World History Sub Plans Week, High School

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

PREVIEW

What is included

- Sub binder: notes, the filled-in week plan, a blank schedule, class list, Monday opener (11 pages)
- World History sets for five days (15 pages)
- Calm puzzles and reset sheets (10 pages)
- World History team tasks (9 pages)
- World History games (10 pages)
- Answer keys (7 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: one World History set per period (a lesson with worked examples, practice and a challenge), a calm puzzle, a team task and an optional game for the last 15 minutes.
3. Every set stands alone: swap sets between days, or use one with another class when it fits.
4. No prep, no tech: print and go. The sub needs no subject knowledge. Every answer is in the key.
5. Print in color or ink-saver black and white, US Letter or A4.

What this preview shows: the week at a glance, the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (the World History set, the calm block, the team task and the game), one answer-key page and one ink-saver page. Every product page is watermarked. The full kit has 63 pages.





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YOUR WEEK AT A GLANCE (1 OF 2)

Every World History set of the week, with its page and what it reviews. The day's set runs in every period you teach; any set works on any day.

MONDAY (DAY 1)

Opener	**Meet Your Sub** Fifteen minutes at the top of every period on Monday: the sub sheet, three questions, the class agreement and the voice levels.	p. 10 · 15 min
World History set 1	**River Valley Civilizations** Reviews: Mesopotamia, Egypt, the Indus Valley and Shang China, why rivers mattered, counting years across BCE and CE, map skills on an invented valley.	p. 13 · 50 min
Calm puzzle	**Word Search and Reset Sheet** A quiet subject word search and a two-minute reset sheet for a loud day, a long wait or anyone who finishes early.	p. 16 · 20 min
Team task	**Built to Last** Groups of four put twelve great monuments of world history in order from oldest to newest, score the gap to the true order and defend a call.	p. 18 · 40 min
Game (optional)	**Whiteboard Quiz Game** Optional fun to end the class.	p. 19 · 15 min

TUESDAY (DAY 2)

World History set 2	**Classical Empires** Reviews: Greece, Rome, Han China and Maurya and Gupta India, government and legacy, timeline math across BCE and CE, sourcing a Roman travel journal.	p. 21 · 50 min
Calm puzzle	**Sudoku and Grounding Sheet** A hard sudoku with exactly one answer and a 5-4-3-2-1 grounding sheet for anyone who needs to come back into the room.	p. 24 · 20 min
Team task	**The Machinery Hall, 1851** Groups of four fill a hall of the 1851 Great Exhibition with the machines that draw the biggest crowd inside a space and budget limit.	p. 26 · 40 min
Game (optional)	**Paper Password** Optional fun to end the class.	p. 28 · 15 min

WEDNESDAY (DAY 3)

World History set 3	**Belief Systems and Trade Routes** Reviews: origins, founders and core ideas of five religions, Confucianism and Daoism, how beliefs spread, Silk Road trade math with profit and markup.	p. 30 · 50 min
Calm puzzle	**Secret Codes and Control Sheet** Two coded sayings to crack in silence and a sheet that sorts what you can and cannot control this week.	p. 33 · 20 min
Team task	**The Ziggurat Tower** Groups of four build a stepped ziggurat tower from two sheets of paper, as tall as they can, with a top platform that carries pencils.	p. 35 · 40 min
Game (optional)	**Class Feud** Optional fun to end the class.	p. 37 · 15 min

THURSDAY (DAY 4)

World History set 4	**Empires, Exchange and Revolutions** Reviews: the Renaissance, Reformation, Scientific Revolution and Enlightenment, the Columbian Exchange, the French Revolution in order, voting math.	p. 39 · 50 min
Calm puzzle	**Maze and Brain Dump** A long maze with exactly one true path and a brain dump sheet that turns a crowded head into one next step.	p. 42 · 20 min
Team task	**The 1869 Front Page** Four editors, each holding facts nobody else has, build a replica 1869 front page where every story must be true on the date printed.	p. 44 · 40 min
Game (optional)	**Classroom Millionaire** Optional fun to end the class.	p. 46 · 15 min

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YOUR WEEK AT A GLANCE (2 OF 2)

FRIDAY (DAY 5)		
World History set 5	**Industrialization, Imperialism and the Twentieth Century in Brief** Reviews: the Industrial Revolution, motives and tools of imperialism, causes of the World Wars, reading and graphing an invented colony's exports.	p. 48 · 50 min
Calm puzzle	**Word Ladders and Three Good Things** Four five-letter word ladders, three scrambled words and a three good things sheet to close out the week.	p. 51 · 20 min
Team task	**Trade or Conquest** Groups of four argue whether trade or conquest has spread ideas further across world history, two against two from an evidence bank.	p. 53 · 40 min
Game (optional)	**Mystery Box** Optional fun to end the class.	p. 55 · 15 min

How the sets work

- One set per day covers every period you teach: Monday's set runs in every Monday class.
- Every set stands alone. Swap sets between days, or use one with another class when it fits.
- Each set opens with a line that says what it reviews, so you can match it to what your class covered.
- The calm puzzle fits any gap, the team task fills a block period, and the game is optional fun for the last 15 minutes.
- No prep, no tech. Every answer is in the keys at the back, so the sub needs no subject knowledge.

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This Week's Plan

You teach one subject to several classes, so every period you teach runs this same plan, first period to last: Monday's column in every Monday period, Tuesday's in every Tuesday period. Planning, lunch and duty periods: nothing to do. List your periods and classes on the blank schedule on the next page. This order is a sample: every set stands alone, so swap any set into any slot or any day.

WHEN	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
First 15 minutes: attendance, voice level, then	**Meet Your Sub** p. 10 · 15 min	**Go over yesterday's answers** Read them out from the key at the back; students mark their own (10 min)	**Go over yesterday's answers** Read them out from the key at the back; students mark their own (10 min)	**Go over yesterday's answers** Read them out from the key at the back; students mark their own (10 min)	**Go over yesterday's answers** Read them out from the key at the back; students mark their own (10 min)
Rest of the period: the day's set (one copy per student)	**World History 1** River Valley Civilizations p. 13 · 50 min	**World History 2** Classical Empires p. 21 · 50 min	**World History 3** Belief Systems and Trade Routes p. 30 · 50 min	**World History 4** Empires, Exchange and Revolutions p. 39 · 50 min	**World History 5** Industrialization, Imperialism and the Twentieth Century in Brief p. 48 · 50 min
If a class finishes early or gets loud	**Word Search and Reset Sheet** p. 16 · 20 min	**Sudoku and Grounding Sheet** p. 24 · 20 min	**Secret Codes and Control Sheet** p. 33 · 20 min	**Maze and Brain Dump** p. 42 · 20 min	**Word Ladders and Three Good Things** p. 51 · 20 min
Block period (90 minutes) only	**Built to Last** p. 18 · 40 min	**The Machinery Hall, 1851** p. 26 · 40 min	**The Ziggurat Tower** p. 35 · 40 min	**The 1869 Front Page** p. 44 · 40 min	**Trade or Conquest** p. 53 · 40 min
Last 15 minutes (optional): a fun way to end the class, or for extra time	**Whiteboard Quiz Game** p. 19 · 15 min	**Paper Password** p. 28 · 15 min	**Class Feud** p. 37 · 15 min	**Classroom Millionaire** p. 46 · 15 min	**Mystery Box** p. 55 · 15 min

How this week works

- You are covering a teacher who teaches one subject to several classes. Each class comes to this room once a day, for one period.
- So every class gets the same set on the same day: Monday's set in every Monday period, Tuesday's set in every Tuesday period.
- One set per day covers all your classes. Copy that day's set once per student in the morning. Planning, lunch and duty periods: nothing to run.
- Each set fills one period (45 to 55 minutes); the challenge at the end stretches it to a 90-minute block.

How to use this plan

- Page numbers point to the first page of each set. Copy one per student.
- The calm block is always allowed: a period that runs short, a loud class, or anyone who finishes early.
- The game is optional: a fun way to end the class, or something for extra time.

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Note to the Substitute

Grades 9 to 12 · five days · every set runs from the printout alone

Thank you for covering my classes this week

Everything you need is in this binder. The front pages (important information, weekly schedule, class list) are filled in for this week. After them come the work sets, one per day: **World History 1** is Monday's set, **World History 2** is Tuesday's, and so on to **World History 5** on Friday. Run the day's set in every period you teach that day. Each set is one period (45 to 55 minutes), stands alone, and has its own answer key at the back of the binder, so you never have to make anything up or know the subject. The first page of every set tells you what to say. Every set ends with a challenge, so it stretches to a 90-minute block when you need it.

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

Each day has

- One World History set (one period, with a challenge to stretch it)
- A calm and quiet block: a puzzle page and a reset sheet
- A team task for groups of four
- A paper game from the script

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 set has a challenge at the end, 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 and earns you TpT credits. Thank you!

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Meet Your Sub

Day 1 opener, 15 minutes at the start of every period on Monday, before the set. Nothing to prepare.

Opener

Sub script (the same five minutes in every class)

1. **Before first period, fill in the introduction sheet** on the next page, once, for the whole day. Keep it short and honest. A high school class reads a sub in about ten seconds, so give them something real to read.
2. **Introduce yourself from the sheet** in two minutes. Then hold up the Ask the Sub list and take three questions from raised hands. Three, not ten. Say when you are done taking questions.
3. **Read the class agreement out loud** and ask this period to add one line of their own. Write that line on the board for the period. The line they wrote is the one they keep.
4. **Set the voice level with a number** from 0 to 3, using the box at the bottom of the sheet. Say which level today's set needs, and use the same numbers in every class all week.
5. **Start the set** with one sentence: this is today's work, it has a challenge at the end, and the calm block is always allowed when you are finished.

If the room is loud

- Skip the questions. Keep the agreement and the voice level, and say the number out loud.
- Start the set sooner. Work on the desk beats a speech about behavior every time.
- Name the level again after four minutes. A number is easier to follow than a lecture.

If a period runs ten minutes short

- Run Common Ground in groups of four. Six minutes of work, four minutes of reading out.
- Or hand out the reset sheet from the calm block and let the room go quiet early.
- Or have each student write one question they would ask the teacher when they get back.

Monday checklist (before first period)

- [ ] Read the Important Information page: office extension, exits, the nurse, the teacher next door.
- [ ] Check the class list for allergies, medical needs, early releases and students who carry a pass.
- [ ] Find today's set on the weekly schedule and count copies for every period, plus five spares.
- [ ] Fill in the About Your Sub sheet once and post it where the back row can read it.
- [ ] Write the voice levels 0 to 3 on the board and leave them there all week.
- [ ] Keep the answer keys inside the binder, not face up on the desk.

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World History Set 1: River Valley Civilizations

World History · Day 1

Read the passage on your own, then fill in the empty boxes of the table from it. Pages 2 and 3 use the same reading.

This set reviews: Mesopotamia, Egypt, the Indus Valley and Shang China, why rivers mattered, counting years across BCE and CE, map skills on an invented valley

The first civilizations grew up beside rivers. A river gave farmers water for their fields, rich new soil each time it flooded, fish, clay for bricks, and a road for boats. Farming along a river could feed far more people than hunting and gathering, and a surplus of food meant that some people could do other work: priests, scribes, potters, metalworkers, soldiers and rulers. Cities, governments, social classes, writing and large public works followed.

Mesopotamia means the land between the rivers: the Tigris and the Euphrates, in what is now Iraq. By about 3500 BCE the Sumerians there had begun to build cities, such as Uruk and Ur, that grew into city-states. Their floods came without warning, so they dug canals and built levees. They wrote in cuneiform, wedge-shaped marks pressed into wet clay, and built stepped temple towers called ziggurats. About 1750 BCE, King Hammurabi of Babylon had a code of laws carved in stone.

Egypt grew along the Nile in northeast Africa. The Nile flooded on a regular yearly schedule and left rich black soil behind. About 3100 BCE, Upper and Lower Egypt were united under one ruler, and Egyptians came to see their ruler, the pharaoh, as a god-king. They wrote in hieroglyphics, often on papyrus, a paper made from reeds, and they built the pyramids at Giza as royal tombs.

The Indus Valley civilization grew along the Indus River in what is now Pakistan and northwest India, and it had large cities by about 2500 BCE. Harappa and Mohenjo-daro were planned on a grid, with straight streets, brick houses and covered drains, and traders used standard weights. Their writing survives on many small seals, but no one has deciphered it yet.

In China, civilization grew along the Huang He, or Yellow River, named for the yellow silt it carries. Its floods were so destructive that it was called China's Sorrow. The Shang dynasty ruled from about 1600 BCE. Shang kings had questions to their ancestors carved on oracle bones, the oldest Chinese writing we have, and Shang workers cast fine bronze vessels. The Zhou, who overthrew the Shang, claimed the Mandate of Heaven: the idea that heaven gives a just ruler the right to rule and takes it away from an unjust one.

	MESOPOTAMIA	EGYPT	INDUS VALLEY	ANCIENT CHINA
River	Tigris and Euphrates		Indus	Huang He (Yellow River)
Where it is today		Egypt	Pakistan and northwest India	China
Writing		Hieroglyphics on papyrus		Oracle bones
A famous achievement	Ziggurats; Hammurabi's code		Grid cities with covered drains	
Cities or a state by about	3500 BCE	3100 BCE		

Why rivers?

1. **Name three things a river gave the first farmers.**

2. **Why did a surplus of food lead to new kinds of jobs?**

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World History Set 1: Who Did It First?

Write M (Mesopotamia), E (Egypt), I (Indus Valley) or C (Ancient China) in each box. Every letter is used three times.

World History · Day 1

Achievements sort

1. ☐ Hieroglyphic writing, often on sheets of papyrus
2. ☐ Questions to ancestors carved on oracle bones
3. ☐ Wedge-shaped writing pressed into wet clay tablets
4. ☐ Cities planned on a grid, with brick houses and covered drains
5. ☐ Pyramids built at Giza as royal tombs
6. ☐ Stepped temple towers called ziggurats
7. ☐ The Mandate of Heaven, a right to rule that heaven can take away
8. ☐ Writing on small seals that no one can read yet
9. ☐ A code of laws carved in stone for a king of Babylon
10. ☐ A ruler seen by the people as a god-king
11. ☐ Standard weights used by traders
12. ☐ Fine bronze vessels cast by Shang workers

Counting years before the common era

BCE dates count backward, so a bigger number is further back in time: 3100 BCE is older than 1750 BCE. To find the years between two BCE dates, subtract the smaller number from the bigger one. To count from a BCE date to a CE date, add the two numbers and subtract 1, because the calendar has no year 0: 1 BCE is followed directly by 1 CE.

1. **List the four civilizations from oldest to newest, using the start dates in the table.**

2. **How many years passed between the union of Egypt (3100 BCE) and Hammurabi's code (1750 BCE)?**

3. **How many years passed between the first large Indus cities (2500 BCE) and the start of the Shang dynasty (1600 BCE)?**

4. **Which is older, Hammurabi's code (1750 BCE) or the Shang dynasty (1600 BCE), and by how many years?**

5. **How many years passed from the union of Egypt (3100 BCE) to the year 2000 CE?**

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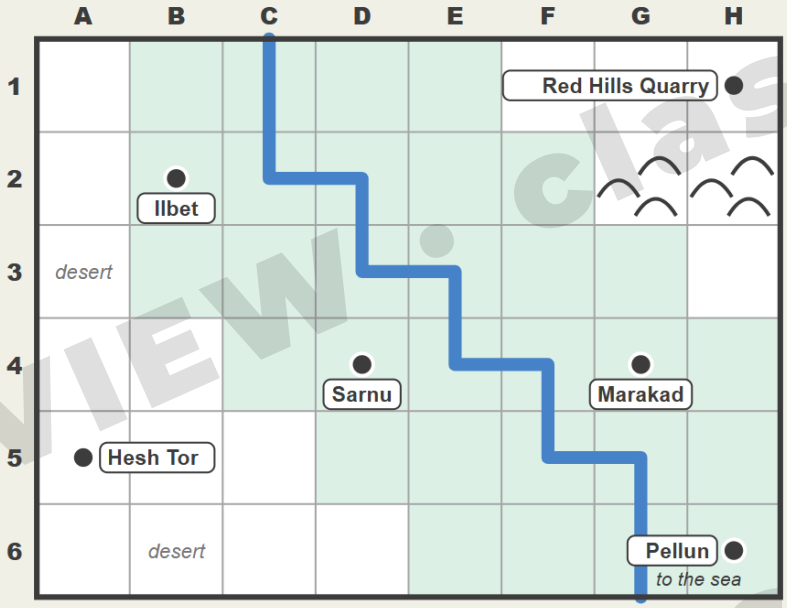
World History Set 1: The Valley of the Tavar

World History · Day 1

This valley and its towns are invented, but they work like the real ones. Squares are named letter first, then number, like C2.



Map key

- river
- floodplain
- hills
- settlement

N

Places

Sarnu: temple city
Ilbet: farming village
Marakad: trading town
Hesh Tor: fort
Red Hills Quarry: stone quarry
Pellun: fishing village

20 km
one square, side to side

1. **In which grid square is Sarnu, the temple city?** .....
2. **Through how many grid squares does the river flow?** .....
3. **Which settlements are on the floodplain?** .....
4. **Which two places are off the floodplain? Give one reason from the map for where each one is.**

   .....

   .....
5. **How far is it from Sarnu to Marakad in a straight line?** .....
6. **Ilbet is 2 squares west and 2 squares north of Sarnu. Use the Pythagorean theorem to find the straight-line distance, to the nearest km.** .....
7. **In which direction (north, northeast, east and so on) is the Red Hills Quarry from Sarnu?** .....
8. **The river flows from the north edge to the sea. Is Marakad upstream or downstream from Sarnu?** .....

Challenge: found a new town

The people of the valley want one more farming town. Find the one square that follows all three rules, then explain in two sentences why a river valley town would want each of the first two rules.

1. It is on the floodplain, but not in a square the river flows through.
2. It is not in, and does not touch, a square that already holds a settlement (sides or corners).
3. Of the squares left, it is the one closest to the Red Hills Quarry, measured center to center.

SQUARE .....

.....

.....

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Calm Block, Day 1: Word Search

Find all 12 world history words. Any direction, including backward and diagonal. Pencils only, voices at 0.

Calm · Day 1

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

ZIGGURAT · AQUEDUCT · REPUBLIC · EXPLORER · MERCHANT · PHARAOH · DYNASTY · PAPYRUS · SAMURAI · EMPEROR · CARAVAN · CASTLE

Faster than reading every square

- Hunt the rare letters first. Only one word in the list has a Z in it, so every Z in the grid is worth a second look.
- Scan one row at a time for a word's first two letters, then check all eight directions from that square.
- Cross a word off the list the second you circle it, or you will search for it twice.

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Calm Block, Day 1: Reset Sheet

For one person, at your own pace. Nobody collects this and nobody reads it but you.

Calm · Day 1

Two minutes, then back to it

This is not a mood test and it is not therapy. It is a short routine for the moments when your head is somewhere else and the work in front of you is going nowhere: slow the breath, put a name on the feeling, pick the next five minutes. Work down the page and stop at the bottom.

Step 1: make the breath out longer

Breathe in through your nose while you count to four, then out through your mouth while you count to six. The long breath out is the part that slows your heart rate down. Six rounds, then stop.

Check a box for each round so you are not counting in your head.

☐☐☐☐☐☐

Step 2: name it

A feeling you can name gets smaller. Tired, annoyed, behind, worried, bored, flat, wired. One word is enough, and it does not have to be the right word.

Write yours on the first line below.

Name it in one word, then write the sentence your head keeps repeating

What is actually true right now, in this room, that I could check in ten seconds

The next five minutes: what I will do the moment I put this sheet down

What usually helps me

- ☐ Water and a real breath of air
- ☐ Writing the thing down instead of holding it
- ☐ Two minutes of a puzzle or a doodle
- ☐ Starting the smallest piece of the work
- ☐ Standing up and stretching my shoulders
- ☐ Putting my phone face down in my bag
- ☐ Asking one person one question
- ☐ Deciding to deal with it after school

My own line

Something that works for you that is not on that list.

Right now I feel (circle one)

1 2 3 4 5 6 7 8 9 10

1 = settled, 10 = about to boil over. Check the same number again in ten minutes. Down by one is the whole point.

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Team Task, Day 1: Built to Last

Groups of four. Voice level 2. No notes, no phones. One copy per student: everyone fills in My rank, then copies the group ranks. No group rank goes down until all four agree.

Team · Day 1

The challenge

The twelve monuments and engineering works below come from every part of the world. Between the oldest and the newest lie more than four thousand years, and a few were finished within a few decades of each other. **Your job:** rank them from **1 (oldest)** to **12 (newest)**. Work alone for five minutes and fill in "My rank". Then argue it out and agree on one set of group ranks. Every rank from 1 to 12 is used exactly once, so no ties.

When every group is done, the sub reads out the dates. The rule for the true order has no judgment calls: **the year it was finished or first opened, oldest first**. Write each date in, then score the difference.

	MONUMENT	MY RANK	GROUP RANK	DATE	TRUE RANK	DIFFERENCE
A	The Suez Canal opens between the Mediterranean and the Red Sea					
B	The great ziggurat of Ur rises over the city in Mesopotamia					
C	The Inca build the mountain estate of Machu Picchu					
D	The Colosseum opens for its first games in Rome					
E	The Great Pyramid of Khufu is finished at Giza in Egypt					
F	Angkor Wat is completed in the Khmer Empire					
G	The Panama Canal opens between the Atlantic and the Pacific					
H	The Parthenon is completed on the Acropolis of Athens					
I	The Forbidden City palace is completed in Beijing					
J	Hagia Sophia is completed in Constantinople					
K	Thousands of life-size clay soldiers are buried beside the tomb of China's first emperor					
L	The Taj Mahal is completed in Agra					
	Total (lower is better)					

Scoring

For each row: group rank minus true rank, and drop the minus sign. Add the twelve numbers.

- **0 to 8:** excellent: a group of historians
- **9 to 18:** good
- **19 to 30:** fair
- **Over 30:** check the BCE dates and the empires of the 1400s again.

Reminder: BCE years count down toward year 1, so 2000 BCE is older than 500 BCE.

Defend one call

Pick two monuments your group placed next to each other. What did you know, or work out, that told you which came first? Naming the empire or ruler that built each one is a strong argument.

.....

.....

.....

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Game, Day 1: Whiteboard Quiz Game

Sub script and questions. 15 minutes at the end of the period, or for extra time. Optional.

Game · Day 1

Set up (2 minutes)

1. Draw a 5 by 5 grid on the board, or tape up the board sheet. Write the five category names across the top and the values 100 to 500 down each column.
2. Teams of four to six. Team 1 picks a category and a value.
3. Read the question. The team gets 15 seconds and one answer. Right: they take the points and pick again. Wrong: the next team may steal, then play moves on.
4. Cross the square off. Highest total when time is up wins.

Read this out

"One voice per team: pick a captain who says the final answer. Shouted answers do not count and the square is dead. Team 1, choose a category and a value."

Keep the running score in a corner of the board. If a team argues a call, the script wins and the game moves on. The bold answer is the one to accept, but take a clear equivalent too (England for Great Britain, Bolivar for Bolívar).

Ancient

100 Which civilization was ruled by pharaohs?
Egypt

200 What was the wedge-shaped writing of Sumer called?
Cuneiform

300 Which two rivers bordered ancient Mesopotamia?
Tigris and Euphrates

400 Which Babylonian king issued a written law code?
Hammurabi

500 Mohenjo-daro was a city of which civilization?
The Indus Valley

Classical

100 Which Greek city-state was the birthplace of democracy?
Athens

200 Who was the first Roman emperor?
Augustus

300 Which trade route linked Han China to the Mediterranean?
The Silk Road

400 Which Macedonian king's empire reached India?
Alexander the Great

500 Which Indian empire did Ashoka rule?
The Maurya Empire

Middle Ages

100 What land-for-service system organized medieval Europe?
Feudalism

200 Which 1215 English charter limited the power of the king?
The Magna Carta

300 What plague killed about a third of Europe in the 1300s?
The Black Death

400 Which empire did Genghis Khan found?
The Mongol Empire

500 Which West African empire did Mansa Musa rule?
Mali

Exploration

100 Which Portuguese navigator reached India by sea in 1498?
Vasco da Gama

200 Whose expedition first sailed around the world?
Ferdinand Magellan

300 What was the swap of crops and animals after 1492 called?
The Columbian Exchange

400 Which empire had its capital at Tenochtitlan?
The Aztec Empire

500 Who built a movable type press in Europe about 1450?
Johannes Gutenberg

Revolutions

100 In what year did the French Revolution begin?
1789

200 Which Paris prison was stormed in 1789?
The Bastille

300 Which French general crowned himself emperor?
Napoleon Bonaparte

400 In which country did the Industrial Revolution begin?
Great Britain

500 Which Venezuelan liberated much of South America?
Simón Bolívar

Final Wager: The Enlightenment

Play this when the board is clear, or when two minutes are left. Announce the category, then every team writes a secret wager of up to the points it already has. Read the question. Teams get 60 seconds of silent writing, then hold their answers up together.

Which English philosopher said people are born with rights to life, liberty and property?
John Locke

Right: add the wager. Wrong: subtract it. That is the final score.

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Game, Day 1: The Board

Tape this to the whiteboard or copy it. Cross squares off as they are played.

Game · Day 1

ANCIENT	CLASSICAL	MIDDLE AGES	EXPLORATION	REVOLUTIONS
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

Final Wager: The Enlightenment

Write your wager before you hear the question. A team may bet any amount up to the points it already has. Right answer: add the wager. Wrong answer: subtract it.

Team 1
WAGER
ANSWER

Team 2
WAGER
ANSWER

Team 3
WAGER
ANSWER

Team 4
WAGER
ANSWER

Team 5
WAGER
ANSWER

Team 6
WAGER
ANSWER

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Answer Keys (1 of 7)

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

World History Set 1: River Valley Civilizations

Table blanks: Mesopotamia, where it is today: Iraq; Mesopotamia, writing: Cuneiform, pressed into clay; Egypt, river: Nile; Egypt, a famous achievement: Pyramids at Giza; Indus Valley, writing: Seals no one has deciphered; Indus Valley, cities or a state by about: 2500 BCE; Ancient China, a famous achievement: Bronze vessels; Mandate of Heaven; Ancient China, cities or a state by about: 1600 BCE.

Achievements sort: 1. E; 2. C; 3. M; 4. I; 5. E; 6. M; 7. C; 8. I; 9. M; 10. E; 11. I; 12. C.

Why rivers: 1. Any three of: water for fields, rich new soil from floods, fish, clay for bricks, a road for boats; 2. Not everyone had to farm to eat, so some people could become priests, scribes, craftworkers, soldiers or rulers.

Counting years: 1. Mesopotamia, Egypt, Indus Valley, Ancient China; 2. 1350 years; 3. 900 years; 4. Hammurabi's code, by 150 years; 5. 5099 years (3100 + 2000 minus 1).

Map questions: 1. D4; 2. 10; 3. Sarnu, Ilbet, Marakad, Pellun; 4. Hesh Tor and Red Hills Quarry. Accept reasons tied to the map: the quarry has to be where the stone is, in the red hills; the fort sits at the dry western edge of the valley, where it can watch the desert approach; 5. 60 km (3 squares); 6. about 57 km (the square root of 40 squared plus 40 squared); 7. northeast; 8. downstream.

Challenge: square F2, about 45 km from the quarry. Rule 1: the floodplain has water and flood soil for farming, but a river square floods first. Rule 2: space between towns leaves each one its own fields. Accept any two reasons like these.

Calm block, Day 1: word search solution (world history words)

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

All 12 words are marked. Words run in all eight directions, so a student who only searched across and down will be missing several.

Reset sheet: private, answers vary, nothing to grade. If a student hands it in anyway, thank them and leave it for the teacher.

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World History Set 1: Who Did It First?

Write M (Mesopotamia), E (Egypt), I (Indus Valley) or C (Ancient China) in each box. Every letter is used three times.

World History · Day 1

Achievements sort

1. ☐ Hieroglyphic writing, often on sheets of papyrus
2. ☐ Questions to ancestors carved on oracle bones
3. ☐ Wedge-shaped writing pressed into wet clay tablets
4. ☐ Cities planned on a grid, with brick houses and covered drains
5. ☐ Pyramids built at Giza as royal tombs
6. ☐ Stepped temple towers called ziggurats
7. ☐ The Mandate of Heaven, a right to rule that heaven can take away
8. ☐ Writing on small seals that no one can read yet
9. ☐ A code of laws carved in stone for a king of Babylon
10. ☐ A ruler seen by the people as a god-king
11. ☐ Standard weights used by traders
12. ☐ Fine bronze vessels cast by Shang workers

Counting years before the common era

BCE dates count backward, so a bigger number is further back in time: 3100 BCE is older than 1750 BCE. To find the years between two BCE dates, subtract the smaller number from the bigger one. To count from a BCE date to a CE date, add the two numbers and subtract 1, because the calendar has no year 0: 1 BCE is followed directly by 1 CE.

1. **List the four civilizations from oldest to newest, using the start dates in the table.**

2. **How many years passed between the union of Egypt (3100 BCE) and Hammurabi's code (1750 BCE)?**

3. **How many years passed between the first large Indus cities (2500 BCE) and the start of the Shang dynasty (1600 BCE)?**

4. **Which is older, Hammurabi's code (1750 BCE) or the Shang dynasty (1600 BCE), and by how many years?**

5. **How many years passed from the union of Egypt (3100 BCE) to the year 2000 CE?**

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7 answer-key pages, every answer checked

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

