (10 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** Density: Why Things Float p. 13	**Science 2** States of Matter p. 22	**Science 3** Food Chains and Webs p. 31	**Science 4** Forces and Motion p. 41	**Science 5** The Water Cycle p. 50
Early finishers or a loud moment	**Word Search and Reset Sheet** p. 16	**Sudoku and Grounding Sheet** p. 25	**Secret Codes and Control Sheet** p. 34	**Maze and Brain Dump** p. 44	**Word Ladders and Three Good Things** p. 53
Block period or extra time	**The Size Scale Hallway** p. 18	**The Lab Week Plan** p. 27	**Paper Helicopter Test** p. 36	**Trout Stream Council** p. 46	**The Mars Crew Debate** p. 55
Last 15 minutes, if earned	**Whiteboard Jeopardy** p. 20	**Paper Password** p. 29	**Class Feud** p. 39	**Classroom Millionaire** p. 48	**Mystery Box** p. 57

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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Social Studies 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)
- Social Studies sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Social Studies team tasks (10 pages)
- Social Studies games (10 pages)
- Answer keys (9 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 66 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** Reading Maps p. 13	**Social Studies 2** Reading a Timeline p. 22	**Social Studies 3** Branches of Government p. 31	**Social Studies 4** Ancient Civilizations p. 40	**Social Studies 5** Economics Basics p. 49
Early finishers or a loud moment	**Word Search and Reset Sheet** p. 16	**Sudoku and Grounding Sheet** p. 25	**Secret Codes and Control Sheet** p. 34	**Maze and Brain Dump** p. 43	**Word Ladders and Three Good Things** p. 52
Block period or extra time	**The Museum Timeline Wall** p. 18	**The Tang Camel Train** p. 27	**Found a River Town** p. 36	**The Pen Pal Mystery** p. 45	**The Old Depot Debate** p. 54
Last 15 minutes, if earned	**Whiteboard Jeopardy** p. 20	**Paper Password** p. 29	**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.

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Art 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)
- Art sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Art team tasks (10 pages)
- Art 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 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 65 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** Line and Shape p. 13	**Art 2** Value and Shading p. 22	**Art 3** Perspective p. 31	**Art 4** Composition and Design p. 40	**Art 5** Impressionism p. 49
Early finishers or a loud moment	**Word Search and Reset Sheet** p. 16	**Sudoku and Grounding Sheet** p. 25	**Secret Codes and Control Sheet** p. 34	**Maze and Brain Dump** p. 43	**Word Ladders and Three Good Things** p. 52
Block period or extra time	**Art Through Time** p. 18	**The Gallery Wall Plan** p. 27	**The Pinwheel Block** p. 36	**The Crate Council** p. 45	**Tablet or Paper** p. 54
Last 15 minutes, if earned	**Whiteboard Jeopardy** p. 20	**Paper Password** p. 29	**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.

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Health and PE 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)
- Health and PE sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Health and PE team tasks (11 pages)
- Health and PE games (10 pages)
- Answer keys (10 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 p. 13	**Health and PE 2** Fitness Planning p. 22	**Health and PE 3** Sleep, Stress and Screens p. 31	**Health and PE 4** Sports Rules and Strategy p. 41	**Health and PE 5** First Aid Basics and Safety p. 50
Early finishers or a loud moment	**Word Search and Reset Sheet** p. 16	**Sudoku and Grounding Sheet** p. 25	**Secret Codes and Control Sheet** p. 34	**Maze and Brain Dump** p. 44	**Word Ladders and Three Good Things** p. 53
Block period or extra time	**The Equipment Room Weigh-In** p. 18	**The Fitness Circuit Plan** p. 27	**The Fitness Fortune Teller** p. 36	**Field Day Forecast Council** p. 46	**The Later Bell Debate** p. 55
Last 15 minutes, if earned	**Whiteboard Jeopardy** p. 20	**Paper Password** p. 29	**Class Feud** p. 39	**Classroom Millionaire** p. 48	**Mystery Box** p. 57

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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Advisory 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)
- Advisory sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Advisory team tasks (11 pages)
- Advisory games (10 pages)
- Answer keys (9 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 p. 13	**Advisory 2** Study Skills p. 22	**Advisory 3** Conflict Resolution p. 31	**Advisory 4** Digital Citizenship p. 41	**Advisory 5** Kindness and Community p. 50
Early finishers or a loud moment	**Word Search and Reset Sheet** p. 16	**Sudoku and Grounding Sheet** p. 25	**Secret Codes and Control Sheet** p. 34	**Maze and Brain Dump** p. 44	**Word Ladders and Three Good Things** p. 53
Block period or extra time	**The Two-Week Crunch** p. 18	**The Quiz Week Study Plan** p. 27	**The Welcome Booklet** p. 36	**The Homework Club Council** p. 46	**The Mixed Lunch Debate** p. 55
Last 15 minutes, if earned	**Whiteboard Jeopardy** p. 20	**Paper Password** p. 29	**Class Feud** p. 39	**Classroom Millionaire** p. 48	**Mystery Box** p. 57

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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Spanish A1 Review Sub Plans Week

Week-long sub plans: five days of print and go work for Spanish level A1, any grade, 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 A1 review sets for five days (15 pages)
- Calm vocab blocks: learn 8 Spanish words, then a quiet self-test (10 pages)
- Spanish team tasks (9 pages)
- Spanish 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 Spanish review set per period (a lesson with worked examples, practice and a challenge), a calm vocab block, 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 Spanish. 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 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 63 pages.

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YOUR WEEK AT A GLANCE (1 OF 2)

Every A1 review set of the week, with its page and what it goes over. Nothing new is taught. Any set works on any day and in every Spanish class you teach.

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
A1 review 1	**Greetings, Numbers and Time** Reviews: ser and llamarse for introductions, question words, tú and usted, greetings, numbers 0 to 100 and clock times.	p. 13 · 50 min
Calm vocab	**Learn and Test: Classroom Words** Eight Spanish words to learn alone, then a quiet self-test: match each English meaning to its Spanish word.	p. 16 · 20 min
Team task	**First Bus to Last Bus** Groups of four decode a Spanish bus departure board in Mexico City and rank twelve buses from first to last, 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)

A1 review 2	**Calendar, Weather and Free Time** Reviews: gustar and encantar with me, te, le, nos and les, weather with hace, está and hay, dates, days, months, seasons and free time.	p. 21 · 50 min
Calm vocab	**Learn and Test: Weather Words** Eight Spanish words to learn alone, then a quiet self-test: write each word from its English meaning and find it in a word grid.	p. 24 · 20 min
Team task	**The Free Saturday** Groups of four read Spanish activity notes and a weather report and plan the best free Saturday of a class trip inside a dollar budget and an eight hour day.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

A1 review 3	**Family and Descriptions** Reviews: ser and estar, adjective agreement, possessives, tener for age, family and describing words.	p. 30 · 50 min
Calm vocab	**Learn and Test: Family Words** Eight Spanish words to learn alone, then a quiet self-test: a short new Spanish text with eight gaps.	p. 33 · 20 min
Team task	**The Paper Tower** Groups of four decode Spanish build rules, build the tallest free-standing tower from two sheets of paper, test it and present it in Spanish.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

A1 review 4	**School and Daily Routine** Reviews: present tense of regular -ar, -er and -ir verbs, reflexive verbs, frequency words, school subjects and the daily routine.	p. 39 · 50 min
Calm vocab	**Learn and Test: Routine Words** Eight Spanish words to learn alone, then a quiet self-test: put the mixed-up letters of each word in order.	p. 42 · 20 min
Team task	**The School Paper Front Page** Four editors, each holding Spanish facts nobody else has, decide which Spanish headlines fill sixty column inches of the school paper.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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Writing 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)
- Writing sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Writing team tasks (10 pages)
- Writing 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 writing 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 writing 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 writing 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.

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YOUR WEEK AT A GLANCE (1 OF 2)

Every writing 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 start of every period on Monday: sub sheet, three questions, the class agreement, voice levels.	p. 10 · 15 min
Writing set 1	**Sentence Craft** Reviews: fixing fragments and run-ons, combining short sentences, varying sentence openers and lengths.	p. 13 · 50 min
Calm puzzle	**Word Search and Reset Sheet** A quiet puzzle and a one-minute reset sheet for anyone who finishes early or needs to settle.	p. 16 · 20 min
Team task	**Rank the Bee Sources** Groups of four rank twelve research sources for a report on honeybees, compare with the librarian, score the gap, and defend one choice.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 20 · 15 min

TUESDAY (DAY 2)

Writing set 2	**Grammar and Punctuation for Writers** Reviews: commas, apostrophes, capital letters, subject-verb agreement, commonly confused words, editing a passage.	p. 22 · 50 min
Calm puzzle	**Sudoku and Grounding Sheet** A quiet sudoku with exactly one answer and a 5-4-3-2-1 grounding sheet for anyone who needs to settle.	p. 25 · 20 min
Team task	**The Class Magazine** Groups of four name the genre of ten submissions, then pick the magazine issue with the most reader votes that fits the page and time limits.	p. 27 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 29 · 15 min

WEDNESDAY (DAY 3)

Writing set 3	**Claim, Evidence and Reasoning** Reviews: identifying claims, choosing the strongest evidence, writing reasoning, counterclaim and rebuttal, a CER paragraph.	p. 31 · 50 min
Calm puzzle	**Secret Codes and Control Sheet** Two quiet secret-code sayings to crack and a one-page sheet that sorts what I can and cannot control.	p. 34 · 20 min
Team task	**The Six Sentence Story** Groups of four build a six-sentence story packed with required writing moves, then swap and score another group's story.	p. 36 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 38 · 15 min

THURSDAY (DAY 4)

Writing set 4	**Informative Writing** Reviews: organizing notes into an outline, text structures, transitions by purpose, paraphrasing versus copying, sea otters.	p. 40 · 50 min
Calm puzzle	**Maze and Brain Dump** A long, quiet maze with one true path and a brain-dump sheet that turns a busy head into one next step.	p. 43 · 20 min
Team task	**The Coverless Book** Groups of four pool secret clues about a coverless library book, sort eight books by point of view, tense, genre and conflict, and find it.	p. 45 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 47 · 15 min

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Business 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)
- Business sets for five days (15 pages)
- Calm vocabulary: learn 8 terms, then a quiet self-test (10 pages)
- Business team tasks (9 pages)
- Business games (10 pages)
- Answer keys (5 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one business set per period (a lesson with worked examples, practice and a challenge), a calm vocabulary block, 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 business 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 business 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 61 pages.

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YOUR WEEK AT A GLANCE (1 OF 2)

Every business 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 start of every period on Monday: sub sheet, three questions, the class agreement, voice levels.	p. 10 · 15 min
Business set 1	**Entrepreneurs and Business Ideas** Reviews: goods versus services, producers and consumers, profit per sale and start-up costs, risk and benefit, planning a business idea.	p. 13 · 50 min
Calm vocabulary	**Learn and Test: New Business Words** Eight terms from the day's unit to learn alone, then a quiet self-test: match each term to its meaning.	p. 16 · 20 min
Team task	**Which Side Job Pays Best?** Teams of four guess, then calculate, which of twelve neighborhood jobs earns the most profit for each hour of work.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

Business set 2	**Needs, Wants and Choices** Reviews: needs versus wants for a business, scarcity, opportunity cost, trade-offs, scoring a decision grid.	p. 21 · 50 min
Calm vocabulary	**Learn and Test: Needs and Wants Words** Eight terms from the day's unit to learn alone, then a quiet self-test: write each term from its meaning and find it in a word grid.	p. 24 · 20 min
Team task	**Stock the Fair Booth** Groups of four pick what their club booth sells within a $60 budget and six table spaces, and try to find the plan with the most profit.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

Business set 3	**Budgets and Profit** Reviews: income, expenses, profit and loss, reading a sales table, a planned versus actual budget, pricing for profit.	p. 30 · 50 min
Calm vocabulary	**Learn and Test: Budget and Profit Words** Eight terms from the day's unit to learn alone, then a quiet self-test: a short new text with eight gaps.	p. 33 · 20 min
Team task	**The Pop-Up Shop Display** Groups of four build a free-standing store display with a shop sign, using only two sheets of paper, to show off four pencils as products.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

Business set 4	**Marketing** Reviews: target customers, the 4 Ps of marketing, spotting ad techniques such as bandwagon and testimonial, writing slogans, planning an ad.	p. 39 · 50 min
Calm vocabulary	**Learn and Test: Advertising Words** Eight terms from the day's unit to learn alone, then a quiet self-test: put the mixed-up letters of each term in order.	p. 42 · 20 min
Team task	**The Snow Cone Cart Spot** Groups of four pool secret facts on role cards to pick the one summer spot for a snow cone cart that meets every rule, then estimate a week's profit.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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Drama 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)
- Drama sets for five days (15 pages)
- Calm vocabulary: learn 8 terms, then a quiet self-test (10 pages)
- Drama team tasks (8 pages)
- Drama games (10 pages)
- Answer keys (5 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one drama set per period (a lesson with worked examples, practice and a challenge), a calm vocabulary block, 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 drama 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 drama 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 60 pages.

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YOUR WEEK AT A GLANCE (1 OF 2)

Every drama 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 start of every period on Monday: sub sheet, three questions, the class agreement, voice levels.	p. 10 · 15 min
Drama set 1	**Theater Vocabulary** Reviews: naming the parts of a theater and stage, matching theater jobs to their duties, using key theater terms in context.	p. 13 · 50 min
Calm vocabulary	**Learn and Test: Theater Audience Words** Eight terms from the day's unit to learn alone, then a quiet self-test: match each term to its meaning.	p. 16 · 20 min
Team task	**The Five-Minute Check** Groups of four rank twelve backstage problems on opening night from fix first to fix last, then score the gap to a stage manager's order.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

Drama set 2	**Stage Directions** Reviews: the nine stage areas from the actor's view, following blocking in a short scene, writing blocking of your own.	p. 21 · 50 min
Calm vocabulary	**Learn and Test: Stage Movement Words** Eight terms from the day's unit to learn alone, then a quiet self-test: write each term from its meaning and find it in a word grid.	p. 24 · 20 min
Team task	**The Thursday Rehearsal** Groups of four schedule a two-hour play rehearsal around five actors' comings and goings to fit in the most work points.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 27 · 15 min

WEDNESDAY (DAY 3)

Drama set 3	**Creating a Character** Reviews: finding a character's traits, want and obstacle in a monologue, backing voice, body and face choices with evidence.	p. 29 · 50 min
Calm vocabulary	**Learn and Test: Character Acting Words** Eight terms from the day's unit to learn alone, then a quiet self-test: a short new text with eight gaps.	p. 32 · 20 min
Team task	**The Prop Shop** Groups of four design and build four props for a short play from two sheets of paper, then another group scores them.	p. 34 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 36 · 15 min

THURSDAY (DAY 4)

Drama set 4	**Reading and Writing a Script** Reviews: script format (character names, dialogue, stage directions), reading an original scene for evidence, writing the next half page.	p. 38 · 50 min
Calm vocabulary	**Learn and Test: Script Writing Words** Eight terms from the day's unit to learn alone, then a quiet self-test: put the mixed-up letters of each term in order.	p. 41 · 20 min
Team task	**Choose the Class Play** Four role cards, each with one fact only that person knows.	p. 43 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 45 · 15 min

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Life Skills 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)
- Life Skills sets for five days (15 pages)
- Calm vocabulary: learn 8 terms, then a quiet self-test (10 pages)
- Life Skills team tasks (9 pages)
- Life Skills games (10 pages)
- Answer keys (5 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 vocabulary block, 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 61 pages.

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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 start of every period on Monday: sub sheet, three questions, the class agreement, voice levels.	p. 10 · 15 min
Life Skills set 1	**Money Basics** Reviews: earning, saving and spending, a saving goal plan, unit prices, making change, checking versus savings accounts.	p. 13 · 50 min
Calm vocabulary	**Learn and Test: Money Words** Eight terms from the day's unit to learn alone, then a quiet self-test: match each term to its meaning.	p. 16 · 20 min
Team task	**Where Does the Week Go?** Groups of four rank twelve weekly tasks by the minutes each one takes in a week, then compare their order with the true one.	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	**Time Management** Reviews: reading a weekly schedule, free time and time blocks, estimating task time, urgent versus important, planning a project backward from a due date.	p. 21 · 50 min
Calm vocabulary	**Learn and Test: Time Words** Eight terms from the day's unit to learn alone, then a quiet self-test: write each term from its meaning and find it in a word grid.	p. 24 · 20 min
Team task	**The Picnic Plan** Groups of four shop for a picnic for twelve from a price list of packs and singles, covering every need for the lowest 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	**Communication Skills** Reviews: active listening, summing up what you heard, clear and polite messages to a teacher or coach, asking for help, tone and body language.	p. 30 · 50 min
Calm vocabulary	**Learn and Test: Communication Words** Eight terms from the day's unit to learn alone, then a quiet self-test: a short new text with eight gaps.	p. 33 · 20 min
Team task	**The Fold-Up Wallet** Groups of four design and fold a paper wallet with no tape or scissors, then test its pockets with paper bills and score it.	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	**Healthy Habits and Basic Safety** Reviews: everyday sleep, water, activity and screen habits, kitchen and home safety, safe walking and biking, when to call 911 or tell an adult.	p. 39 · 50 min
Calm vocabulary	**Learn and Test: Safety and Habit Words** Eight terms from the day's unit to learn alone, then a quiet self-test: put the mixed-up letters of each term in order.	p. 42 · 20 min
Team task	**Plan the Saturday** Four friends with private facts choose one of six Saturday outings; just one passes every test at the lowest cost.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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