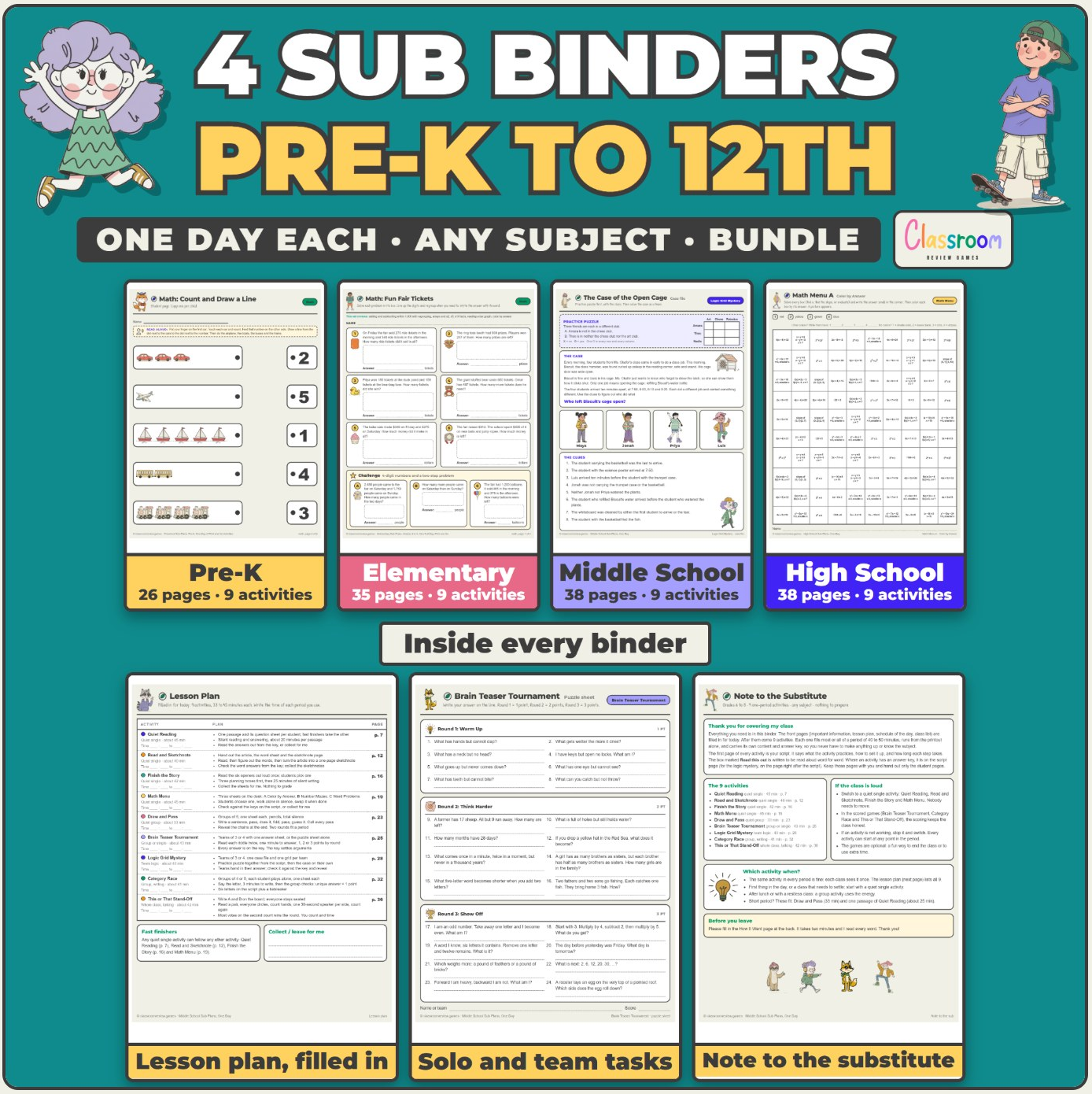
4 Emergency Sub Binders Bundle: Any Subject Sub Plans, Pre-K to 12th, No Prep

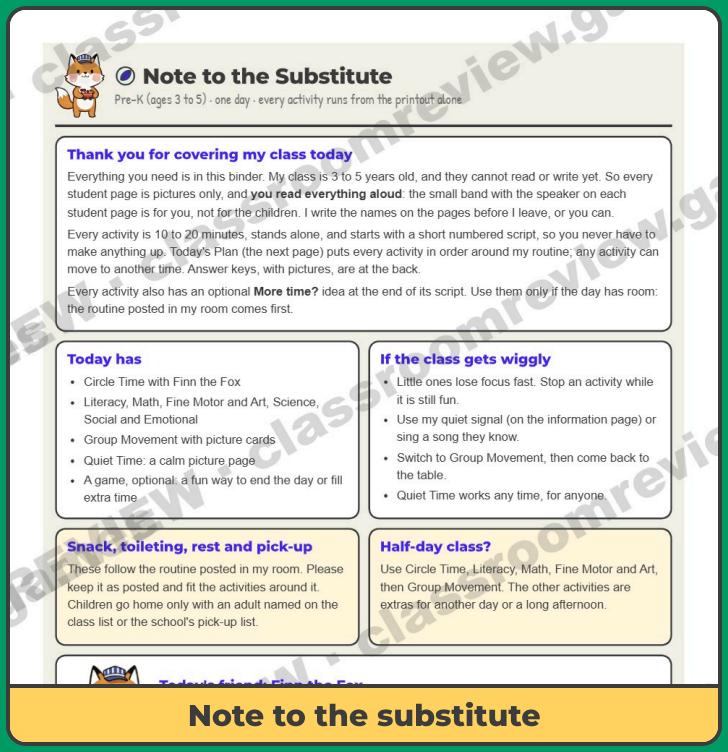
BUNDLE PREVIEW Everything in this bundle, on one page. Sample pages of each product follow.

WHAT'S INCLUDED: 4 PRODUCTS



KIT 1 OF 4 · 26 pages · 9 activities · one day · Pre-K and K

Preschool Sub Plans One Day Binder



Note to the Substitute

Pre-K (ages 3 to 5) · one day · every activity runs from the printout alone

Thank you for covering my class today

Everything you need is in this binder. My class is 3 to 5 years old, and they cannot read or write yet. So every student page is pictures only, and **you read everything aloud**: the small band with the speaker on each student page is for you, not for the children. I write the names on the pages before I leave, or you can.

Every activity is 10 to 20 minutes, stands alone, and starts with a short numbered script, so you never have to make anything up. Today's Plan (the next page) puts every activity in order around my routine; any activity can move to another time. Answer keys, with pictures, are at the back.

Every activity also has an optional **More time?** idea at the end of its script. Use them only if the day has room: the routine posted in my room comes first.

Today has

- Circle Time with Finn the Fox
- Literacy, Math, Fine Motor and Art, Science, Social and Emotional
- Group Movement with picture cards
- Quiet Time: a calm picture page
- A game, optional: a fun way to end the day or fill extra time

If the class gets wiggly

- Little ones lose focus fast. Stop an activity while it is still fun.
- Use my quiet signal (on the information page) or sing a song they know.
- Switch to Group Movement, then come back to the table.
- Quiet Time works any time, for anyone.

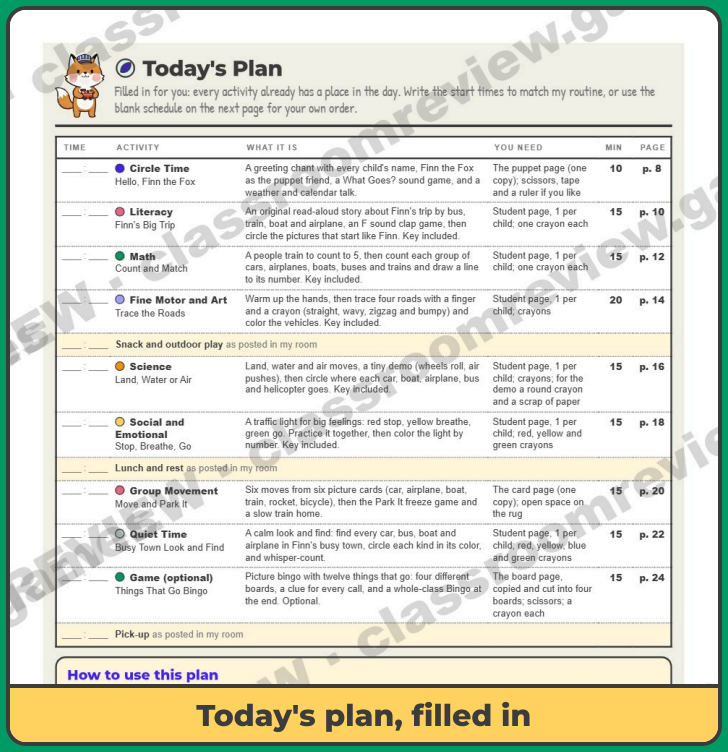
Snack, toileting, rest and pick-up

These follow the routine posted in my room. Please keep it as posted and fit the activities around it. Children go home only with an adult named on the class list or the school's pick-up list.

Half-day class?

Use Circle Time, Literacy, Math, Fine Motor and Art, then Group Movement. The other activities are extras for another day or a long afternoon.

Note to the substitute



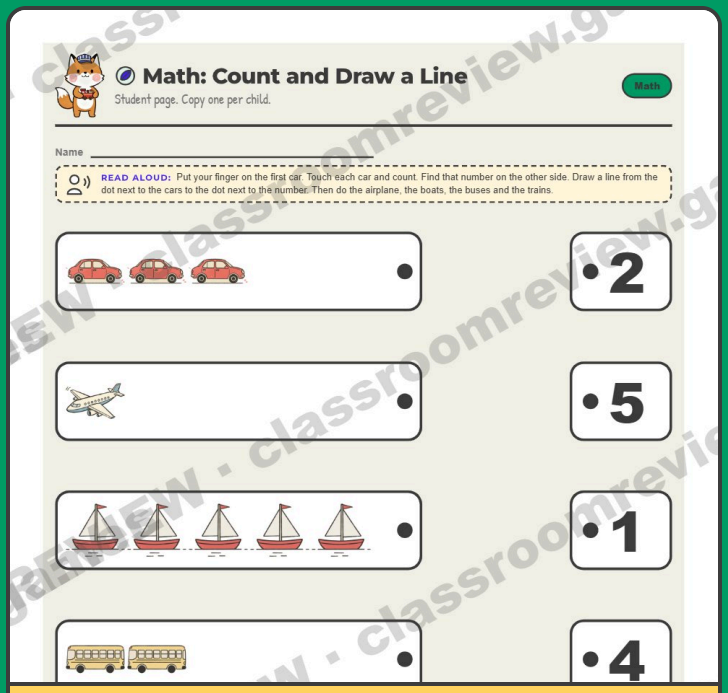
Today's Plan

Filled in for you: every activity already has a place in the day. Write the start times to match my routine, or use the blank schedule on the next page for your own order.

TIME	ACTIVITY	WHAT IT IS	YOU NEED	MIN	PAGE
___ : ___	**Circle Time** Hello, Finn the Fox	A greeting chant with every child's name, Finn the Fox as the puppet friend, a What Goes? sound game, and a weather and calendar talk.	The puppet page (one copy); scissors, tape and a ruler if you like	10	p. 8
___ : ___	**Literacy** Finn's Big Trip	An original read-aloud story about Finn's trip by bus, train, boat and airplane, an F sound clap game, then circle the pictures that start like Finn. Key included.	Student page, 1 per child; one crayon each	15	p. 10
___ : ___	**Math** Count and Match	A people train to count to 5, then count each group of cars, airplanes, boats, buses and trains and draw a line to its number. Key included.	Student page, 1 per child; one crayon each	15	p. 12
___ : ___	**Fine Motor and Art** Trace the Roads	Warm up the hands, then trace four roads with a finger and a crayon (straight, wavy, zigzag and bumpy) and color the vehicles. Key included.	Student page, 1 per child; crayons	20	p. 14
___ : ___	**Snack and outdoor play** as posted in my room				
___ : ___	**Science** Land, Water or Air	Land, water and air moves, a tiny demo (wheels roll, air pushes), then circle where each car, boat, airplane, bus and helicopter goes. Key included.	Student page, 1 per child; crayons; for the demo a round crayon and a scrap of paper	15	p. 16
___ : ___	**Social and Emotional** Stop, Breathe, Go	A traffic light for big feelings: red stop, yellow breathe, green go. Practice it together, then color the light by number. Key included.	Student page, 1 per child; red, yellow and green crayons	15	p. 18
___ : ___	**Lunch and rest** as posted in my room				
___ : ___	**Group Movement** Move and Park It	Six moves from six picture cards (car, airplane, boat, train, rocket, bicycle), then the Park It freeze game and a slow train home.	The card page (one copy); open space on the rug	15	p. 20
___ : ___	**Quiet Time** Busy Town Look and Find	A calm look and find: find every car, bus, boat and airplane in Finn's busy town, circle each kind in its color, and whisper-count.	Student page, 1 per child; red, yellow, blue and green crayons	15	p. 22
___ : ___	**Game (optional)** Things That Go Bingo	Picture bingo with twelve things that go: four different boards, a clue for every call, and a whole-class Bingo at the end. Optional.	The board page, copied and cut into four boards; scissors; a crayon each	15	p. 24
___ : ___	**Pick-up** as posted in my room				

How to use this plan

Today's plan, filled in



Math: Count and Draw a Line

Student page. Copy one per child.

Math

Name _____

READ ALOUD: Put your finger on the first car. Touch each car and count. Find that number on the other side. Draw a line from the dot next to the cars to the dot next to the number. Then do the airplane, the boats, the buses and the trains.

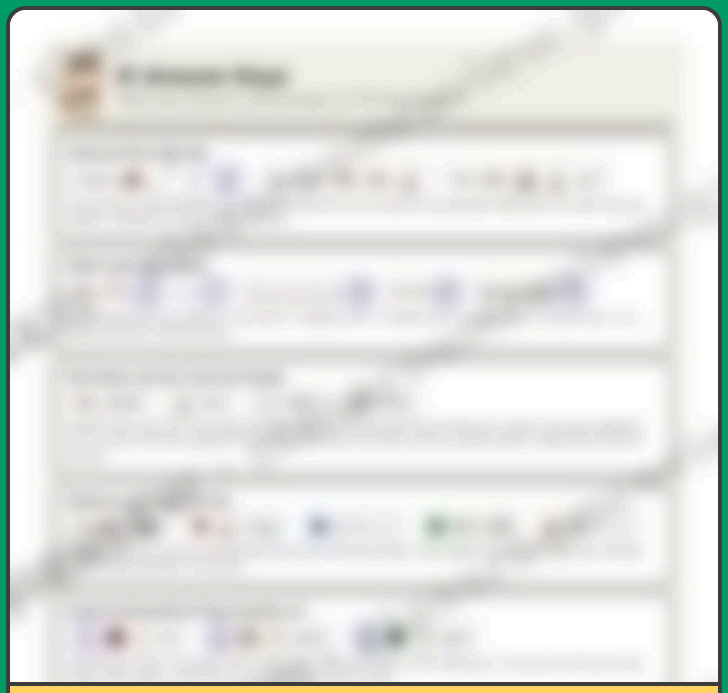
2

5

1

4

A student page, pictures only



Answer keys, with pictures



Preschool Sub Plans, One Day

One full day of print and go activities for Pre-K (ages 3 to 5). No reading, no writing: every student page is pictures.

PREVIEW

What is included

- Front pages: binder cover, important information, a note to the sub, today's plan filled in, a blank schedule, class list and pick-up, how it went (7 pages)
- 9 activities, each with a script for the sub and a picture page for the children (18 pages)
- Answer key with pictures (1 page)
- Color and ink-saver B&W, US Letter and A4

How it works

1. Open today's plan. Every activity has its page number, its minutes and what the sub needs.
2. The sub reads a short numbered script and the strip at the top of each student page aloud.
3. Children point, count, color, trace and draw. Nothing to read, nothing to write.
4. No prep and no tech: print and go. Use it for a sick day, your own no prep day, or a theme day.

Today's theme: Things That Go, with Finn the Fox

Cars, buses, trains, boats and airplanes, from circle time to the optional bingo game.



What this preview shows: the note to the substitute, today's plan, the other front pages, all 9 picture pages small on one sheet, one sub script, four student pages, the answer key and one ink-saver page. Every product page is watermarked. The full binder has 26 pages.



Note to the Substitute

Pre-K (ages 3 to 5) · one day · every activity runs from the printout alone

Thank you for covering my class today

Everything you need is in this binder. My class is 3 to 5 years old, and they cannot read or write yet. So every student page is pictures only, and **you read everything aloud**: the small band with the speaker on each student page is for you, not for the children. I write the names on the pages before I leave, or you can.

Every activity is 10 to 20 minutes, stands alone, and starts with a short numbered script, so you never have to make anything up. Today's Plan (the next page) puts every activity in order around my routine; any activity can move to another time. Answer keys, with pictures, are at the back.

Every activity also has an optional **More time?** idea at the end of its script. Use them only if the day has room: the routine posted in my room comes first.

Today has

- Circle Time with Finn the Fox
- Literacy, Math, Fine Motor and Art, Science, Social and Emotional
- Group Movement with picture cards
- Quiet Time: a calm picture page
- A game, optional: a fun way to end the day or fill extra time

If the class gets wiggly

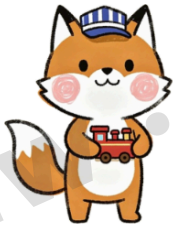
- Little ones lose focus fast. Stop an activity while it is still fun.
- Use my quiet signal (on the information page) or sing a song they know.
- Switch to Group Movement, then come back to the table.
- Quiet Time works any time, for anyone.

Snack, toileting, rest and pick-up

These follow the routine posted in my room. Please keep it as posted and fit the activities around it. Children go home only with an adult named on the class list or the school's pick-up list.

Half-day class?

Use Circle Time, Literacy, Math, Fine Motor and Art, then Group Movement. The other activities are extras for another day or a long afternoon.



Today's friend: Finn the Fox

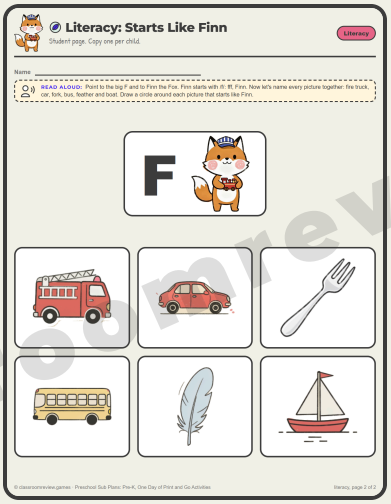
Today's theme is **Things That Go**: cars, buses, trains, boats and airplanes. Finn the Fox visits every activity, and the letter of the day is **F**, as in Finn and fox. Circle Time introduces Finn as a puppet friend.

© classroomreview.games · Preschool Sub Plans: Pre-K, One Day of Print and Go Activities

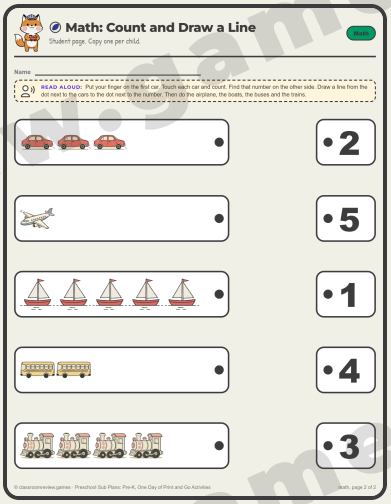
ALL 9 PICTURE PAGES



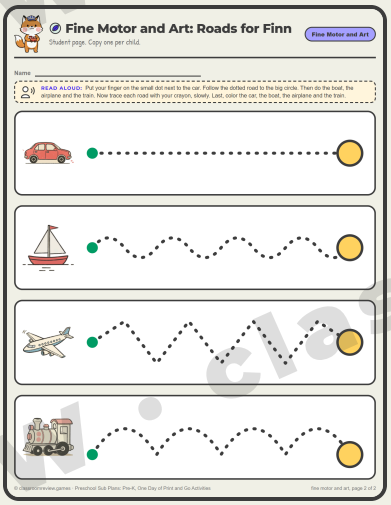
1. Circle time: Hello, Finn the Fox



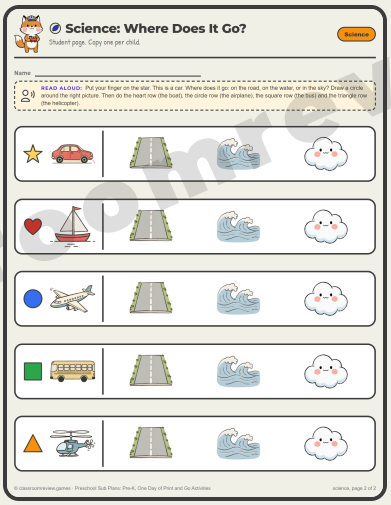
2. Literacy: Finn's Big Trip



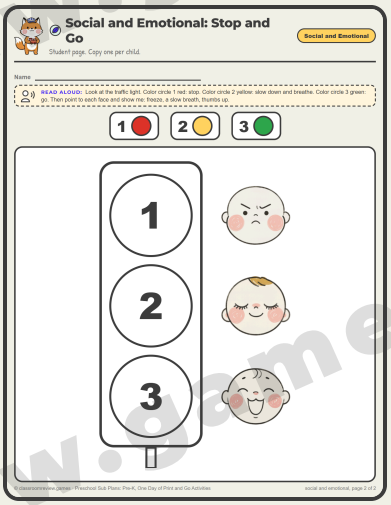
3. Math: Count and Match



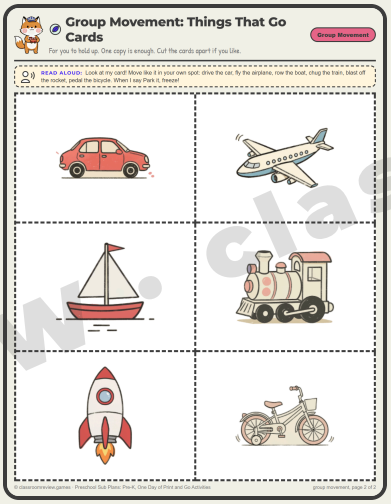
4. Fine motor and art: Trace the Roads



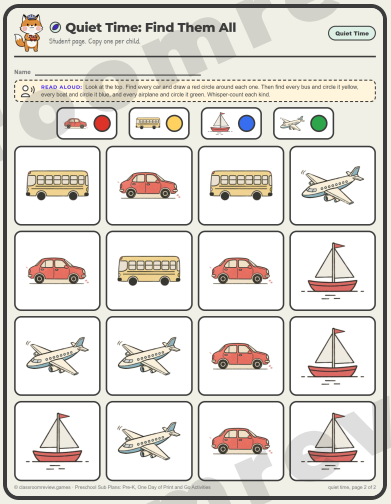
5. Science: Land, Water or Air



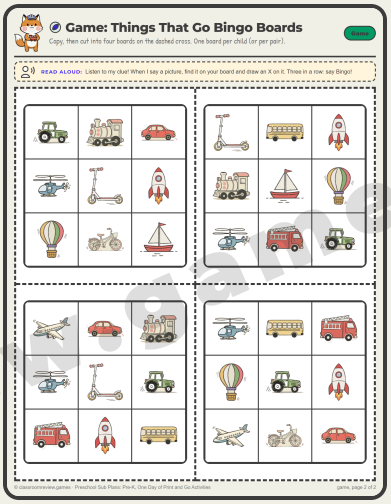
6. Feelings: Stop, Breathe, Go



7. Movement: Move and Park It



8. Quiet time: Busy Town Look and Find



9. Game: Things That Go Bingo

© classroomreview.games

Every activity also has a script page for the sub



Math: Count and Draw a Line

Student page. Copy one per child.

Math

Name _____

READ ALOUD: Put your finger on the first car. Touch each car and count. Find that number on the other side. Draw a line from the dot next to the cars to the dot next to the number. Then do the airplane, the boats, the buses and the trains.



• 2



• 5



• 1



• 4



• 3

© classroomreview.games · Preschool Sub Plans: Pre-K, One Day of Print and Go Activities



Answer Keys

Teacher copy, with pictures. Keep these pages out of the children's copies.

Literacy: Finn's Big Trip

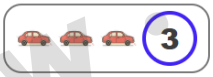
Circled:    3

Not circled:   

Trip:    

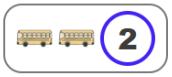
Circle fire truck, fork and feather (they start with /f/ like Finn). Do not circle car, bus and boat. Retell order: bus, train, boat and airplane. Clap game F words: fox, fan, four, feet.

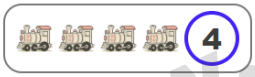
Math: Count and Match

 3

 1

 5

 2

 4

Lines from the left, top to bottom: 3 cars to the 3; 1 airplane to the 1; 5 boats to the 5; 2 buses to the 2; 4 trains to the 4. The people train has no wrong answers.

Fine Motor and Art: Trace the Roads

 straight

 wavy

 zigzag

 bumpy

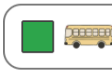
Answers vary. Good work: four crayon lines that start at the small dot and end at the big circle, mostly on the dots (straight for the car, wavy for the boat, zigzag for the airplane and bumpy for the train), and four colored vehicles. Wobbly lines are fine for this age.

Science: Land, Water or Air

 to 

 to 

 to 

 to 

 to 

Circled, row by row: star car: the road (land); heart boat: the waves (water); circle airplane: the sky (air); square bus: the road (land); triangle helicopter: the sky (air).

Social and Emotional: Stop, Breathe, Go

1   red

2   yellow

3  green

Top to bottom: circle 1 red (stop), circle 2 yellow (slow down and breathe), circle 3 green (go). The faces show the idea: a big feeling, calm breaths, a calm choice. Any feeling a child names is okay.

Quiet Time: Busy Town Look and Find

 5

 3

 4

 4

5 cars (circled red), 3 buses (circled yellow), 4 boats (circled blue), 4 airplanes (circled green): 16 pictures in all. In a black and white copy, any color for each kind is fine.

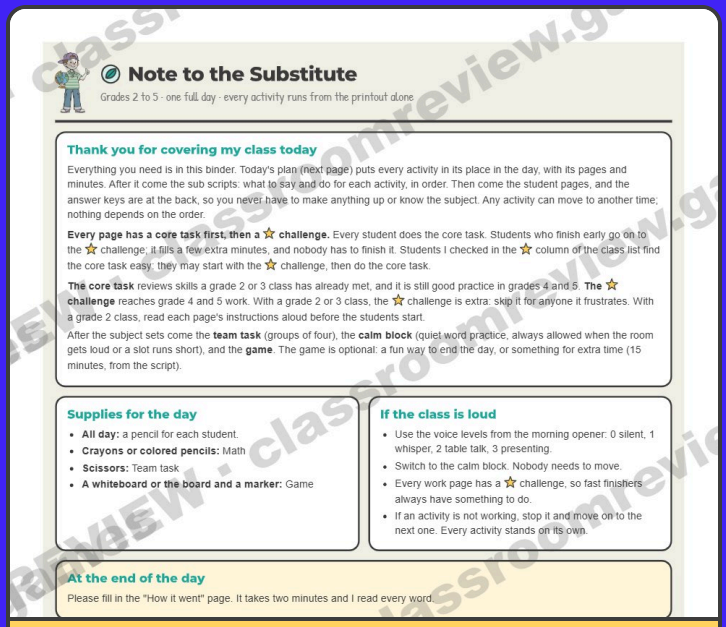
Did this binder work well for your class? A quick review helps other teachers find it. Thank you!

© classroomreview.games · Preschool Sub Plans: Pre-K, One Day of Print and Go Activities

© classroomreview.games

KIT 2 OF 4 35 pages · 9 activities · one day · grades 2 to 5

Elementary Sub Plans One Day Binder



Note to the Substitute

Grades 2 to 5 · one full day · every activity runs from the printout alone

Thank you for covering my class today

Everything you need is in this binder. Today's plan (next page) puts every activity in its place in the day, with its pages and minutes. After it come the sub scripts: what to say and do for each activity, in order. Then come the student pages, and the answer keys are at the back, so you never have to make anything up or know the subject. Any activity can move to another time; nothing depends on the order.

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 reviews skills a grade 2 or 3 class has already met, and it is still good practice in grades 4 and 5. **The ☆ challenge** reaches grade 4 and 5 work. With a grade 2 or 3 class, the ☆ challenge is extra: skip it for anyone it frustrates. With a grade 2 class, read each page's instructions aloud before the students start.

After the subject sets come the **team task** (groups of four), the **calm block** (quiet word practice, always allowed when the room gets loud or a slot runs short), and the **game**. The game is optional: a fun way to end the day, or something for extra time (15 minutes, from the script).

Supplies for the day

- **All day:** a pencil for each student.
- **Crayons or colored pencils:** Math
- **Scissors:** Team task
- **A whiteboard or the board and a marker:** Game

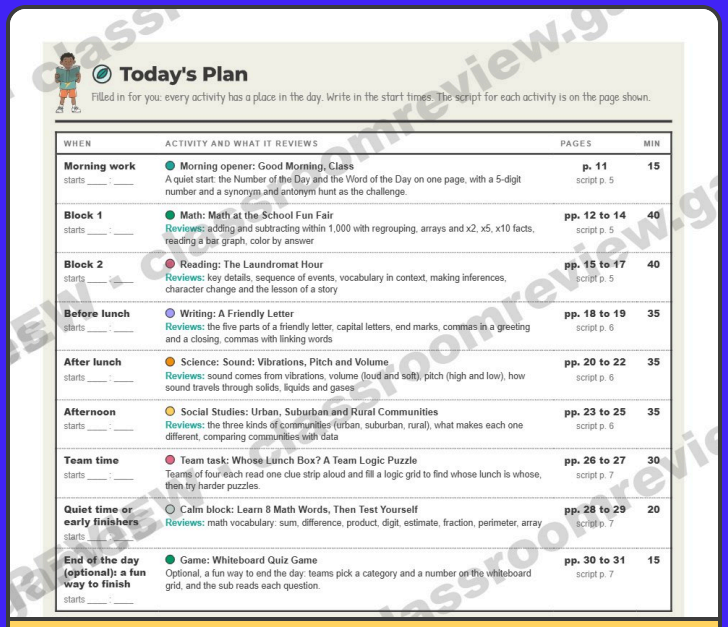
If the class is loud

- Use the voice levels from the morning opener: 0 silent, 1 whisper, 2 table talk, 3 presenting.
- Switch to the calm block. Nobody needs to move.
- Every work page has a ☆ challenge, so fast finishers always have something to do.
- If an activity is not working, stop it and move on to the next one. Every activity stands on its own.

At the end of the day

Please fill in the "How it went" page. It takes two minutes and I read every word.

Note to the substitute



Today's Plan

Filled in for you: every activity has a place in the day. Write in the start times. The script for each activity is on the page shown.

WHEN	ACTIVITY AND WHAT IT REVIEWS	PAGES	MIN
Morning work starts ___ : ___	Morning opener: Good Morning, Class A quiet start: the Number of the Day and the Word of the Day on one page, with a 5-digit number and a synonym and antonym hunt as the challenge.	p. 11 script p. 5	15
Block 1 starts ___ : ___	Math: Math at the School Fun Fair Reviews: adding and subtracting within 1,000 with regrouping, arrays and x2, x5, x10 facts, reading a bar graph, color by answer	pp. 12 to 14 script p. 5	40
Block 2 starts ___ : ___	Reading: The Laundromat Hour Reviews: key details, sequence of events, vocabulary in context, making inferences, character change and the lesson of a story	pp. 15 to 17 script p. 5	40
Before lunch starts ___ : ___	Writing: A Friendly Letter Reviews: the five parts of a friendly letter, capital letters, end marks, commas in a greeting and a closing, commas with linking words	pp. 18 to 19 script p. 6	35
After lunch starts ___ : ___	Science: Sound: Vibrations, Pitch and Volume Reviews: sound comes from vibrations, volume (loud and soft), pitch (high and low), how sound travels through solids, liquids and gases	pp. 20 to 22 script p. 6	35
Afternoon starts ___ : ___	Social Studies: Urban, Suburban and Rural Communities Reviews: the three kinds of communities (urban, suburban, rural), what makes each one different, comparing communities with data	pp. 23 to 25 script p. 6	35
Team time starts ___ : ___	Team task: Whose Lunch Box? A Team Logic Puzzle Teams of four each read one clue strip aloud and fill a logic grid to find whose lunch is whose, then try harder puzzles.	pp. 26 to 27 script p. 7	30
Quiet time or early finishers starts ___ : ___	Calm block: Learn 8 Math Words, Then Test Yourself Reviews: math vocabulary: sum, difference, product, digit, estimate, fraction, perimeter, array	pp. 28 to 29 script p. 7	20
End of the day (optional): a fun way to finish starts ___ : ___	Game: Whiteboard Quiz Game Optional, a fun way to end the day: teams pick a category and a number on the whiteboard grid, and the sub reads each question.	pp. 30 to 31 script p. 7	15

Today's plan, filled in



Math: Fun Fair Tickets

Math

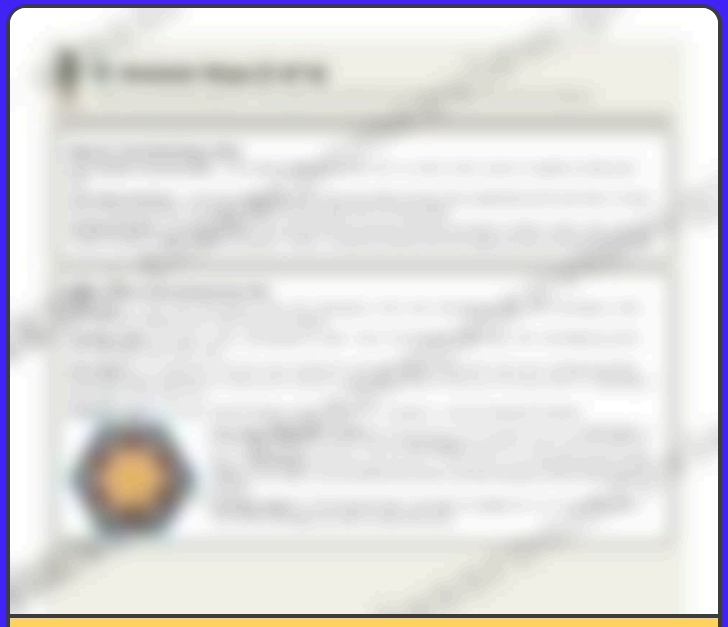
Solve each problem in its box. Line up the digits and regroup when you need to. Write the answer with its word.

This set reviews: adding and subtracting within 1,000 with regrouping, arrays and x2, x5, x10 facts, reading a bar graph, color by answer

NAME _____

1. On Friday the fair sold 276 ride tickets in the morning and 348 ride tickets in the afternoon. How many ride tickets did it sell in all?
   Answer: _____ tickets
2. The ring toss booth had 500 prizes. Players won 237 of them. How many prizes are left?
   Answer: _____ prizes
3. Priya won 185 tickets at the duck pond and 159 tickets at the beanbag toss. How many tickets did she win?
   Answer: _____ tickets
4. The giant stuffed bear costs 650 tickets. Omar has 487 tickets. How many more tickets does he need?
   Answer: _____ tickets
5. The bake sale made $346 on Friday and $275 on Saturday. How much money did it make in all?
6. The fair raised $812. The school spent $395 of it on new balls and jump ropes. How much money is left?

A student page



Answer keys



Elementary Sub Plans, One Day

Emergency sub plans for grades 2 to 5. The sub reads the script, and every answer is in the key.

PREVIEW

What is included

- 10 front pages: binder cover, important information, note to the sub, today's plan filled in, 3 pages of sub scripts, schedule, class list and dismissal, how it went
- 9 activities in the order the day runs (21 pages)
- 4 pages of answer keys at the back
- Color and ink-saver B&W, US Letter and A4

One page, two levels

- Every student page has a core task for everyone: skills a grade 2 or 3 class has met.
- Then a ☆ challenge for early finishers that reaches grade 4 and 5 work.
- With a younger class, skip the ☆. Nobody has to finish it.

The 9 activities, about 4.5 hours of work (265 minutes)

1. **Good Morning, Class**, 15 min
2. **Math at the School Fun Fair**, 40 min
3. **The Laundromat Hour**, 40 min
4. **A Friendly Letter**, 35 min
5. **Sound: Vibrations, Pitch and Volume**, 35 min
6. **Urban, Suburban and Rural Communities**, 35 min
7. **Whose Lunch Box? A Team Logic Puzzle**, 30 min
8. **Learn 8 Math Words, Then Test Yourself**, 20 min
9. **Whiteboard Quiz Game (optional)**, 15 min

How it works

1. Leave the binder out. Today's plan (page 4) lists every activity with its pages and minutes, in the order the day runs.
2. The sub reads the Say line in each sub script word for word, then follows the short steps.
3. Students do the core task first, then the ☆ challenge if they finish early.
4. Every answer is in the keys at the back. No prep and no tech: print and go.

What this preview shows: the note to the substitute, today's plan, a sub script page, the other front pages, one page of every activity, three student pages and one ink-saver page. Every product page is watermarked. The full binder has 35 pages.

© classroomreview.games



Note to the Substitute

Grades 2 to 5 · one full day · every activity runs from the printout alone

Thank you for covering my class today

Everything you need is in this binder. Today's plan (next page) puts every activity in its place in the day, with its pages and minutes. After it come the sub scripts: what to say and do for each activity, in order. Then come the student pages, and the answer keys are at the back, so you never have to make anything up or know the subject. Any activity can move to another time; nothing depends on the order.

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 reviews skills a grade 2 or 3 class has already met, and it is still good practice in grades 4 and 5. **The ☆ challenge** reaches grade 4 and 5 work. With a grade 2 or 3 class, the ☆ challenge is extra: skip it for anyone it frustrates. With a grade 2 class, read each page's instructions aloud before the students start.

After the subject sets come the **team task** (groups of four), the **calm block** (quiet word practice, always allowed when the room gets loud or a slot runs short), and the **game**. The game is optional: a fun way to end the day, or something for extra time (15 minutes, from the script).

Supplies for the day

- **All day:** a pencil for each student.
- **Crayons or colored pencils:** Math
- **Scissors:** Team task
- **A whiteboard or the board and a marker:** Game

If the class is loud

- Use the voice levels from the morning opener: 0 silent, 1 whisper, 2 table talk, 3 presenting.
- Switch to the calm block. Nobody needs to move.
- Every work page has a ☆ challenge, so fast finishers always have something to do.
- If an activity is not working, stop it and move on to the next one. Every activity stands on its own.

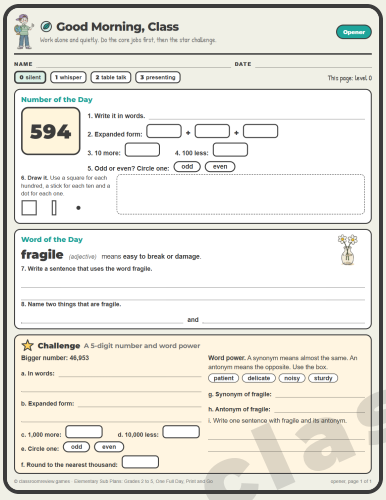
At the end of the day

Please fill in the "How it went" page. It takes two minutes and I read every word.

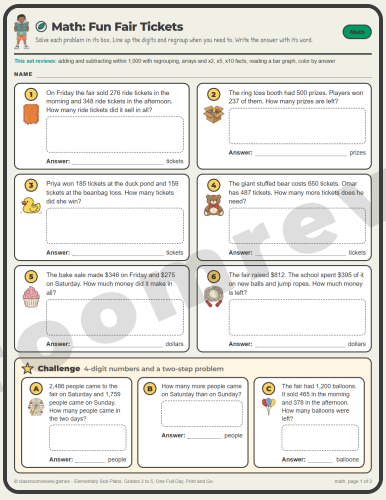
© classroomreview.games · Elementary Sub Plans: Grades 2 to 5, One Full Day, Print and Go

© classroomreview.games

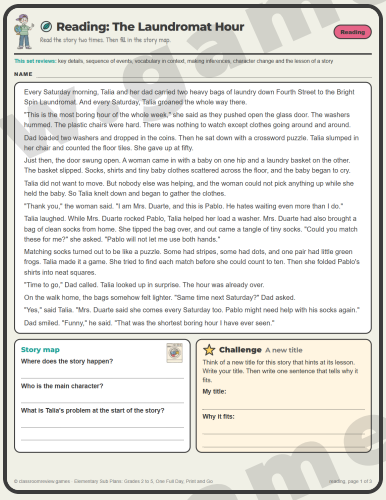
ONE PAGE OF EVERY ACTIVITY



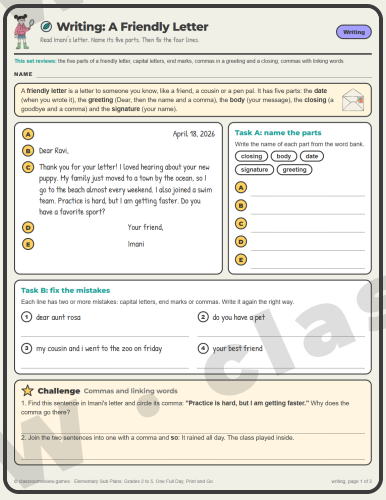
1. Good Morning, Class, 15 min



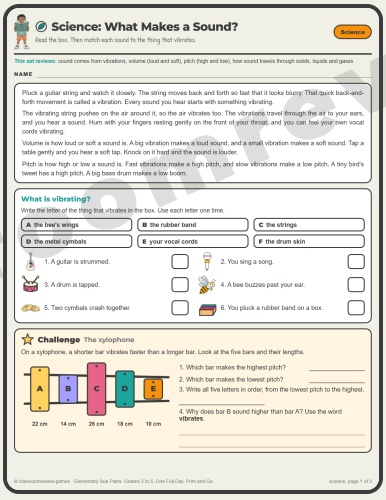
2. Math at the School Fun Fair, 40 min



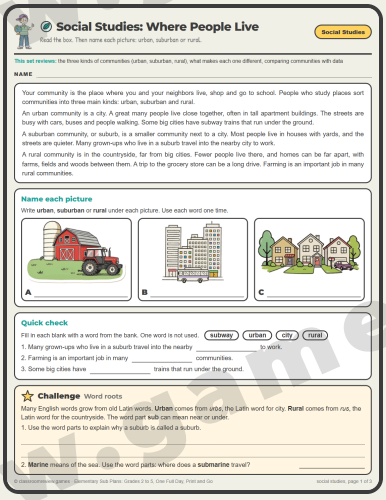
3. The Laundromat Hour, 40 min



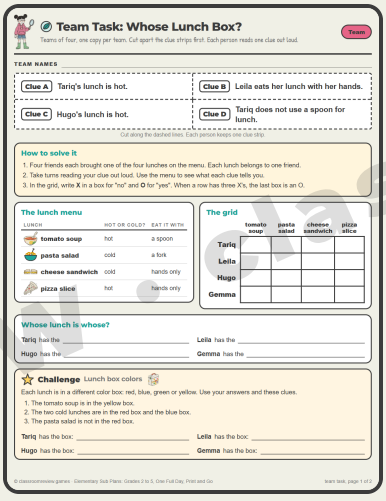
4. A Friendly Letter, 35 min



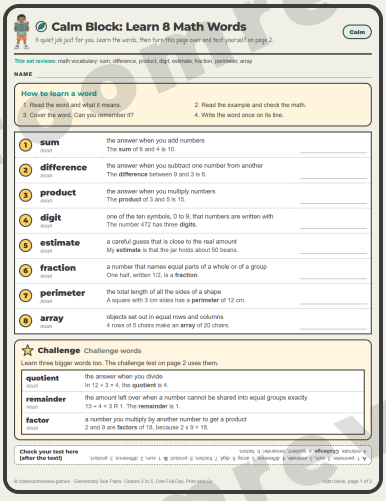
5. Sound: Vibrations, Pitch and Volume, 35 min



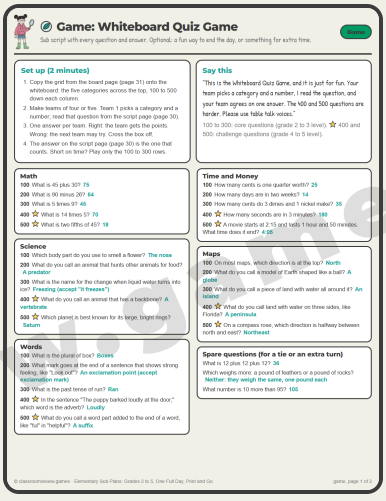
6. Urban, Suburban and Rural Communities, 35 min



7. Whose Lunch Box? A Team Logic Puzzle, 30 min



8. Learn 8 Math Words, Then Test Yourself, 20 min



9. Whiteboard Quiz Game (optional), 15 min

© classroomreview.games



Math: Fun Fair Tickets

Math

Solve each problem in its box. Line up the digits and regroup when you need to. Write the answer with its word.

This set reviews: adding and subtracting within 1,000 with regrouping, arrays and x2, x5, x10 facts, reading a bar graph, color by answer

NAME .....

1 On Friday the fair sold 276 ride tickets in the morning and 348 ride tickets in the afternoon. How many ride tickets did it sell in all?



Answer: ..... tickets

2 The ring toss booth had 500 prizes. Players won 237 of them. How many prizes are left?



Answer: ..... prizes

3 Priya won 185 tickets at the duck pond and 159 tickets at the beanbag toss. How many tickets did she win?



Answer: ..... tickets

4 The giant stuffed bear costs 650 tickets. Omar has 487 tickets. How many more tickets does he need?



Answer: ..... tickets

5 The bake sale made $346 on Friday and $275 on Saturday. How much money did it make in all?



Answer: ..... dollars

6 The fair raised $812. The school spent $395 of it on new balls and jump ropes. How much money is left?



Answer: ..... dollars

☆ Challenge 4-digit numbers and a two-step problem

A 2,486 people came to the fair on Saturday and 1,759 people came on Sunday. How many people came in the two days?



Answer: ..... people

B How many more people came on Saturday than on Sunday?

Answer: ..... people

C The fair had 1,200 balloons. It sold 465 in the morning and 378 in the afternoon. How many balloons were left?



Answer: ..... balloons

© classroomreview.games · Elementary Sub Plans: Grades 2 to 5, One Full Day, Print and Go



Team Task: Whose Lunch Box?

Team

Teams of four, one copy per team. Cut apart the clue strips first. Each person reads one clue out loud.

TEAM NAMES .....

Clue A Tariq's lunch is hot.	**Clue B** Leila eats her lunch with her hands.
Clue C Hugo's lunch is hot.	**Clue D** Tariq does not use a spoon for lunch.

Cut along the dashed lines. Each person keeps one clue strip.

How to solve it

1. Four friends each brought one of the four lunches on the menu. Each lunch belongs to one friend.
2. Take turns reading your clue out loud. Use the menu to see what each clue tells you.
3. In the grid, write **X** in a box for "no" and **O** for "yes". When a row has three X's, the last box is an O.

The lunch menu

LUNCH	HOT OR COLD?	EAT IT WITH
tomato soup	hot	a spoon
pasta salad	cold	a fork
cheese sandwich	cold	hands only
pizza slice	hot	hands only

The grid

	tomato soup	pasta salad	cheese sandwich	pizza slice
Tariq				
Leila				
Hugo				
Gemma				

Whose lunch is whose?

Tariq has the _____ **Leila** has the _____

Hugo has the _____ **Gemma** has the _____

Challenge Lunch box colors

Each lunch is in a different color box: red, blue, green or yellow. Use your answers and these clues.

1. The tomato soup is in the yellow box.
2. The two cold lunches are in the red box and the blue box.
3. The pasta salad is not in the red box.

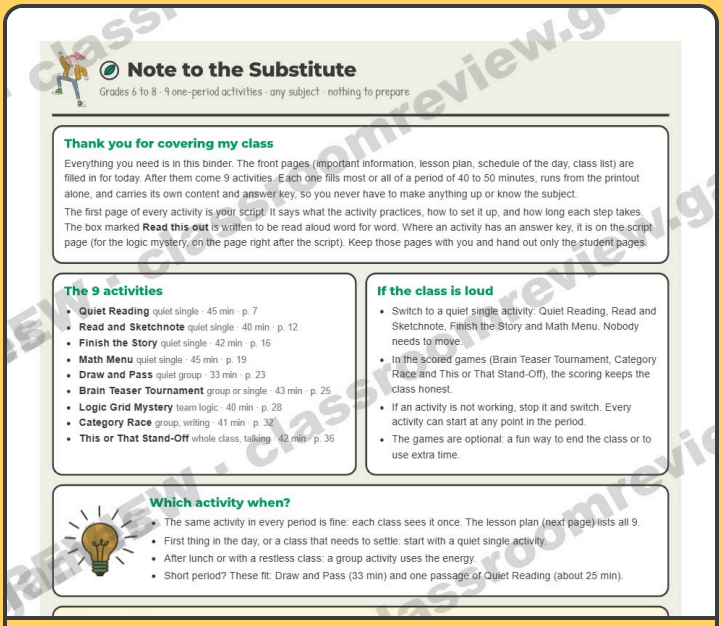
Tariq has the box: _____ **Leila** has the box: _____

Hugo has the box: _____ **Gemma** has the box: _____

© classroomreview.games · Elementary Sub Plans: Grades 2 to 5, One Full Day, Print and Go

KIT 3 OF 4 38 pages · 9 activities · one day · grades 6 to 8

Middle School Sub Plans One Day Binder



Note to the Substitute

Grades 6 to 8 · 9 one-period activities · any subject · nothing to prepare

Thank you for covering my class

Everything you need is in this binder. The front pages (important information, lesson plan, schedule of the day, class list) are filled in for today. After them come 9 activities. Each one fills most or all of a period of 40 to 50 minutes, runs from the printout alone, and carries its own content and answer key, so you never have to make anything up or know the subject.

The first page of every activity is your script. It says what the activity practices, how to set it up, and how long each step takes. The box marked **Read this out** is written to be read aloud word for word. Where an activity has an answer key, it is on the script page (for the logic mystery, on the page right after the script). Keep those pages with you and hand out only the student pages.

The 9 activities

- **Quiet Reading** quiet single · 45 min · p. 7
- **Read and Sketchnote** quiet single · 40 min · p. 12
- **Finish the Story** quiet single · 42 min · p. 16
- **Math Menu** quiet single · 45 min · p. 19
- **Draw and Pass** quiet group · 33 min · p. 23
- **Brain Teaser Tournament** group or single · 43 min · p. 25
- **Logic Grid Mystery** team logic · 40 min · p. 28
- **Category Race** group, writing · 41 min · p. 32
- **This or That Stand-Off** whole class, talking · 42 min · p. 36

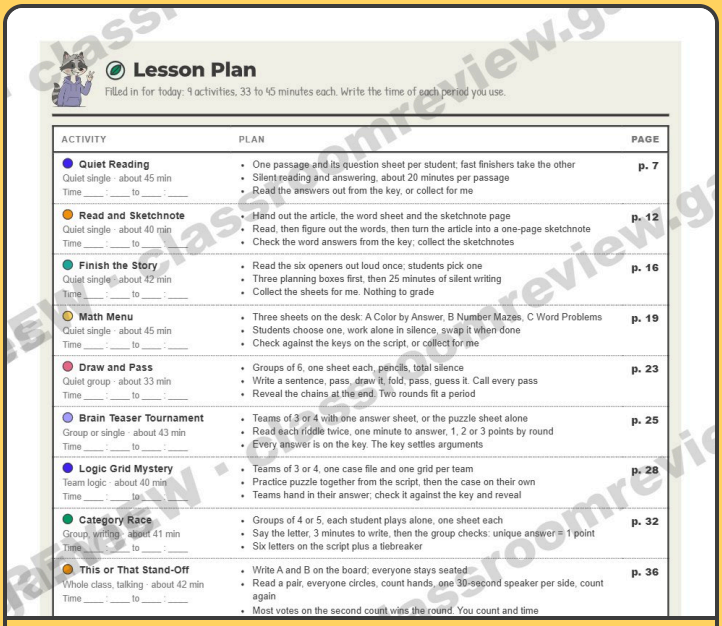
If the class is loud

- Switch to a quiet single activity: Quiet Reading, Read and Sketchnote, Finish the Story and Math Menu. Nobody needs to move.
- In the scored games (Brain Teaser Tournament, Category Race and This or That Stand-Off), the scoring keeps the class honest.
- If an activity is not working, stop it and switch. Every activity can start at any point in the period.
- The games are optional: a fun way to end the class or to use extra time.

Which activity when?

- The same activity in every period is fine: each class sees it once. The lesson plan (next page) lists all 9.
- First thing in the day, or a class that needs to settle: start with a quiet single activity.
- After lunch or with a restless class: a group activity uses the energy.
- Short period? These fit: Draw and Pass (33 min) and one passage of Quiet Reading (about 25 min).

Note to the substitute



Lesson Plan

Filled in for today: 9 activities, 33 to 45 minutes each. Write the time of each period you use.

ACTIVITY	PLAN	PAGE
Quiet Reading Quiet single · about 45 min Time ____ : ____ to ____ : ____	• One passage and its question sheet per student; fast finishers take the other • Silent reading and answering, about 20 minutes per passage • Read the answers out from the key, or collect for me	p. 7
Read and Sketchnote Quiet single · about 40 min Time ____ : ____ to ____ : ____	• Hand out the article, the word sheet and the sketchnote page • Read, then figure out the words, then turn the article into a one-page sketchnote • Check the word answers from the key; collect the sketchnotes	p. 12
Finish the Story Quiet single · about 42 min Time ____ : ____ to ____ : ____	• Read the six openers out loud once; students pick one • Three planning boxes first, then 25 minutes of silent writing • Collect the sheets for me. Nothing to grade	p. 16
Math Menu Quiet single · about 45 min Time ____ : ____ to ____ : ____	• Three sheets on the desk: A Color by Answer, B Number Mazes, C Word Problems • Students choose one, work alone in silence, swap it when done • Check against the keys on the script, or collect for me	p. 19
Draw and Pass Quiet group · about 33 min Time ____ : ____ to ____ : ____	• Groups of 6, one sheet each, pencils, total silence • Write a sentence, pass, draw it, fold, pass, guess it. Call every pass • Reveal the chains at the end. Two rounds fit a period	p. 23
Brain Teaser Tournament Group or single · about 43 min Time ____ : ____ to ____ : ____	• Teams of 3 or 4 with one answer sheet, or the puzzle sheet alone • Read each riddle twice, one minute to answer, 1, 2 or 3 points by round • Every answer is on the key. The key settles arguments	p. 25
Logic Grid Mystery Team logic · about 40 min Time ____ : ____ to ____ : ____	• Teams of 3 or 4, one case file and one grid per team • Practice puzzle together from the script, then the case on their own • Teams hand in their answer; check it against the key and reveal	p. 28
Category Race Group, writing · about 41 min Time ____ : ____ to ____ : ____	• Groups of 4 or 5, each student plays alone, one sheet each • Say the letter, 3 minutes to write, then the group checks: unique answer = 1 point • Six letters on the script plus a tiebreaker	p. 32
This or That Stand-Off Whole class, talking · about 42 min Time ____ : ____ to ____ : ____	• Write A and B on the board; everyone stays seated • Read a pair, everyone circles, count hands, one 30-second speaker per side, count again • Most votes on the second count wins the round. You count and time	p. 36

Lesson plan, filled in



Brain Teaser Tournament Puzzle sheet

Write your answer on the line. Round 1 = 1 point, Round 2 = 2 points, Round 3 = 3 points.

Brain Teaser Tournament

Round 1: Warm Up 1 PT

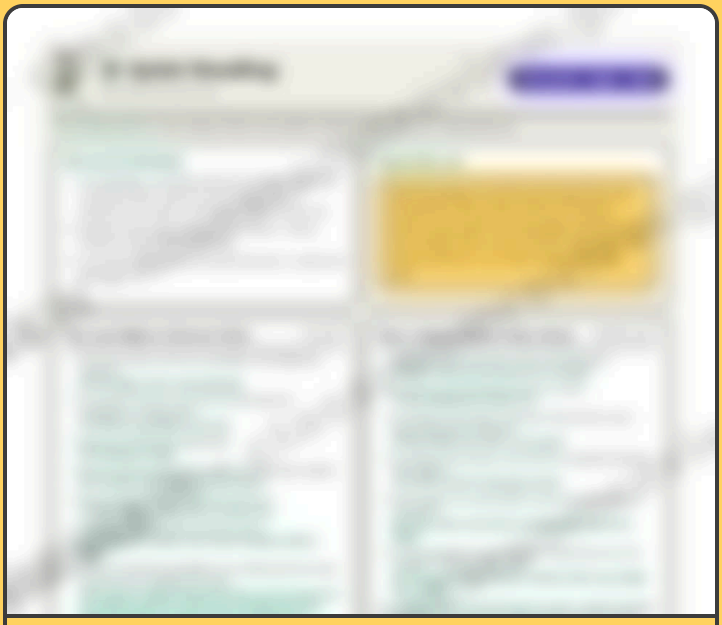
1. What has hands but cannot clap?
2. What gets wetter the more it dries?
3. What has a neck but no head?
4. I have keys but open no locks. What am I?
5. What goes up but never comes down?
6. What has one eye but cannot see?
7. What has teeth but cannot bite?
8. What can you catch but not throw?

Round 2: Think Harder 2 PT

9. A farmer has 17 sheep. All but 9 run away. How many are left?
10. What is full of holes but still holds water?
11. How many months have 28 days?
12. If you drop a yellow hat in the Red Sea, what does it become?
13. What comes once in a minute, twice in a moment, but never in a thousand years?
14. A girl has as many brothers as sisters, but each brother has half as many brothers as sisters. How many girls are in the family?
15. What five-letter word becomes shorter when you add two letters?
16. Two fathers and two sons go fishing. Each catches one fish. They bring home 3 fish. How?

Round 3: Show Off 3 PT

An activity page



Sub script and answer keys



Middle School Sub Plans, One Day

Emergency sub plans for grades 6 to 8, in any subject. The sub reads the script, and every answer is in the key.

PREVIEW

What is included

- 7 front pages: binder cover, important information, note to the sub, the lesson plan filled in, schedule, class list and dismissal, how it went
- 9 activities, each with its own sub script and student pages (31 pages)
- Answer keys on the sub scripts
- Color and ink-saver B&W, US Letter and A4

How it works

1. Leave the binder out. The lesson plan lists every activity with its page and minutes.
2. The sub reads the Read This Out box word for word.
3. Students work from their own pages. The sub needs no subject knowledge.
4. No prep and no tech: print and go.

The 9 activities, 33 to 45 minutes each

1. **Quiet Reading**, 45 min: close reading of fiction and nonfiction, finding evidence in the text, making inferences
2. **Read and Sketchnote**, 40 min NEW: reading nonfiction for the main idea and key facts, figuring out words from context, summarizing in pictures and few words
3. **Finish the Story**, 42 min: planning and writing a short narrative with characters, a problem and an ending
4. **Math Menu**, 45 min: order of operations, integers, fractions and percents, multiples and primes, multi-step word problems
5. **Draw and Pass**, 33 min: describing an idea clearly in words and in pictures, interpreting what someone else meant
6. **Brain Teaser Tournament**, 43 min: logical reasoning, wordplay and number sense, agreeing on an answer as a team
7. **Logic Grid Mystery**, 40 min NEW: deductive reasoning with a logic grid, reading clues precisely (not, before and after, either/or), explaining an answer with evidence
8. **Category Race**, 41 min: vocabulary, spelling and quick recall of words across subjects
9. **This or That Stand-Off**, 42 min: giving reasons for a choice, speaking persuasively, listening to other points of view

What this preview shows: the note to the substitute, the lesson plan, the other front pages, one page of every activity, a sub script, the two new activities and one ink-saver page. Every product page is watermarked. The full binder has 38 pages.



Note to the Substitute

Grades 6 to 8 · 9 one-period activities · any subject · nothing to prepare

Thank you for covering my class

Everything you need is in this binder. The front pages (important information, lesson plan, schedule of the day, class list) are filled in for today. After them come 9 activities. Each one fills most or all of a period of 40 to 50 minutes, runs from the printout alone, and carries its own content and answer key, so you never have to make anything up or know the subject.

The first page of every activity is your script. It says what the activity practices, how to set it up, and how long each step takes. The box marked **Read this out** is written to be read aloud word for word. Where an activity has an answer key, it is on the script page (for the logic mystery, on the page right after the script). Keep those pages with you and hand out only the student pages.

The 9 activities

- **Quiet Reading** quiet single · 45 min · p. 7
- **Read and Sketchnote** quiet single · 40 min · p. 12
- **Finish the Story** quiet single · 42 min · p. 16
- **Math Menu** quiet single · 45 min · p. 19
- **Draw and Pass** quiet group · 33 min · p. 23
- **Brain Teaser Tournament** group or single · 43 min · p. 25
- **Logic Grid Mystery** team logic · 40 min · p. 28
- **Category Race** group, writing · 41 min · p. 32
- **This or That Stand-Off** whole class, talking · 42 min · p. 36

If the class is loud

- Switch to a quiet single activity: Quiet Reading, Read and Sketchnote, Finish the Story and Math Menu. Nobody needs to move.
- In the scored games (Brain Teaser Tournament, Category Race and This or That Stand-Off), the scoring keeps the class honest.
- If an activity is not working, stop it and switch. Every activity can start at any point in the period.
- The games are optional: a fun way to end the class or to use extra time.



Which activity when?

- The same activity in every period is fine: each class sees it once. The lesson plan (next page) lists all 9.
- First thing in the day, or a class that needs to settle: start with a quiet single activity.
- After lunch or with a restless class: a group activity uses the energy.
- Short period? These fit: Draw and Pass (33 min) and one passage of Quiet Reading (about 25 min).

Before you leave

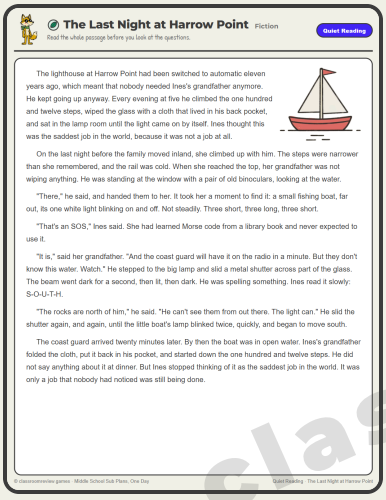
Please fill in the How It Went page at the back. It takes two minutes and I read every word. Thank you!



© classroomreview.games · Middle School Sub Plans, One Day

© classroomreview.games

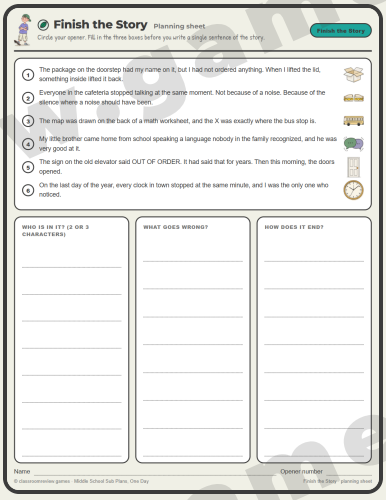
ONE PAGE OF EVERY ACTIVITY



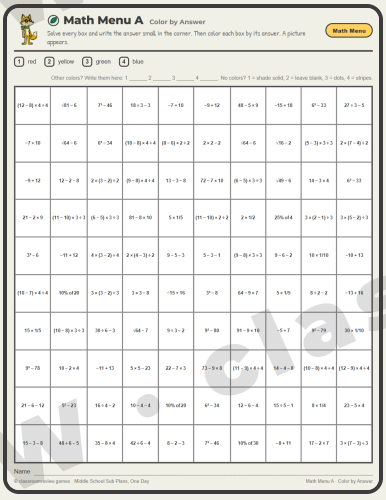
1. Quiet Reading, 45 min



2. Read and Sketchnote, 40 min (new)



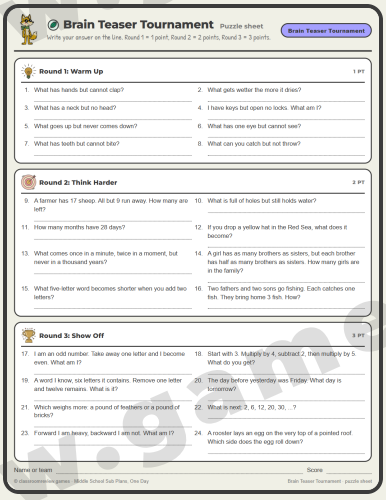
3. Finish the Story, 42 min



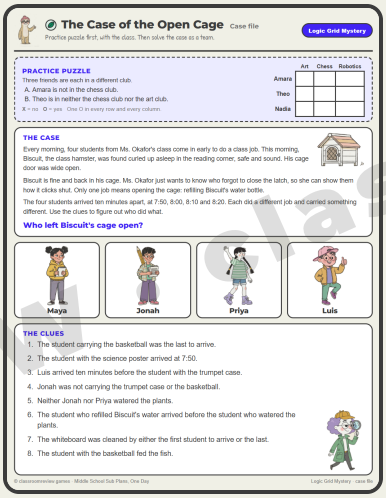
4. Math Menu, 45 min



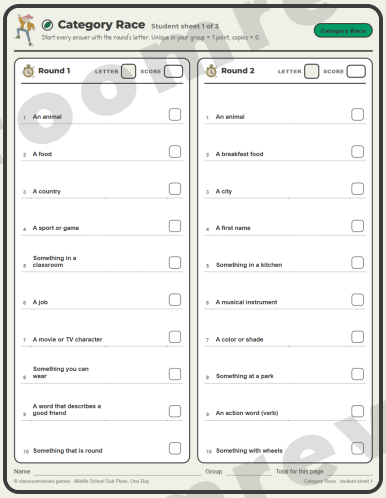
5. Draw and Pass, 33 min



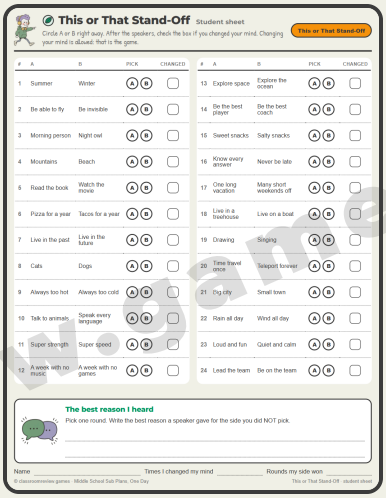
6. Brain Teaser Tournament, 43 min



7. Logic Grid Mystery, 40 min (new)



8. Category Race, 41 min



9. This or That Stand-Off, 42 min

© classroomreview.games

Every activity also has a sub script with a Read This Out box



The Case of the Open Cage

Case file

Practice puzzle first, with the class. Then solve the case as a team.

Logic Grid Mystery

PRACTICE PUZZLE

Three friends are each in a different club.

A. Amara is not in the chess club.

B. Theo is in neither the chess club nor the art club.

X = no O = yes One O in every row and every column.

	Art	Chess	Robotics
Amara			
Theo			
Nadia			

THE CASE



Every morning, four students from Ms. Okafor's class come in early to do a class job. This morning, Biscuit, the class hamster, was found curled up asleep in the reading corner, safe and sound. His cage door was wide open.

Biscuit is fine and back in his cage. Ms. Okafor just wants to know who forgot to close the latch, so she can show them how it clicks shut. Only one job means opening the cage: refilling Biscuit's water bottle.

The four students arrived ten minutes apart, at 7:50, 8:00, 8:10 and 8:20. Each did a different job and carried something different. Use the clues to figure out who did what.

Who left Biscuit's cage open?



Maya



Jonah



Priya



Luis

THE CLUES

1. The student carrying the basketball was the last to arrive.
2. The student with the science poster arrived at 7:50.
3. Luis arrived ten minutes before the student with the trumpet case.
4. Jonah was not carrying the trumpet case or the basketball.
5. Neither Jonah nor Priya watered the plants.
6. The student who refilled Biscuit's water arrived before the student who watered the plants.
7. The whiteboard was cleaned by either the first student to arrive or the last.
8. The student with the basketball fed the fish.



© classroomreview.games · Middle School Sub Plans, One Day

© classroomreview.games



Math Menu A

Color by Answer

Solve every box and write the answer small in the corner. Then color each box by its answer. A picture appears.

Math Menu

1 red 2 yellow 3 green 4 blue

Other colors? Write them here: 1 _____ 2 _____ 3 _____ 4 _____. No colors? 1 = shade solid, 2 = leave blank, 3 = dots, 4 = stripes.

(12 − 8) × 4 ÷ 4	√81 − 6	7² − 46	18 ÷ 3 − 3	−7 + 10	−9 + 12	48 − 5 × 9	−15 + 18	6² − 33	27 ÷ 3 − 5
−7 + 10	√64 − 6	6² − 34	(10 − 8) × 4 ÷ 4	(8 − 6) × 2 ÷ 2	2 × 2 − 2	√64 − 6	√16 − 2	(5 − 3) × 3 ÷ 3	2 × (7 − 4) ÷ 2
−9 + 12	12 − 2 − 8	2 × (3 − 2) ÷ 2	(9 − 8) × 4 ÷ 4	13 − 3 − 8	72 − 7 × 10	(6 − 5) × 3 ÷ 3	√49 − 6	14 − 3 × 4	6² − 33
21 − 2 × 9	(11 − 10) × 3 ÷ 3	(6 − 5) × 3 ÷ 3	81 − 8 × 10	5 × 1/5	(11 − 10) × 2 ÷ 2	2 × 1/2	25% of 4	3 × (2 − 1) ÷ 3	3 × (5 − 2) ÷ 3
3² − 6	−11 + 12	4 × (3 − 2) ÷ 4	2 × (4 − 3) ÷ 2	9 − 5 − 3	5 − 3 − 1	(9 − 8) × 3 ÷ 3	9 − 6 − 2	10 × 1/10	−10 + 13
(10 − 7) × 4 ÷ 4	10% of 20	3 × (3 − 2) ÷ 3	3 × 3 − 8	−15 + 16	3² − 8	64 − 9 × 7	5 × 1/5	8 ÷ 2 − 2	−13 + 16
15 × 1/5	(10 − 8) × 3 ÷ 3	30 ÷ 6 − 3	√64 − 7	9 ÷ 3 − 2	9² − 80	91 − 9 × 10	−5 + 7	9² − 79	30 × 1/10
9² − 78	10 − 2 × 4	−11 + 13	5 × 5 − 23	22 − 7 × 3	73 − 9 × 8	(11 − 9) × 4 ÷ 4	14 − 4 − 8	(10 − 8) × 4 ÷ 4	(12 − 9) × 4 ÷ 4
21 − 6 − 12	5² − 23	16 ÷ 4 − 2	10 − 4 − 4	10% of 20	6² − 34	12 − 6 − 4	15 ÷ 5 − 1	8 × 1/4	23 − 5 × 4
15 − 3 − 8	48 ÷ 6 − 5	35 − 8 × 4	42 ÷ 6 − 4	8 − 2 − 3	7² − 46	10% of 30	−8 + 11	17 − 2 × 7	3 × (7 − 3) ÷ 3

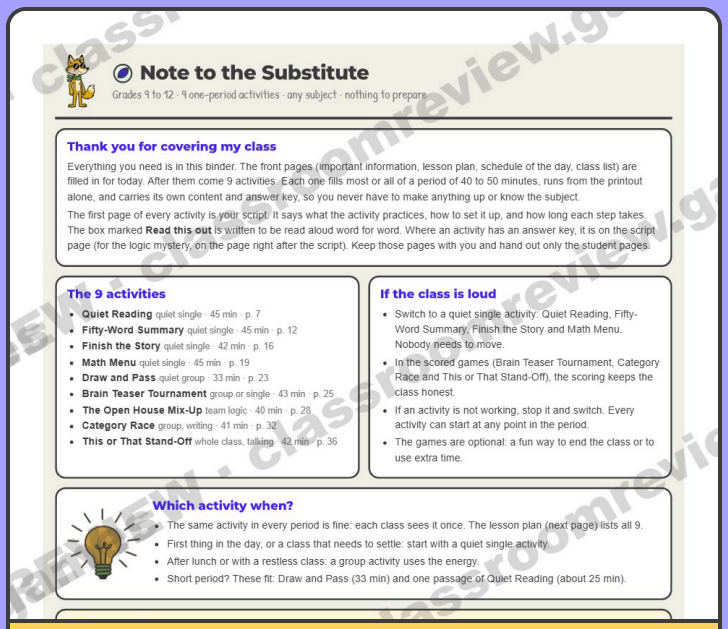
Name .....

© classroomreview.games · Middle School Sub Plans, One Day

© classroomreview.games

KIT 4 OF 4 38 pages · 9 activities · one day · grades 9 to 12

High School Sub Plans One Day Binder



Note to the Substitute

Grades 9 to 12 · 9 one-period activities · any subject · nothing to prepare

Thank you for covering my class

Everything you need is in this binder. The front pages (important information, lesson plan, schedule of the day, class list) are filled in for today. After them come 9 activities. Each one fills most or all of a period of 40 to 50 minutes, runs from the printout alone, and carries its own content and answer key, so you never have to make anything up or know the subject.

The first page of every activity is your script. It says what the activity practices, how to set it up, and how long each step takes. The box marked **Read this out** is written to be read aloud word for word. Where an activity has an answer key, it is on the script page (for the logic mystery, on the page right after the script). Keep those pages with you and hand out only the student pages.

The 9 activities

- **Quiet Reading** quiet single · 45 min · p. 7
- **Fifty-Word Summary** quiet single · 45 min · p. 12
- **Finish the Story** quiet single · 42 min · p. 16
- **Math Menu** quiet single · 45 min · p. 19
- **Draw and Pass** quiet group · 33 min · p. 23
- **Brain Teaser Tournament** group or single · 43 min · p. 25
- **The Open House Mix-Up** team logic · 40 min · p. 28
- **Category Race** group, writing · 41 min · p. 32
- **This or That Stand-Off** whole class, talking · 42 min · p. 36

If the class is loud

- Switch to a quiet single activity: Quiet Reading, Fifty-Word Summary, Finish the Story and Math Menu. Nobody needs to move.
- In the scored games (Brain Teaser Tournament, Category Race and This or That Stand-Off), the scoring keeps the class honest.
- If an activity is not working, stop it and switch. Every activity can start at any point in the period.
- The games are optional: a fun way to end the class or to use extra time.

Which activity when?

- The same activity in every period is fine: each class sees it once. The lesson plan (next page) lists all 9.
- First thing in the day, or a class that needs to settle: start with a quiet single activity.
- After lunch or with a restless class: a group activity uses the energy.
- Short period? These fit: Draw and Pass (33 min) and one passage of Quiet Reading (about 25 min).

Note to the substitute



Lesson Plan

Filled in for today: 9 activities, 33 to 45 minutes each. Write the time of each period you use.

ACTIVITY	PLAN	PAGE
Quiet Reading Quiet single · about 45 min Time ____ : ____ to ____ : ____	• One passage and its question sheet per student; fast finishers take the other • Silent reading and answering, about 20 minutes per passage • Read the answers out from the key, or collect for me	p. 7
Fifty-Word Summary Quiet single · about 45 min Time ____ : ____ to ____ : ____	• Hand out the article, the notes sheet and the summary sheet • Read, take two-column notes, figure out the words, then write a summary of exactly 50 words • Check the note and word answers from the key; collect the summaries	p. 12
Finish the Story Quiet single · about 42 min Time ____ : ____ to ____ : ____	• Read the six openers out loud once; students pick one • Three planning boxes first, then 25 minutes of silent writing • Collect the sheets for me. Nothing to grade	p. 16
Math Menu Quiet single · about 45 min Time ____ : ____ to ____ : ____	• Three sheets on the desk: A Color by Answer, B Number Mazes, C Word Problems • Students choose one, work alone in silence, swap if when done • Check against the keys on the script, or collect for me	p. 19
Draw and Pass Quiet group · about 33 min Time ____ : ____ to ____ : ____	• Groups of 6, one sheet each, pencils, total silence • Write a sentence, pass, draw it, fold, pass, guess it. Call every pass • Reveal the chains at the end. Two rounds fit a period	p. 23
Brain Teaser Tournament Group or single · about 43 min Time ____ : ____ to ____ : ____	• Teams of 3 or 4 with one answer sheet, or the puzzle sheet alone • Read each riddle twice, one minute to answer, 1, 2 or 3 points by round • Every answer is on the key. The key settles arguments	p. 25
The Open House Mix-Up Team logic · about 40 min Time ____ : ____ to ____ : ____	• Teams of 3 or 4, one case file and one grid per team • Practice puzzle together from the script, then the case on their own • Teams hand in their answer; check it against the key and reveal	p. 28
Category Race Group, writing · about 41 min Time ____ : ____ to ____ : ____	• Groups of 4 or 5, each student plays alone, one sheet each • Say the letter, 3 minutes to write, then the group checks: unique answer = 1 point • Six letters on the script plus a tiebreaker	p. 32
This or That Stand-Off Whole class, talking · about 42 min Time ____ : ____ to ____ : ____	• Write A and B on the board; everyone stays seated • Read a pair, everyone circles, count hands, one 30-second speaker per side, count again	p. 36

Lesson plan, filled in



Brain Teaser Tournament

Puzzle sheet

Write your answer on the line. Round 1 = 1 point, Round 2 = 2 points, Round 3 = 3 points.

Brain Teaser Tournament

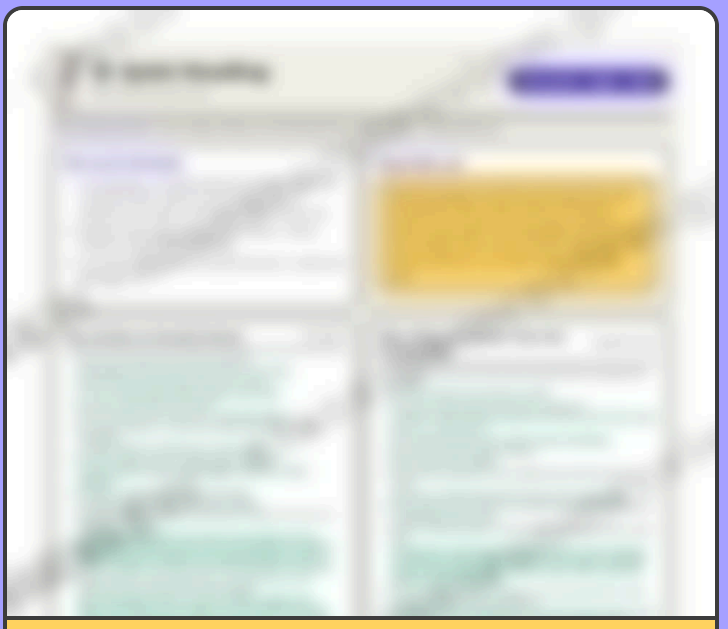
Round 1: Warm Up 1 PT

1. What can travel around the world while staying in a corner?
2. The more you take, the more you leave behind. What are they?
3. What has cities but no houses, forests but no trees, and water but no fish?
4. What breaks but never falls, and what falls but never breaks?
5. What has a thumb and four fingers but is not alive?
6. I am always in front of you but cannot be seen. What am I?
7. What can fill a room but takes up no space?
8. What has many keys but cannot open a single door?

Round 2: Think Harder 2 PT

9. A man looks at a portrait and says: Brothers and sisters I have none, but that man's father is my father's son. Who is in the portrait?
10. How many times can you subtract 5 from 25?
11. If there are 3 apples and you take away 2, how many do you have?
12. A bat and a ball cost $1.10 together. The bat costs $1.00 more than the ball. How much is the ball?
13. Which is heavier: 100 pounds of rocks or 100 pounds of feathers, if the feathers are in a bigger bag?
14. What is next: 1, 1, 2, 3, 5, 8, 13, ...?
15. I am a three-digit number. My tens digit is five more than my ones digit. My hundreds digit is eight less than my tens digit. What am I?
16. A snail climbs 3 feet up a 10-foot wall each day and slips back 2 feet each night. On which day does it reach the top?

An activity page



Sub script and answer keys



High School Sub Plans, One Day

Emergency sub plans for grades 9 to 12, in any subject. The sub reads the script, and every answer is in the key.

PREVIEW

What is included

- 7 front pages: binder cover, important information, note to the sub, the lesson plan filled in, schedule, class list and dismissal, how it went
- 9 activities, each with its own sub script and student pages (31 pages)
- Answer keys on the sub scripts
- Color and ink-saver B&W, US Letter and A4

How it works

1. Leave the binder out. The lesson plan lists every activity with its page and minutes.
2. The sub reads the Read This Out box word for word.
3. Students work from their own pages. The sub needs no subject knowledge.
4. No prep and no tech: print and go.

The 9 activities, 33 to 45 minutes each

1. **Quiet Reading**, 45 min: close reading of literary and informational text, citing evidence, making inferences
2. **Fifty-Word Summary**, 45 min NEW: two-column note-taking, academic vocabulary in context, writing an objective summary
3. **Finish the Story**, 42 min: planning and writing a short narrative with a clear conflict and resolution
4. **Math Menu**, 45 min: solving linear, exponent and quadratic equations, systems and slope, primes and perfect squares, percent change, interest, the Pythagorean theorem and probability
5. **Draw and Pass**, 33 min: expressing an idea precisely in words and in pictures, interpreting someone else's meaning
6. **Brain Teaser Tournament**, 43 min: logical reasoning, wordplay and number sense, reaching a team decision
7. **The Open House Mix-Up**, 40 min NEW: deductive reasoning, organizing information in a logic grid, testing ideas against evidence as a team
8. **Category Race**, 41 min: vocabulary, spelling and quick recall of words across subjects
9. **This or That Stand-Off**, 42 min: building an argument with reasons, speaking persuasively, weighing other points of view

What this preview shows: the note to the substitute, the lesson plan, the other front pages, one page of every activity, a sub script, the two new activities and one ink-saver page. Every product page is watermarked. The full binder has 38 pages.



Note to the Substitute

Grades 9 to 12 · 9 one-period activities · any subject · nothing to prepare

Thank you for covering my class

Everything you need is in this binder. The front pages (important information, lesson plan, schedule of the day, class list) are filled in for today. After them come 9 activities. Each one fills most or all of a period of 40 to 50 minutes, runs from the printout alone, and carries its own content and answer key, so you never have to make anything up or know the subject.

The first page of every activity is your script. It says what the activity practices, how to set it up, and how long each step takes. The box marked **Read this out** is written to be read aloud word for word. Where an activity has an answer key, it is on the script page (for the logic mystery, on the page right after the script). Keep those pages with you and hand out only the student pages.

The 9 activities

- **Quiet Reading** quiet single · 45 min · p. 7
- **Fifty-Word Summary** quiet single · 45 min · p. 12
- **Finish the Story** quiet single · 42 min · p. 16
- **Math Menu** quiet single · 45 min · p. 19
- **Draw and Pass** quiet group · 33 min · p. 23
- **Brain Teaser Tournament** group or single · 43 min · p. 25
- **The Open House Mix-Up** team logic · 40 min · p. 28
- **Category Race** group, writing · 41 min · p. 32
- **This or That Stand-Off** whole class, talking · 42 min · p. 36

If the class is loud

- Switch to a quiet single activity: Quiet Reading, Fifty-Word Summary, Finish the Story and Math Menu. Nobody needs to move.
- In the scored games (Brain Teaser Tournament, Category Race and This or That Stand-Off), the scoring keeps the class honest.
- If an activity is not working, stop it and switch. Every activity can start at any point in the period.
- The games are optional: a fun way to end the class or to use extra time.



Which activity when?

- The same activity in every period is fine: each class sees it once. The lesson plan (next page) lists all 9.
- First thing in the day, or a class that needs to settle: start with a quiet single activity.
- After lunch or with a restless class: a group activity uses the energy.
- Short period? These fit: Draw and Pass (33 min) and one passage of Quiet Reading (about 25 min).

Before you leave

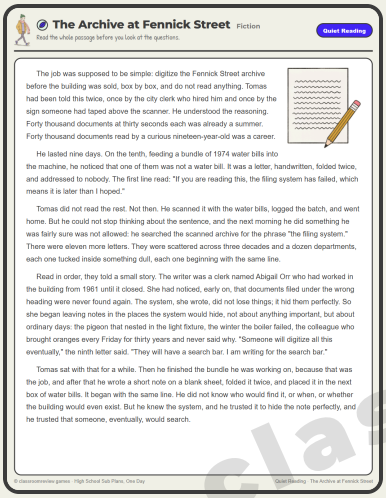
Please fill in the How It Went page at the back. It takes two minutes and I read every word. Thank you!



© classroomreview.games · High School Sub Plans, One Day

© classroomreview.games

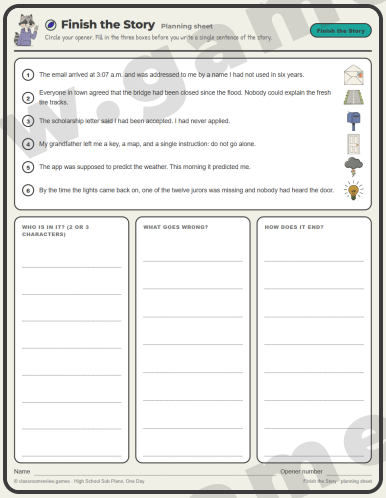
ONE PAGE OF EVERY ACTIVITY



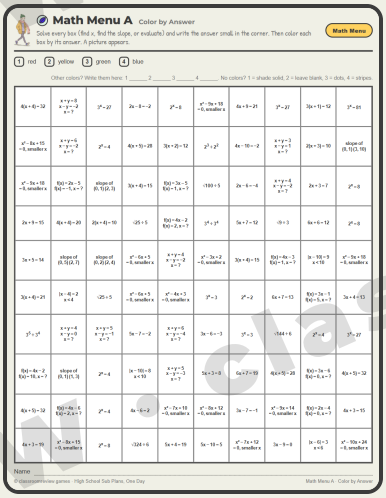
1. Quiet Reading, 45 min



2. Fifty-Word Summary, 45 min (new)



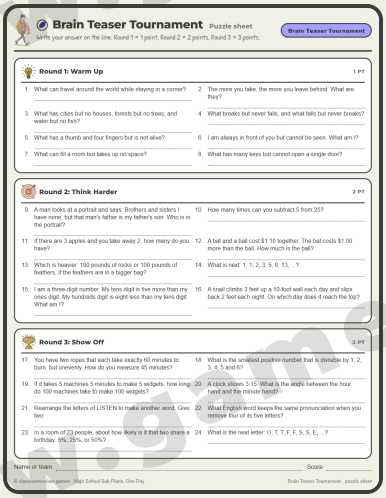
3. Finish the Story, 42 min



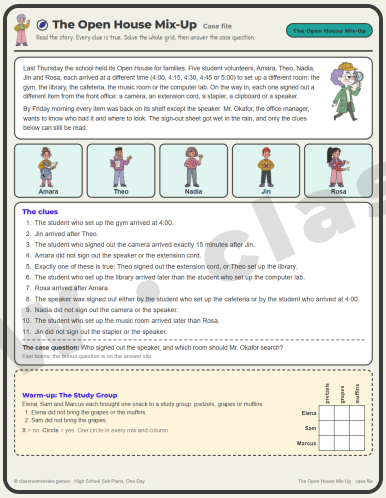
4. Math Menu, 45 min



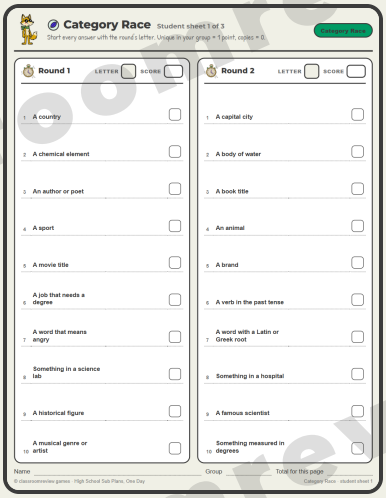
5. Draw and Pass, 33 min



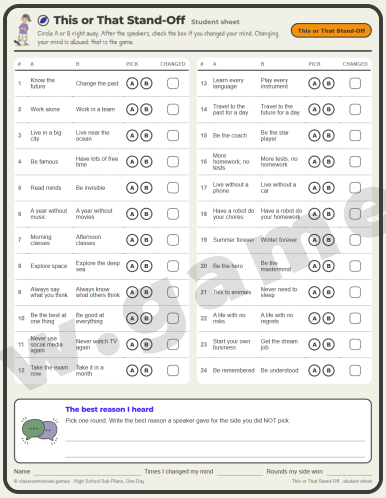
6. Brain Teaser Tournament, 43 min



7. The Open House Mix-Up, 40 min (new)



8. Category Race, 41 min



9. This or That Stand-Off, 42 min

© classroomreview.games



The Open House Mix-Up

Case file

Read the story. Every clue is true. Solve the whole grid, then answer the case question.

The Open House Mix-Up

Last Thursday the school held its Open House for families. Five student volunteers, Amara, Theo, Nadia, Jin and Rosa, each arrived at a different time (4:00, 4:15, 4:30, 4:45 or 5:00) to set up a different room: the gym, the library, the cafeteria, the music room or the computer lab. On the way in, each one signed out a different item from the front office: a camera, an extension cord, a stapler, a clipboard or a speaker.



By Friday morning every item was back on its shelf except the speaker. Mr. Okafor, the office manager, wants to know who had it and where to look. The sign-out sheet got wet in the rain, and only the clues below can still be read.



Amara



Theo



Nadia



Jin



Rosa

The clues

1. The student who set up the gym arrived at 4:00.
2. Jin arrived after Theo.
3. The student who signed out the camera arrived exactly 15 minutes after Jin.
4. Amara did not sign out the speaker or the extension cord.
5. Exactly one of these is true: Theo signed out the extension cord, or Theo set up the library.
6. The student who set up the library arrived later than the student who set up the computer lab.
7. Rosa arrived after Amara.
8. The speaker was signed out either by the student who set up the cafeteria or by the student who arrived at 4:00.
9. Nadia did not sign out the camera or the speaker.
10. The student who set up the music room arrived later than Rosa.
11. Jin did not sign out the stapler or the speaker.

The case question: Who signed out the speaker, and which room should Mr. Okafor search?

Fast teams: the bonus question is on the answer slip.

Warm-up: The Study Group

Elena, Sam and Marcus each brought one snack to a study group: pretzels, grapes or muffins.

1. Elena did not bring the grapes or the muffins.
2. Sam did not bring the grapes.

X = no. **Circle** = yes. One circle in every row and column.

	pretzels	grapes	muffins
Elena			
Sam			
Marcus			

© classroomreview.games · High School Sub Plans, One Day

© classroomreview.games



Math Menu A

Color by Answer

Solve every box (find x, find the slope, or evaluate) and write the answer small in the corner. Then color each box by its answer. A picture appears.

Math Menu

1 red 2 yellow 3 green 4 blue

Other colors? Write them here: 1 _____ 2 _____ 3 _____ 4 _____. No colors? 1 = shade solid, 2 = leave blank, 3 = dots, 4 = stripes.

$4(x+4)=32$	$x+y=8$ $x-y=-2$ $x=?$	$3^x=27$	$2x-8=-2$	$2^x=8$	$x^2-9x+18=0$, smaller x	$4x+9=21$	$3^x=27$	$3(x+1)=12$	$3^x=81$
$x^2-8x+15=0$, smaller x	$x+y=6$ $x-y=-2$ $x=?$	$2^x=4$	$4(x+5)=28$	$3(x+2)=12$	$2^3\div2^2$	$4x-10=-2$	$x+y=3$ $x-y=1$ $x=?$	$2(x+3)=10$	slope of (0, 1) (3, 10)
$x^2-9x+18=0$, smaller x	$f(x)=2x-5$ $f(x)=-1, x=?$	slope of (0, 1) (2, 3)	$3(x+4)=15$	$f(x)=3x-5$ $f(x)=1, x=?$	$\sqrt{100}\div5$	$2x-6=-4$	$x+y=4$ $x-y=-2$ $x=?$	$2x+3=7$	$2^x=8$
$2x+9=15$	$4(x+4)=20$	$2(x+4)=10$	$\sqrt{25}\div5$	$f(x)=4x-2$ $f(x)=2, x=?$	$3^4\div3^4$	$5x+7=12$	$\sqrt{9}\div3$	$6x+6=12$	$2^x=8$
$3x+5=14$	slope of (0, 5) (2, 7)	slope of (0, 2) (2, 4)	$x^2-6x+5=0$, smaller x	$x+y=4$ $x-y=-2$ $x=?$	$x^2-3x+2=0$, smaller x	$3(x+4)=15$	$f(x)=4x-3$ $f(x)=1, x=?$	$\lvert x-10\rvert=9$ $x<10$	$x^2-9x+18=0$, smaller x
$3(x+4)=21$	$\lvert x-4\rvert=2$ $x<4$	$\sqrt{25}\div5$	$x^2-6x+5=0$, smaller x	$x^2-4x+3=0$, smaller x	$3^x=3$	$2^x=2$	$6x+7=13$	$f(x)=3x-1$ $f(x)=5, x=?$	$3x+4=13$
$3^5\div3^4$	$x+y=4$ $x-y=0$ $x=?$	$x+y=5$ $x-y=-1$ $x=?$	$5x-7=-2$	$x+y=6$ $x-y=-4$ $x=?$	$3x-6=-3$	$3^x=3$	$\sqrt{144}\div6$	$2^x=4$	$3^x=27$
$f(x)=4x-2$ $f(x)=10, x=?$	slope of (0, 1) (1, 3)	$2^x=4$	$\lvert x-10\rvert=8$ $x<10$	$x+y=5$ $x-y=-3$ $x=?$	$5x+3=8$	$6x+7=19$	$4(x+5)=28$	$f(x)=3x-6$ $f(x)=0, x=?$	$4(x+5)=32$
$4(x+5)=32$	$f(x)=4x-6$ $f(x)=2, x=?$	$2^x=4$	$4x-6=2$	$x^2-7x+10=0$, smaller x	$x^2-8x+12=0$, smaller x	$3x-7=-1$	$x^2-9x+14=0$, smaller x	$f(x)=2x-4$ $f(x)=0, x=?$	$4x+3=15$
$4x+3=19$	$x^2-8x+15=0$, smaller x	$2^x=8$	$\sqrt{324}\div6$	$5x+4=19$	$5x-10=5$	$x^2-7x+12=0$, smaller x	$3x-9=0$	$\lvert x-6\rvert=3$ $x<6$	$x^2-10x+24=0$, smaller x

Name .....

© classroomreview.games · High School Sub Plans, One Day

© classroomreview.games

In the full bundle

Every product above, instant download, yours to keep.

After purchasing

Each product downloads separately with everything its own listing includes. Nothing is left out of the bundle version.

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

