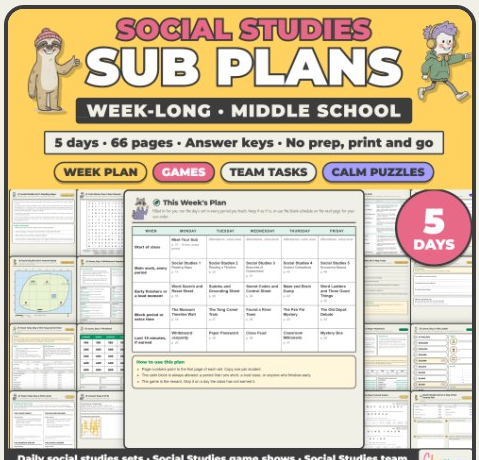
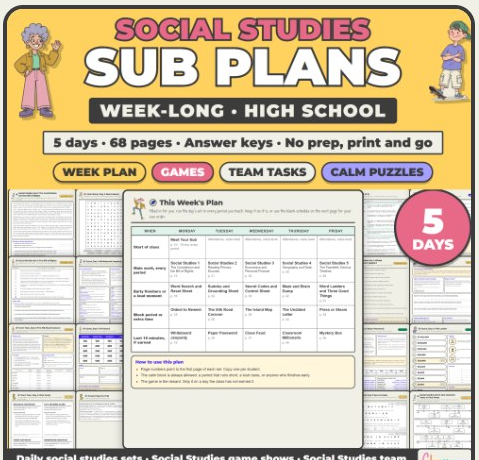
Social Studies and History Sub Plans Bundle Grades 6 to 12, Week Long, No Prep

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

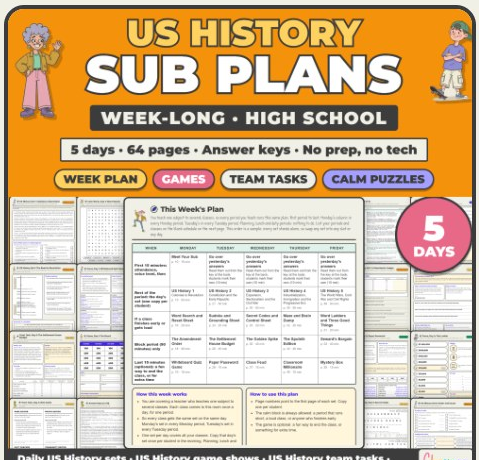
WHAT'S INCLUDED: 6 PRODUCTS



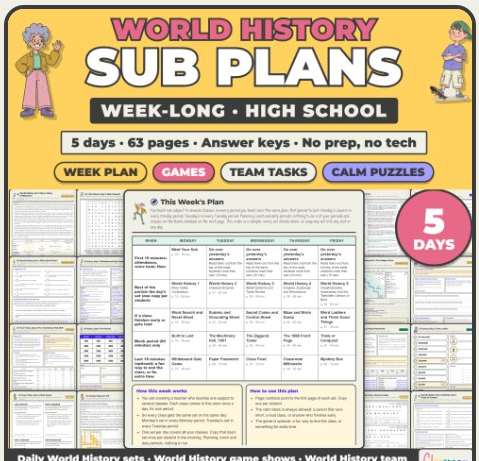
1. Middle School Social Studies



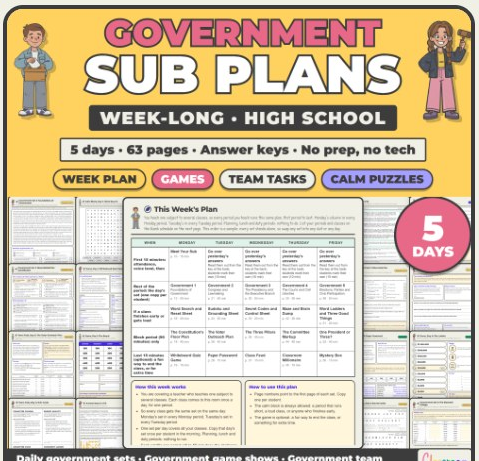
2. High School Social Studies



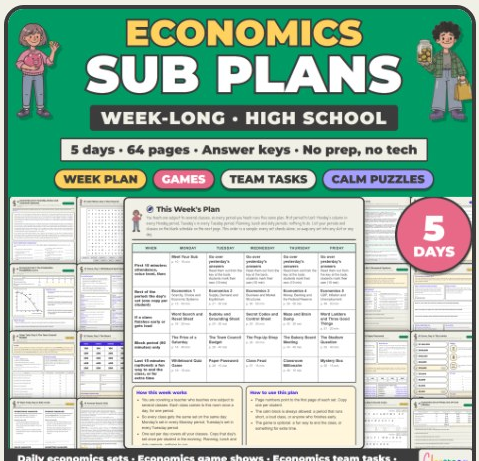
3. High School US History



4. High School World History



5. High School Government



6. High School Economics

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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Social Studies Sub Plans Week, High School

Week-long sub plans: five days of print and go work for grades 9 to 12, planned Monday to Friday.

PREVIEW

What is included

- Sub binder: notes, the filled-in week plan, a blank schedule, class list, Monday opener (11 pages)
- Social Studies sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Social Studies team tasks (9 pages)
- Social Studies games (10 pages)
- Answer keys (12 pages)

How it works

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

What this preview shows: the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (the social studies set, the calm block, the team task and the game), one answer-key page and one ink-saver page. Every product page is watermarked. The full kit has 68 pages.







This Week's Plan

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

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

How to use this plan

- Page numbers point to the first page of each set. Copy one per student.
- The calm block is always allowed: a period that runs short, a loud class, or anyone who finishes early.
- The game is the reward. Skip it on a day the class has not earned it.

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US History 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)
- US History sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- US History team tasks (9 pages)
- US History 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 US History 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 US History 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 US History 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
US History set 1	**Colonies to Revolution** Reviews: causes of the Revolution, British actions and colonial responses, the 1754 to 1783 timeline, sourcing an invented broadside and merchant ledger.	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 Amendment Order** Groups of four put twelve changes to the Constitution in amendment order, score the gap to the true order and defend a call.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

US History set 2	**Constitution and the Early Republic** Reviews: the Articles of Confederation, the Constitutional compromises, the ratification debate, six principles of the Constitution, Hamilton's plan.	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 Settlement House Budget** Groups of four run a 1905 settlement house and pick the programs that serve the most people inside a budget, volunteer hours and five rooms.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

US History set 3	**Expansion, Sectionalism and the Civil War** Reviews: westward expansion 1803 to 1867, Manifest Destiny, sectional crises over slavery, causes of the Civil War, the 13th, 14th and 15th Amendments.	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 Golden Spike** Two pairs build half a paper bridge each from opposite ends, talking only by telegram, and the halves must meet and carry coins.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

US History set 4	**Industrialization, Immigration and the Progressive Era** Reviews: industrialization and trusts, the new immigration, reading census data, muckrakers and Progressive reforms, analyzing a political cartoon.	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 Sputnik Edition** Four editors in 1957, each holding facts nobody else has, decide which stories fill sixty column inches of tomorrow's front page.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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World History 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)
- World History sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- World History team tasks (9 pages)
- World History 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 World History 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 World History 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 World History 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
World History set 1	**River Valley Civilizations** Reviews: Mesopotamia, Egypt, the Indus Valley and Shang China, why rivers mattered, counting years across BCE and CE, map skills on an invented valley.	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	**Built to Last** Groups of four put twelve great monuments of world history in order from oldest to newest, score the gap to the true order and defend a call.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

World History set 2	**Classical Empires** Reviews: Greece, Rome, Han China and Maurya and Gupta India, government and legacy, timeline math across BCE and CE, sourcing a Roman travel journal.	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 Machinery Hall, 1851** Groups of four fill a hall of the 1851 Great Exhibition with the machines that draw the biggest crowd inside a space and budget limit.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

World History set 3	**Belief Systems and Trade Routes** Reviews: origins, founders and core ideas of five religions, Confucianism and Daoism, how beliefs spread, Silk Road trade math with profit and markup.	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 Ziggurat Tower** Groups of four build a stepped ziggurat tower from two sheets of paper, as tall as they can, with a top platform that carries pencils.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

World History set 4	**Empires, Exchange and Revolutions** Reviews: the Renaissance, Reformation, Scientific Revolution and Enlightenment, the Columbian Exchange, the French Revolution in order, voting math.	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 1869 Front Page** Four editors, each holding facts nobody else has, build a replica 1869 front page where every story must be true on the date printed.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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Government 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)
- Government sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Government team tasks (9 pages)
- Government 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 government 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 government 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 government 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
Government set 1	**Foundations of Government** Reviews: forms of government, Enlightenment thinkers, the principles of the Constitution, federalism and the division of powers.	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 Constitution's Floor Plan** Groups of four put twelve provisions in the order they appear in the Constitution, score the gap to the true order and defend a call.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

Government set 2	**Congress and Lawmaking** Reviews: the House and the Senate compared, how a bill becomes a law, veto and override vote math, apportionment of House seats.	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 Voter Outreach Plan** Groups of four run a county election office and pick the nonpartisan outreach that reaches the most voters inside a budget and staff hours.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

Government set 3	**The Presidency and the Executive Branch** Reviews: presidential qualifications, the roles of the President, the cabinet departments, checks on the executive, the line of succession.	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 Three Pillars** Groups of four build a paper platform on three separate pillars, one per branch, that must stand tall, stay level and carry coins.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

Government set 4	**The Courts and Civil Liberties** Reviews: the federal courts, judicial review and precedent, rights scenarios keyed to amendments, eight landmark cases.	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 Committee Markup** Four members of a state legislative committee, each holding facts nobody else has, decide which sections of a bill go to a floor vote.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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Economics 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)
- Economics sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- Economics team tasks (9 pages)
- Economics 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 economics 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 economics 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 economics 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
Economics set 1	**Scarcity, Choice and Economic Systems** Reviews: scarcity and factors of production, opportunity cost on a production possibilities curve, traditional, command, market and mixed economies.	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 Price of a Saturday** Groups of four rank twelve ways to spend a Saturday by their true cost, time included, and score the gap to the economist's order.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

Economics set 2	**Supply, Demand and Equilibrium** Reviews: reading supply and demand schedules and graphs, equilibrium, shortages and surpluses, what shifts each curve, price ceilings and floors.	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 Town Council Budget** Groups of four weigh nine town projects by net benefit, benefit minus cost, and build the best plan inside a money and a crew limit.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

Economics set 3	**Business and Market Structures** Reviews: the four market structures, fixed, variable and marginal cost, revenue and profit, the profit-maximizing output, forms of business.	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 Pop-Up Shop** Groups of four launch a product at a school fair: a folded flyer from one sheet and a business plan with break-even and profit on the other.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

Economics set 4	**Money, Banking and the Federal Reserve** Reviews: functions and characteristics of money, fractional reserve lending and the money multiplier, the Fed's tools, simple and compound interest.	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 Bakery Board Meeting** Four bakery managers, each holding facts nobody else has, decide how to spend the savings on upgrades for the most added profit.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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