

3rd Grade Sub Plans, 2 Weeks

Two complete week binders for a 3rd grade class, every subject. Every day has individual work and a team task.

PREVIEW

What is included

- Two week binders (137, 117 pages): 254 pages
- 30 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
- 55 solo blocks (45 math, reading, writing, science and social studies sets, 10 calm blocks) and 10 team tasks for groups of four
- A core task and a ★ challenge on every student page
- 10 optional games, a fun way to end the day
- Answer keys for everything; color and ink-saver B&W, US Letter and A4

How it works

1. Leave the two binders out. Each has its own filled-in plan with page numbers.
2. The sub reads the Say this to the class box, then runs the day's sets in order; students work on their own. Everyone does the core task, early finishers go on to the ★ challenge.
3. The calm block fits any gap, the team task takes about 30 minutes, the game the last 15 minutes.
4. No prep and no tech: print and go.

The 10 days, one set per subject block

- **Week 1, days 1 to 5. Math:** Multiplication and Division Facts, Fractions, Place Value and Rounding, Measurement and Data, Money and Two-Step Word Problems. **Science:** Life Cycles and Traits, Seasons and Weather Patterns, Forces and Magnets, Weather and Climate, Habitats and Evidence. **Social studies:** Map Skills, Community and Government, A Town Timeline, Goods, Services and Choices, Landforms and Regions.
- **Week 2, days 6 to 10. Math:** Equal Groups and Arrays, Adding Within 1,000, Unit Fractions on a Number Line, Time to the Minute, Mass and Liquid Volume. **Science or social studies:** Balanced and Unbalanced Forces, Then and Now in a Town, Animals That Live in Groups, Natural and Human-Made Features, Severe Weather and Staying Safe.

Every day also has a reading set and a writing set (10 reading sets and 10 writing sets). **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 math 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 254 pages.
What the sub gets: a note that explains the routine, a Say this to the class box on every task, a script for every game, and every answer in the key.



Note to the Substitute

Grade 3 · five days · every set runs from the printout alone

Thank you for covering my class this week

Everything you need is in this binder. The front pages are filled in for this week. Then come the work sets, one per day: **Math 1** is Monday's math set, **Reading 3** is Wednesday's reading set, and so on. Any set can move to another slot; nothing depends on the order. Each set is one slot (30 to 40 minutes), stands alone, and has its answer key at the back, so you never have to make anything up or know the subject. The first page of every set tells you what to say.

Every page has a core task first, then a ☆ challenge. Every student does the core task. Students who finish early go on to the ☆ challenge; it fills a few extra minutes, and nobody has to finish it. Students I checked in the ☆ column of the class list find the core task easy: they may start with the ☆ challenge, then do the core task.

The core task is grade 3 work that reviews what a grade 3 class has met. **The ☆ challenge** takes the same grade 3 skill one step further; it is extra, so skip it for anyone it frustrates. Every task starts with a **Say this to the class** box: read it out loud, then read the first instruction of the set with the class; after that, students read the boxes themselves.

Every set lists the standards it practices on a small line under its title (for you, not the students): Common Core Math and English Language Arts for grade 3, NGSS grade 3 for science, and the C3 Framework grades 3 to 5 for social studies. A sub plan set practices part of a standard; it is review and practice, not a full assessment of it.

The shared blocks follow, one of each per day. The **calm block** is always allowed: a slot that runs short, a loud class, or anyone who finishes early. The **team task** fills a slot on its own. The **game** is optional: a fun way to end the day, or something for extra time (15 minutes, from the script).

Supplies for the week

- **Every day:** a pencil for each student.
- **A whiteboard and marker:** Game 1, Game 3, Game 4, Game 5

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 work page has a ☆ challenge, 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. Thank you!

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This Week's Plan

Filled in for you: every set already has a place in the day. Keep it as it is, or use the blank schedule on the next page for your own order. This order is a sample: every set stands alone, so swap any set into any slot or any day.

TIME OF DAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Morning work	**Hello, Class** p. 14 · 15 min	**Warm-up** Attendance, then go over yesterday's answers together from the key at the back (10 min)	**Warm-up** Attendance, then go over yesterday's answers together from the key at the back (10 min)	**Warm-up** Attendance, then go over yesterday's answers together from the key at the back (10 min)	**Warm-up** Attendance, then go over yesterday's answers together from the key at the back (10 min)
Block 1	**Math 1** Multiplication and Division Facts p. 17 · 35 min	**Math 2** Fractions p. 37 · 35 min	**Math 3** Place Value and Rounding p. 58 · 35 min	**Math 4** Measurement and Data p. 79 · 40 min	**Math 5** Money and Two-Step Word Problems p. 100 · 35 min
Block 2	**Reading 1** Pepper Goes Missing p. 20 · 35 min	**Reading 2** Busy Beavers p. 40 · 35 min	**Reading 3** Jackie Robinson p. 61 · 35 min	**Reading 4** The Giant Melon p. 82 · 35 min	**Reading 5** Two Texts About the Moon p. 103 · 35 min
Before lunch	**Writing 1** Strong Sentences to a Paragraph p. 23 · 35 min	**Writing 2** Opinion Writing p. 43 · 35 min	**Writing 3** How To Writing p. 64 · 35 min	**Writing 4** Descriptive Writing p. 85 · 35 min	**Writing 5** Narrative Writing p. 106 · 35 min
After lunch	**Science 1** Life Cycles and Traits p. 26 · 35 min	**Science 2** Seasons and Weather Patterns p. 46 · 35 min	**Science 3** Forces and Magnets p. 67 · 35 min	**Science 4** Weather and Climate p. 88 · 35 min	**Science 5** Habitats and Evidence p. 109 · 35 min
Block 3	**Social Studies 1** Map Skills p. 29 · 35 min	**Social Studies 2** Community and Government p. 49 · 35 min	**Social Studies 3** A Town Timeline p. 70 · 35 min	**Social Studies 4** Goods, Services and Choices p. 91 · 35 min	**Social Studies 5** Landforms and Regions p. 112 · 35 min
Team time	**Mystery Map** p. 34 · 30 min	**Party on a Budget** p. 54 · 30 min	**Force Detectives** p. 75 · 30 min	**Plan the Class Garden** p. 96 · 30 min	**Habitat Experts** p. 117 · 30 min
Quiet time or early finishers	**Monday Words Search and Reset Sheet** p. 32 · 20 min	**Today's Words Match and Grounding Sheet** p. 52 · 20 min	**Secret Codes and Three Things I Learned** p. 73 · 20 min	**Word Ladders and Doodle Page** p. 94 · 20 min	**Friday Words Search and Thank You Note** p. 115 · 20 min
End of day (optional): a fun way to finish	**Whiteboard Quiz Game** p. 35 · 15 min	**Paper Password** p. 56 · 15 min	**Class Feud** p. 77 · 15 min	**Classroom Millionaire** p. 98 · 15 min	**Mystery Box** p. 119 · 15 min

How to use this plan

- Page numbers point to the first page of each set. **Copies:** subject sets and calm blocks one per student, two-sided; team tasks one per group of four; game scripts, game boards and answer keys one for you (the Paper Password card page: one per pair).
- Every student does the core task; early finishers go on to the ☆ challenge.
- The calm block is always allowed: a slot that runs short, a loud class, or anyone who finishes early.
- The game is optional: a fun way to end the day, or something for extra time.

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SUB PLANS WEEK 1

Grade 3, 5 Days of Print and Go Work

Teacher _____

Room _____

Grade _____

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 a set for math, reading, writing, science and social studies, a calm block, a team task and a paper game. Each set is one slot of the day, 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 slot (for example "Math 1" or "Reading 2") and the time it starts. Cross out or rename slots to match your day.

TIME OF DAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Morning work ___ – ___					
Block 1 ___ – ___					
Block 2 ___ – ___					
Before lunch ___ – ___					
After lunch ___ – ___					
Block 3 ___ – ___					
End of day ___ – ___					

How to fill it in

- One set per slot. Each set runs 30 to 40 minutes; the ☆ challenge fills a few extra minutes for early finishers. For a longer slot, add that day's team task or calm block.
- Specials, recess and lunch: cross those slots out or write them in.
- On Monday the opener (15 minutes) comes first, then the first set.
- The game is optional: put it in the last slot as a fun way to end the day, or use it for extra time. The calm block goes in any gap.

Set naming

Sets are named by subject and day: **Math 1** is Monday's math set, **Reading 3** is Wednesday's reading set, and so on. 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

☆ check a student who finds the core task easy: they may start with the challenge

#	STUDENT NAME	NOTES (ALLERGIES, NEEDS, HELPFUL, LEAVES EARLY)	HOME	BUS # / PICKED UP BY / PROGRAM	☆ STARTS WITH THE CHALLENGE
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: _____

Hello, Class

Opener

Day 1 opener, 15 minutes on Monday morning, before the first set. Nothing to get ready but this sheet.

SAY THIS TO THE CLASS

"Good morning. I am your substitute teacher this week, and I am glad to meet you. First I will tell you a little about me, and then you can ask me three questions. After that, you and I read the class promise and play one quick round of True or Silly."

Copies: opener script and All About Me sheet: one for you, class page: one per student.

Sub script (do these in order)

1. **Before the children come in, fill in the All About Me sheet** (next page). It takes about three minutes. Pin it up.
2. **Say hello and read the sheet out loud.** Keep it short and friendly. Third graders love a fun fact about the grown-up in the room.
3. **Take three questions** from the list on the class page. Say: "Three questions, then it is time to work."
4. **Read the class promise** one line at a time. Then invite the class to add a sixth line, and print it on the board. Children keep a promise they helped to write.
5. **Set the voice level** with a number, 0 to 3 (see the sheet). Hold up fingers for the level you want, and use the same numbers all week.
6. **Play one round of True or Silly** (rules on the class page). About five minutes, then stop.
7. **Start the first set:** "Here is the first job. When you finish, there is a challenge at the end and a quiet page you can do."

If the class is loud

- Skip the questions and the game. Keep the promise and the voice level.
- Start the first set right away. The quiz game at the end of the day is optional: play it if there is time.

If you have five extra minutes

- Answer two more questions from the list.
- Or hand out the quiet sheet from today's calm block.

Monday morning checklist (before the class comes in)

- ☐ Read the Important Information page: the office number, the exits and where the nurse is.
- ☐ Check the class list for allergies, medicine and how each child gets home.
- ☐ Look at the schedule so you know when recess, lunch and specials happen.
- ☐ Fill in the All About Me sheet and pin it where the class can see it.
- ☐ Copy the four voice levels, 0, 1, 2 and 3, onto the board.
- ☐ Keep the answer keys in a folder the class cannot reach.

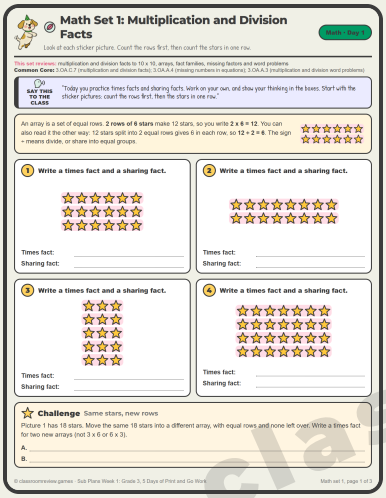
Words that work with third graders

- "I love how this row is sitting and ready." Praise the children doing it right. The rest of the room copies them.
- "Show me with your eyes that you are ready." Eight year olds like a quick, clear signal. Wait for most eyes, then talk.
- "You can pick: do number three first, or do number five first." A small choice gets a child moving again.
- "Walking feet, please." Say it calmly while they are still walking. Thank them when they do.
- "Great question. Let's write it down for your teacher." You do not need to know every answer. Keep a list on the board.

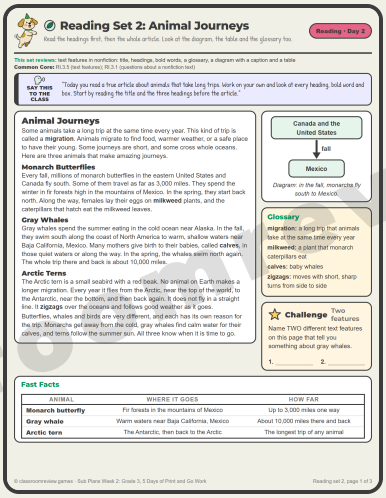
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ONE PAGE OF EVERY DAILY PART

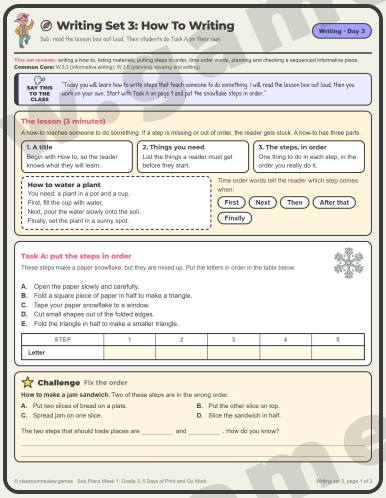
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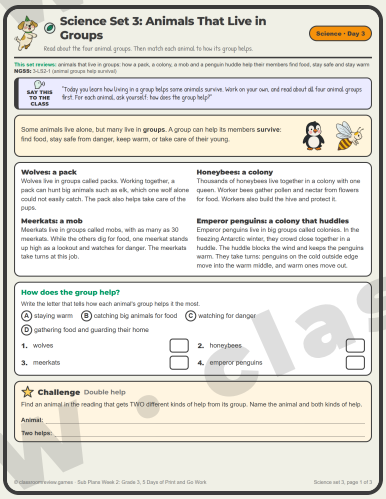
Math set, Week 1 (solo)



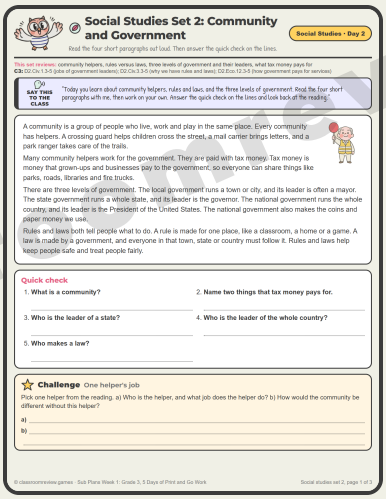
Reading set, Week 2 (solo)



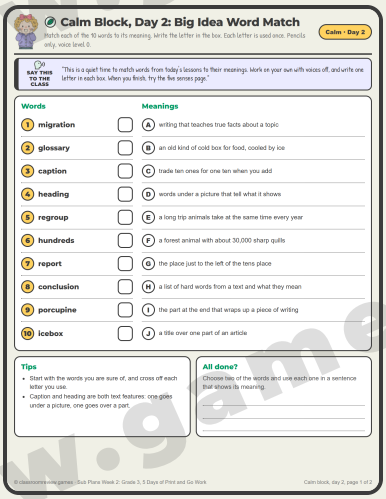
Writing set, Week 1 (solo)



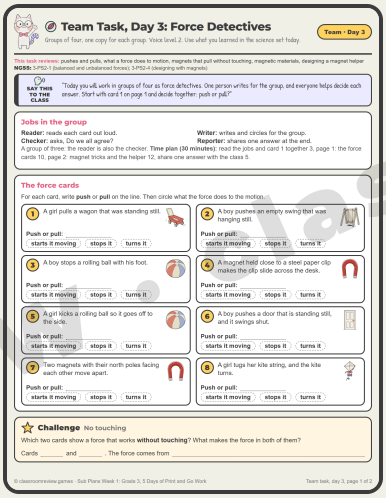
Science set, Week 2 (solo)



Social studies set, Week 1 (solo)



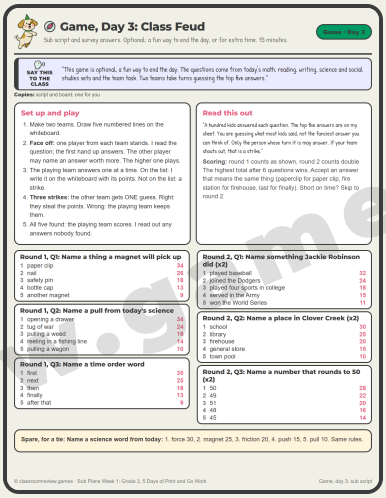
Calm block: word puzzle (solo)



Team task, Week 1 (group)



Game: Whiteboard Quiz Game (group)



Game: Class Feud (group)

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Every day: subject sets, a calm block, a team task and an optional game



Math Set 1: Arrays

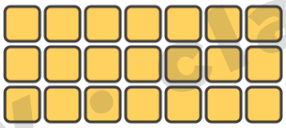
An array is equal rows. Count the rows, then count the tiles in one row.

Math · Day 1

A. Read the array

Each picture is a floor made of square tiles. Write the number of rows, the number in each row, and a times sentence.

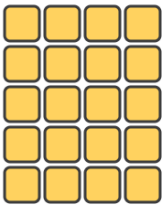
1 Tile floor



Rows: _____ In each: _____

Sentence: _____

2 Tile floor



Rows: _____ In each: _____

Sentence: _____

3 Tile floor



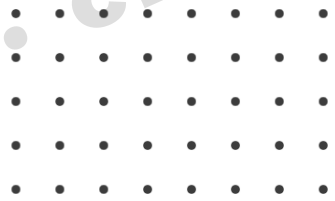
Rows: _____ In each: _____

Sentence: _____

B. Draw the array

Circle dots on the grid to show each array. Then write how many in all.

4. 4 rows with 3 in each row



In all: _____

5. 2 rows with 6 in each row



In all: _____

Challenge One more row

A room has chairs in an array of 3 rows with 8 chairs in each row. The class adds ONE more row of 8 chairs. How many chairs are there now? Write the new times sentence.

Chairs now: _____

Sentence: _____

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Math Set 1: Word Problems

Read each problem two times. Draw equal groups or an array in the box, then write the answer with its word.

Math · Day 1

1 Dahlia puts 6 muffins on each of 4 trays. How many muffins are on the trays?

Answer: _____

2 The library has 3 shelves of new books. Each shelf holds 9 books. How many new books are there?

Answer: _____

3 The gym floor has mats in an array of 2 rows with 8 mats in each row. How many mats are there?

Answer: _____

4 Brody has 20 toy cars. He parks them in 5 equal rows. How many cars are in each row?

Answer: _____

Challenge Two gardens

Cora plants flowers in 4 rows of 6. Abel plants flowers in 3 rows of 9. Who plants more flowers? How many more? Show both arrays as times sentences.

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Answer Keys (1 of 14)

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

Math Set 1: Equal Groups and Arrays

Plates: 1. 3 groups of 5, 3 x 5 = 15; 2. 4 groups of 2, 4 x 2 = 8; 3. 2 groups of 7, 2 x 7 = 14; 4. 4 groups of 6, 4 x 6 = 24.

Star challenge, page 1: 2 x 9 = 18, 3 x 6 = 18, 6 x 3 = 18, 9 x 2 = 18 (4 ways: the number of groups, then how many in each group). Full credit for three or more correct ways.

A. Arrays: 1. 3 rows, 7 in each, 3 x 7 = 21; 2. 5 rows, 4 in each, 5 x 4 = 20; 3. 2 rows, 9 in each, 2 x 9 = 18. Also accept the sentence turned around (7 x 3 = 21).

B. Draw: 4. 4 rows of 3 dots circled, 12 in all; 5. 2 rows of 6 dots circled, 12 in all.

Star challenge, page 2: 32 chairs; 4 x 8 = 32 (or 24 + 8 = 32).

Word problems: 1. 24 muffins; 2. 27 books; 3. 16 mats; 4. 4 cars.

Star challenge, page 3: Cora: 4 x 6 = 24. Abel: 3 x 9 = 27. Abel plants 3 more flowers.

Reading Set 1: Two Sides of a Windy Day

Who is telling: Part 1 is told by Cosmo; Part 2 is told by Bea. **Star, feeling words:** answers vary; Cosmo: excited, happy or thrilled (he jumps up and down, laughs); Bea: annoyed, grumpy or worried (she frowns, the wind steals her bookmark, she is sure the kite will get stuck). Each word needs a detail that shows it.

Multiple choice: 1. B; 2. C; 3. A; 4. B; 5. C; 6. D

7. Cosmo thinks a windy day is the best day because it is kite day (he jumps up and down and laughs while the kite pulls). Bea does not like the wind because it flips her pages and blows her hair, and she thinks the kite will get stuck. Give credit when each part is backed by a true detail.

8. The wind flipped her pages, blew her hair into her eyes, and tried to steal her bookmark, so it was hard to read outside. Accept any answer with one of those details.

Vocabulary: swayed = moved slowly from side to side; frowned = made an unhappy face with the forehead pulled down; gust = a quick, hard burst of wind; gentle = soft and careful, not rough; drifted = moved slowly, carried by the air.

Star, switch the narrator: answers vary; three sentences with I as Cosmo: the gust pulls the kite into the oak, he pulls and pulls, he feels like crying or upset, Bea helps him with slow, gentle tugs until it comes free. The feelings must be Cosmo's, not Bea's.

My point of view: answers vary; four or more sentences that say whether the student likes windy days, name Cosmo or Bea as the closer point of view, and give two reasons. The student's own view may differ from both characters: that is the point. **Star, a new narrator:** answers vary; three sentences with I told by the kite (for example: I flew higher than the library roof. Then a gust pushed me into the oak, and my tail got caught. I was so glad when Bea and Cosmo set me free). The kite must tell it as I.

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Calm Block, Day 1: Monday Words Search

Find the 12 words from today's lessons and circle each one. Words can go across, down, on a slant, or backward. Pencils only, voice level 0.

Calm · Day 1

SAY THIS TO THE CLASS

"This is a quiet time with a word search of words from today's lessons. Work on your own with voices off. When you finish, turn to the reset sheet and try the square breathing."

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

ARRAY · FAMILY · DIVIDE · PRODUCT · HAMSTER · SLIPPER · SENTENCE · SEEDLING · TRAIT · LEARNED · LEGEND · COMPASS

Word finding tips

- Look first for an unusual letter, like the Y in FAMILY. All done? Write a sentence with two list words on this line:

.....

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Team Task, Day 2: More Walking Routes

Team · Day 2

Same team, same jobs. Use the town map on page 1 for every question.

Questions

1. **Which route to the Museum is the shortest?**

2. **A walk goes Museum to Bakery to Park to School. How long is it?**

Challenge Shortest way to the Bakery

Find the SHORTEST route from the School to the Bakery. Write the places in order and the total. Show that it is shorter than one other route.

Route:

Total:

Shorter than:

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Game, Day 1: The Board

Copy this grid onto the whiteboard and keep the sheet next to you. Cross squares off as they are played.

Game · Day 1

TIMES FACTS	PEPPER	SENTENCES	LIFE CYCLES	MAPS
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 word list. Optional: a fun way to end the day, or for extra time. 15 minutes.

Game · Day 2

SAY THIS TO THE CLASS

"This game is optional, a fun way to end the day or to use extra time. Every secret word comes from today's reading, writing and social studies sets, the team walking routes and the calm match. Sit with a partner, and listen while I read the rules."

Copies: card page: one per pair, ONE-SIDED (blank back), folded; script: one for you

Set up (2 minutes)

1. Pairs sit facing each other with one card page, folded in half twice so only this round's card shows.
2. Partner A gives clues in rounds 1 and 3, Partner B in rounds 2 and 4. The guesser never sees the card.
3. Each round is 2 minutes: ONE word per clue, ONE guess per clue.
4. Five clues with no right guess: the word scores 0. I 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. No acting it out, 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. The highest total wins; ask pairs to call out any total over 60.

Referee calls

A clue made of two words stuck together counts only if it is a real single word. The secret word with an s or "ing" on the end still scores zero. If a pair cannot agree, the word scores zero. The example clues below are allowed. Words: round 1 from the team walking routes, round 2 from the reading set, round 3 from the social studies set, round 4 from the writing set and calm match.

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

MUSEUM	example clue: exhibit
PARK	example clue: swings
PATH	example clue: trail
ROUTE	example clue: shortest
YARD	example clue: feet

Round 2: Partner B gives clues

MIGRATION	example clue: journey
GLOSSARY	example clue: definitions
CAPTION	example clue: picture
HEADING	example clue: title
WHALE	example clue: calves

Round 3: Partner A gives clues

ICEBOX	example clue: cold
LAMP	example clue: bright
HORSE	example clue: gallop
LETTER	example clue: mail
EMAIL	example clue: computer

Round 4: Partner B gives clues

PORCUPINE	example clue: prickly
REPORT	example clue: facts
QUILL	example clue: sharp
DEN	example clue: cave
NEEDLES	example clue: pine

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Game, Day 4: Classroom Millionaire

Sub script and the 10 questions. Optional: a fun way to end the day, or for extra time. 15 minutes.

Game · Day 4

SAY THIS TO THE CLASS "This game is optional, a fun way to end the day. Every question comes from today's subject sets, and the whole class plays as one team."

Copies: script and ladder sheet: one for you

How it works

1. Draw a 10-rung ladder on the whiteboard, or hold up the ladder sheet. The class is one player. A new student takes the hot seat for every question.
2. Read the question and the four choices, then read the four choices again. The hot seat may listen to quiet advice, then says "final answer" and a letter.
3. Right: the class climbs one rung, and may vote to stop and keep what it has.
4. Wrong: the climb ends. Rungs 3 and 7 are safe, so the class keeps the last safe amount it passed.
5. Time left? Read the questions again as a team quiz.

Three lifelines (one use each)

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

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

Ask 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 out and the class loses a lifeline."

Rungs 1 to 5

1. $100 Which word means the usual weather of a place, year after year?
A. Season B. Climate C. Forecast D. Thermometer
Answer: B. Climate (50/50 removes A and D)

2. $250 In The Giant Melon, who offered to help Quick first?
A. Mouse B. Crow C. Turtle D. The ants
Answer: C. Turtle (50/50 removes B and D)

3. $500 The lemon was so sour that my mouth puckered. Which sense is that?
A. Taste B. Hearing C. Sight D. Smell
Answer: A. Taste (50/50 removes B and C)

4. $1,000 Which one is a service, not a good?
A. A sandwich B. A pencil C. Socks D. A dog walk
Answer: D. A dog walk (50/50 removes A and B)

5. $2,500 Which tool measures how hot or cold the air is?
A. Rain gauge B. Thermometer C. Wind vane D. Ruler
Answer: B. Thermometer (50/50 removes C and D)

Rungs 6 to 10

6. $5,000 A farmer grows apples to sell. What is the farmer?
A. A consumer B. A customer C. A producer D. A shopper
Answer: C. A producer (50/50 removes A and D)

7. $10,000 Which story word means wanting to keep everything for yourself?
A. Greedy B. Proud C. Striped D. Spoil
Answer: A. Greedy (50/50 removes C and D)

8. $50,000 A rectangle is 5 units long and 3 units wide. How many square units is its area?
A. 8 B. 16 C. 53 D. 15
Answer: D. 15 (50/50 removes B and C)

9. $250,000 Recess starts at 10:15 and ends at 10:40. How many minutes long is recess?
A. 15 B. 25 C. 35 D. 55
Answer: B. 25 (50/50 removes C and D)

10. $1 MILLION Ruby has $15. She buys eggs for $5 and bread for $6. How much money is left?
A. $11 B. $9 C. $4 D. $26
Answer: C. $4 (50/50 removes A and D)

If the class misses

Wrong on rung 1 to 3	**class keeps $0**
Wrong on rung 4 to 7	**class keeps $500**
Wrong on rung 8 to 10	**class keeps $10,000**
Class stops after a rung	**class keeps that rung**

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Math Set 2: Adding Within 1,000

Add the ones first, then the tens, then the hundreds. Regroup when a place makes 10 or more.

Math · Day 2

This set reviews: adding three-digit numbers with regrouping, breaking numbers apart by place value, number line jumps and word problems
Common Core: 3.NBT.A.2 (add and subtract within 1000)

SAY THIS TO THE CLASS

"Today you add bigger numbers, up to 1,000. Work on your own, and line up the hundreds, tens and ones. Start on page 1: add the ones first, and regroup when you make ten or more."

Regrouping: in 158 + 236, the ones make 8 + 6 = 14. Write the 4 in the ones place and carry the 1 ten to the tens place. Then the tens make 1 + 5 + 3 = 9 tens, and the hundreds make 1 + 2 = 3 hundreds. So 158 + 236 = 394.

1. 245 + 138 = ____

2. 368 + 214 = ____

3. 457 + 286 = ____

4. 509 + 178 = ____

5. 634 + 189 = ____

6. 276 + 448 = ____

Challenge Missing digits

One digit is missing in each sum. Find it, and show how you checked.

A. 3?6 + 248 = 614 B. 4?5 + 238 = 693

A. The digit is _____

B. The digit is _____

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



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