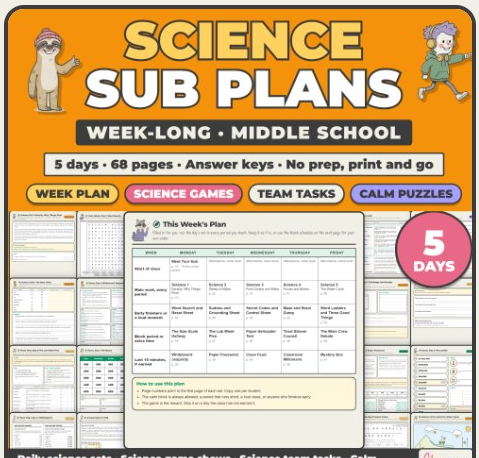
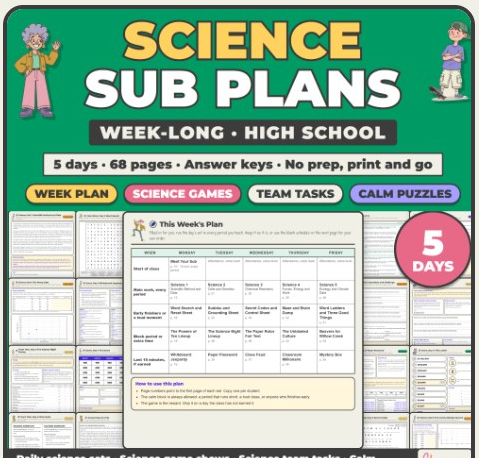
Science Sub Plans Bundle Grades 6 to 12, Week Long Emergency Sub Plans, No Prep

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

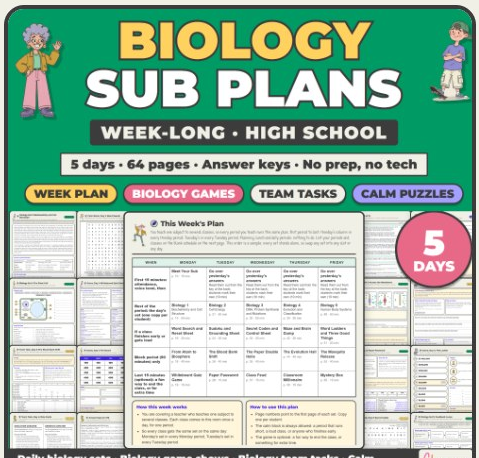
WHAT'S INCLUDED: 5 PRODUCTS



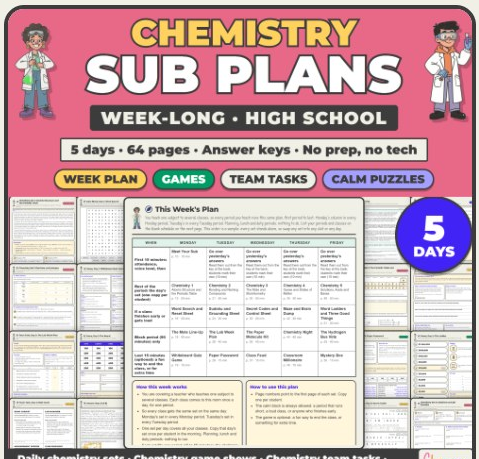
1. Middle School Science



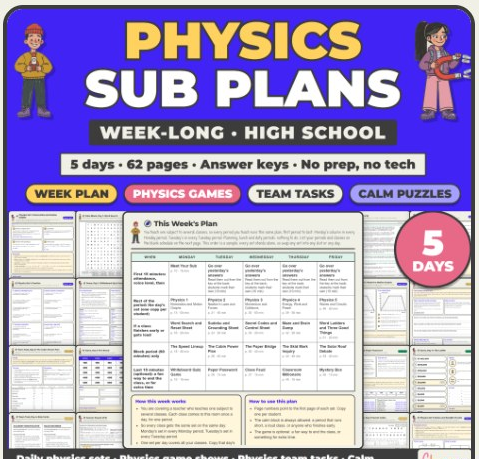
2. High School Science



3. High School Biology



4. High School Chemistry



5. High School Physics

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.

EVIEW · classroomre

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.

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Biology 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)
- Biology sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Biology team tasks (9 pages)
- Biology 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 biology 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 biology 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 biology 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 biology 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
Biology set 1	**Biochemistry and Cell Structure** Reviews: the four macromolecules, prokaryotic and eukaryotic cells, labeling a plant cell, organelle jobs, diffusion and active transport, osmosis.	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	**From Atom to Biosphere** Groups of four rank twelve things from one atom to the biosphere by level of organization, score the gap against the expert order and defend a choice.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

Biology set 2	**Cell Energy** Reviews: ATP and ADP, the photosynthesis and respiration equations, comparing the two processes, fermentation, a light and oxygen bubble experiment.	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 Blood Bank Shift** Groups of four use ABO and Rh compatibility to plan which surgeries a hospital blood bank can supply, for the most priority points.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

Biology set 3	**DNA, Protein Synthesis and Mutations** Reviews: DNA base pairing, transcription and translation with a codon table, silent, missense, nonsense and frameshift mutations, sickle cell.	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 Paper Double Helix** Groups of four build a sixteen base pair DNA model from paper, pass a zip test, then unzip and copy it to show how DNA replicates.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

Biology set 4	**Evolution and Classification** Reviews: the four conditions of natural selection, evidence for evolution, the eight taxonomy levels, scientific names, cladograms, a dichotomous key.	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 Evolution Hall** Four museum curators, each holding facts nobody else has, decide which evolution exhibits fill twelve wall panels and which teach a myth.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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Chemistry 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)
- Chemistry sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Chemistry team tasks (9 pages)
- Chemistry 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 chemistry 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 chemistry 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 chemistry 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
Chemistry set 1	**Atomic Structure and the Periodic Table** Reviews: protons, neutrons and electrons in atoms and ions, isotopes and average atomic mass, groups and periods, electron shells, periodic trends.	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 Mole Line-Up** Groups of four rank twelve samples by how many particles they hold, first by gut, then by working out moles, and score against the chemist's order.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

Chemistry set 2	**Bonding and Naming Compounds** Reviews: ionic and covalent bonds, the octet rule, writing ionic formulas from ion charges, naming ionic compounds with Roman numerals, covalent prefixes.	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 Lab Week Plan** Groups of four turn moles of acid into milliliters, then plan the chemistry labs that earn the most learning points inside a budget and an acid supply.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

Chemistry set 3	**The Mole and Stoichiometry** Reviews: molar mass from a printed table, grams, moles and particles, mole ratios from balanced equations, mass to mass stoichiometry, limiting reactant.	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 Paper Molecule Kit** Groups of four tear two sheets into atom cards and bond strips, build three molecules where every atom makes its usual number of bonds, and get judged.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

Chemistry set 4	**Gases and States of Matter** Reviews: kinetic molecular theory, states and phase changes, reading a heating curve, kelvin conversion, Boyle's, Charles's, Gay-Lussac's and combined gas laws.	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	**Chemistry Night** Four chemistry club officers, each holding facts nobody else has, decide which demos fill a 25-minute show and which teach a chemistry myth.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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Physics 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)
- Physics sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Physics team tasks (9 pages)
- Physics 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 physics 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 physics 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 physics 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 physics 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
Physics set 1	**Kinematics and Motion Graphs** Reviews: distance and displacement, speed, velocity and acceleration, the kinematic equations, free fall, reading position time and velocity time graphs.	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 Speed Lineup** Groups of four rank twelve movers from a snail to the speed of sound by gut, then by converting each to meters per second, 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)

Physics set 2	**Newton's Laws and Forces** Reviews: Newton's three laws, net force, F = ma, weight with g = 9.8 N/kg, sliding friction, reading free-body diagrams.	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 Cabin Power Plan** Groups of four work out current and energy for nine appliances and build the comfiest plan a solar battery and a 20 A breaker allow.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

Physics set 3	**Momentum and Collisions** Reviews: momentum p = mv, impulse and change in momentum, conservation of momentum in collisions and push-offs, elastic and inelastic collisions.	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 Paper Bridge** Groups of four fold a bridge from one or two sheets of paper that spans the gap between two books, then load it with pencils and explain why it holds.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

Physics set 4	**Energy, Work and Power** Reviews: work, kinetic and gravitational potential energy, conservation of energy on a roller coaster, power and efficiency.	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 Skid Mark Inquiry** Four members of a traffic review, each holding facts nobody else has, work out a skidding car's speed from its marks and test a witness's story.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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