

K to 2nd Grade Sub Plans, 2 Weeks

Two complete week binders for a kindergarten to grade 2 class, every subject. The sub reads every task aloud.

PREVIEW

What is included

- Two week binders (100, 102 pages): 202 pages
- 27 front pages: binder cover, important information, note to the sub, the week plan filled in, schedule, set index, class list, how it went, Monday opener
- 60 solo blocks (50 math, reading, writing, science and social studies sets, 10 calm blocks) and 10 team tasks for teams of two or three
- A K and grade 1 core task and a ★ challenge at grade 2 level on every work page
- 10 optional games, a fun way to end the day
- Answer keys for everything; color and ink-saver B&W, US Letter and A4

How it works

1. Leave the two binders out. Each has its own filled-in plan with page numbers.
2. The sub reads the Say this to the class box and every instruction aloud, models the first item, then the children work on their own. Everyone does the core task; second graders and early finishers go on to the ★ challenge.
3. The calm block fits any gap, the team task takes about 20 minutes, the game the last 15 minutes.
4. No prep and no tech: print and go.

The 10 days, one set per subject block

- **Week 1, days 1 to 5. Math:** Counting and Writing Numbers to 20; Adding and Subtracting to 10; Shapes and Patterns; Measurement and Comparing; Picture Word Problems. **Science:** The Five Senses; Weather and What We Wear; Animals and Homes; Plants and What They Need; Day and Night. **Social studies:** Community Helpers; Rules at School; Map of the Classroom; Traditions People Have; Wants and Needs.
- **Week 2, days 6 to 10. Math:** Counting On to 120; Making Ten; Tens and Ones; Comparing Numbers; Time to the Hour and Half Hour. **Science:** Pushes and Pulls; Living and Nonliving Things; Sunlight Warms the Earth; Animal Parents and Their Young; Make Some Shade. **Social studies:** Jobs and the Skills They Need; A Neighborhood Map; School Long Ago and Today; Goods and Services; Taking Turns and Being Fair.

Every day also has a reading set and a writing set (10 reading sets and 10 writing sets). **Optional games:** Picture Bingo; Oops! Fix It; Show Me; Count, Clap and Show Me; Mystery Box; Push It, Pull It, Show Me; Picture Bingo, Row or Column; Stomp the Tens; Star Side, Circle Side.

What this preview shows: the note to the substitute, the Week 1 plan, more front pages, one page of every daily part, a full math set with its answer key, a calm block, a team task, two games and one ink-saver page. Every product page is watermarked. The full product has 202 pages.
What the sub gets: a note that explains the routine, a Say this to the class box on every task, a script for every game, and every answer in the key.



Note to the Substitute

Kindergarten to Grade 2 · five days · every set runs from the printout alone

Thank you for covering my class this week

Everything you need is in this binder. The front pages are filled in for this week. Then come the work sets, one per day: **Math 1** is Monday's math set, **Reading 3** is Wednesday's reading set, and so on. Any set can move to another slot; nothing depends on the order. Each set is one slot (20 to 30 minutes), stands alone, and has its answer key at the back, so you never have to make anything up or know the subject. The first page of every set tells you what to say.

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

The core task is kindergarten and grade 1 work that every child in a K to 2 room can do with your help. **The ☆ challenge** is the same skill at grade 2 level, for second graders and anyone ready for more; it is extra, so skip it for anyone it frustrates. Many children in this room cannot read the instructions yet: every task starts with a **Say this to the class** box, and every box with the icon is one you read out loud, including the ☆ challenge. Model the first item with the class, then let them work.

Every set lists the standards it practices on a small line under its title (for you, not the students): Common Core Math and English Language Arts for kindergarten, grade 1 and grade 2, NGSS kindergarten to grade 2 for science, and the C3 Framework kindergarten to grade 2 band for social studies. A sub plan set practices part of a standard; it is review and practice, not a full assessment of it.

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

Supplies for the week

- **Every day:** a pencil for each student.
- **Crayons or colored pencils:** Calm 1, Calm 2, Calm 3

If the class is loud

- Set a voice level with a number and use it all week: 0 is silent, 1 is a whisper, 2 is table talk, 3 is sharing so the whole class hears.
- Switch to the calm block. Nobody needs to move.
- Every work page has a ☆ challenge, so fast finishers always have something.
- If a set is not working, stop it and use the calm block or the team task. Every set starts cold.

At the end of each day

Please fill in that day's line on the "How it went" page. It takes two minutes and I read every word.

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

© classroomreview.games · Sub Plans Week 1: Kindergarten to Grade 2, 5 Days of Print and Go Work

© classroomreview.games



This Week's Plan

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

TIME OF DAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Morning work	**Meet Your Sub** p. 12 · 15 min	**Warm-up** Attendance, then go over yesterday's answers together from the key at the back (10 min)	**Warm-up** Attendance, then go over yesterday's answers together from the key at the back (10 min)	**Warm-up** Attendance, then go over yesterday's answers together from the key at the back (10 min)	**Warm-up** Attendance, then go over yesterday's answers together from the key at the back (10 min)
Block 1	**Math 1** Counting and Writing Numbers to 20 p. 14 · 25 min	**Math 2** Adding and Subtracting to 10 p. 29 · 25 min	**Math 3** Shapes and Patterns p. 43 · 25 min	**Math 4** Measurement and Comparing p. 58 · 25 min	**Math 5** Picture Word Problems p. 73 · 25 min
Block 2	**Reading 1** Letter Sounds and Rhyming p. 16 · 25 min	**Reading 2** Sight Words p. 31 · 25 min	**Reading 3** Listen and Answer p. 45 · 25 min	**Reading 4** Story Order p. 60 · 25 min	**Reading 5** Beginning, Middle and End p. 75 · 25 min
Before lunch	**Writing 1** Label the Picture p. 18 · 25 min	**Writing 2** Write a Sentence p. 33 · 25 min	**Writing 3** Make a List p. 47 · 25 min	**Writing 4** Draw and Write p. 62 · 25 min	**Writing 5** Thank You Note p. 77 · 25 min
After lunch	**Science 1** The Five Senses p. 20 · 25 min	**Science 2** Weather and What We Wear p. 35 · 25 min	**Science 3** Animals and Homes p. 49 · 25 min	**Science 4** Plants and What They Need p. 64 · 25 min	**Science 5** Day and Night p. 79 · 25 min
Block 3	**Social Studies 1** Community Helpers p. 22 · 25 min	**Social Studies 2** Rules at School p. 37 · 25 min	**Social Studies 3** Map of the Classroom p. 51 · 25 min	**Social Studies 4** Traditions People Have p. 66 · 25 min	**Social Studies 5** Wants and Needs p. 81 · 25 min
Team time	**Helper Supply Count** p. 26 · 20 min	**Ten Frame Partners** p. 41 · 20 min	**Sort the Pictures** p. 55 · 20 min	**Hand Span Measuring** p. 70 · 20 min	**The Picnic Shop** p. 85 · 20 min
Quiet time or early finishers	**Count and Connect** p. 24 · 15 min	**Color by Answer and a Sight Word Garden** p. 39 · 15 min	**Shape Picture and Dot to Dot** p. 53 · 15 min	**Garden Count and Plant Words** p. 68 · 15 min	**Fruit I Spy and Trace the Words** p. 83 · 15 min
End of day (optional): a fun way to finish	**Picture Bingo** p. 27 · 15 min	**Oops! Fix It** p. 42 · 15 min	**Show Me** p. 56 · 15 min	**Count, Clap and Show Me** p. 71 · 15 min	**Mystery Box** p. 86 · 15 min

How to use this plan

- Page numbers point to the first page of each set. **Copies:** subject sets and calm blocks one per student, two-sided; team tasks one per pair or group of three; game scripts, game boards and answer keys one for you unless the game page says otherwise. **One-sided:** Game 1 (script: one for you; board page: one per two children, copied one-sided, folded and torn in half); Game 5 (script: one for you; box and card page: one for you, one-sided, cards folded and torn apart).
- Every student does the core task; early finishers go on to the ☆ challenge.
- The calm block is always allowed: a slot that runs short, a loud class, or anyone who finishes early.
- The game is optional: a fun way to end the day, or something for extra time.

© classroomreview.games · Sub Plans Week 1: Kindergarten to Grade 2, 5 Days of Print and Go Work

© classroomreview.games

SUB PLANS WEEK 1

Kindergarten to Grade 2, 5 Days of Print and Go Work

Teacher _____

Room _____

Grade _____

Week of _____

Everything a sub needs for five days is in this binder: a filled-in weekly plan, a blank schedule, the class list, and for every day a set for math, reading, writing, science and social studies, a calm block, a team task and a paper game. Each set is one slot of the day, stands alone, and has its own answer key. Nothing needs subject knowledge, a login or a projector.



Important Information

The page the sub reads first. Fill it in once and keep it current.

People to call

Office _____

Teacher next door _____

Nurse _____

Principal / admin _____

Tech help _____

Emergency procedures

Fire: exit and meeting point _____

Lockdown _____

Severe weather _____

Medical _____

Where the first aid kit is _____

Helpful students

_____

_____

_____

Students who need extra support

_____

_____

_____

Where things are

Attendance / how to take it _____

Paper, pencils, supplies _____

Hall passes _____

Copier, if the sub may use it _____

Class routines

Start of class _____

Bathroom _____

Phones _____

End of class _____

Weekly Schedule (Blank)

Your own order: write the set for each slot (for example "Math 1" or "Reading 2") and the time it starts. Cross out or rename slots to match your day.

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

How to fill it in

- One set per slot. Each set runs 20 to 30 minutes; the ☆ challenge fills a few extra minutes for early finishers. For a longer slot, add that day's team task or calm block.
- Specials, recess and lunch: cross those slots out or write them in.
- On Monday the opener (15 minutes) comes first, then the first set.
- The game is optional: put it in the last slot as a fun way to end the day, or use it for extra time. The calm block goes in any gap.

Set naming

Sets are named by subject and day: **Math 1** is Monday's math set, **Reading 3** is Wednesday's reading set, and so on. The set index lists every set with its minutes and page.

Class List and Dismissal

Names, what a sub must know, and how every student goes home. Copy one per class.

(B) bus (write the number) (W) walks (P) picked up (write who) (A) after-school program (O) other

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

#	STUDENT NAME	NOTES (ALLERGIES, NEEDS, HELPFUL, LEAVES EARLY)	HOME	BUS # / PICKED UP BY / PROGRAM	☆ STARTS WITH THE CHALLENGE
1					☐
2					☐
3					☐
4					☐
5					☐
6					☐
7					☐
8					☐
9					☐
10					☐
11					☐
12					☐
13					☐
14					☐
15					☐
16					☐
17					☐
18					☐
19					☐
20					☐
21					☐
22					☐
23					☐
24					☐
25					☐
26					☐
27					☐
28					☐
29					☐
30					☐

How It Went

For the substitute. One line per day, two minutes at the end of each day. Check the boxes and go.

Monday

Sets done: _____ Class was: ☐ Great ☐ Fine ☐ Hard, see notes

Notes / stars of the day: _____

Tuesday

Sets done: _____ Class was: ☐ Great ☐ Fine ☐ Hard, see notes

Notes / stars of the day: _____

Wednesday

Sets done: _____ Class was: ☐ Great ☐ Fine ☐ Hard, see notes

Notes / stars of the day: _____

Thursday

Sets done: _____ Class was: ☐ Great ☐ Fine ☐ Hard, see notes

Notes / stars of the day: _____

Friday

Sets done: _____ Class was: ☐ Great ☐ Fine ☐ Hard, see notes

Notes / stars of the day: _____

Meet Your Sub

Day 1 opener, 15 minutes before the first set. Read every line out loud. Nothing to prepare.

Day 1 · Opener

SAY THIS TO THE CLASS

"Good morning. I am your teacher today, and my name is on this paper. First I will tell you about me, then you make three class promises with me. Then you play a name game."

Copies: opener script and About Your Sub sheet: one for you

Sub script, four steps

1. **Fill in the sheet** on the next page before the class comes in. Use big letters. Draw one thing you like in the box.
2. **Hold up the sheet and read it out loud.** Then take three questions from raised hands and stop at three.
3. **Read the three promises** one at a time. The class says each promise back to you, then everyone says yes.
4. **Point to the voice faces** at the bottom of the sheet. Say the word under each face. Tell the class which face, 0 to 3, you want for the first set.

Three class promises, read one at a time

1. I use kind hands and kind words.
2. I listen when someone is talking.
3. I help clean up.

Point at the promises again later if the room gets loud.

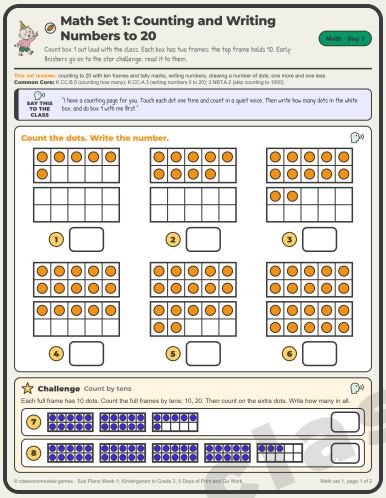
Circle game: My Name and My Move, 5 minutes

1. Say: time for a name game called My Name and My Move. Sit in a circle on the rug, or stand next to your chair.
2. Go first. Say your name, then do one small move: a clap, a wave, a nod.
3. The class says your name and copies your move.
4. Go around the circle. Each child says a name and does one move. The class copies it.
5. Finish with: great job, now everyone knows a name and a move. Then start the first set.

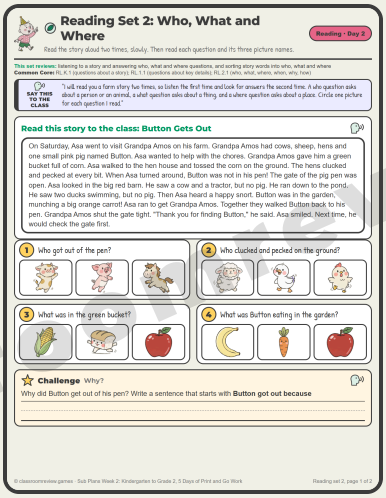
Short on time or a wiggly class? Go around one time with a wave only.

classroomreview.games

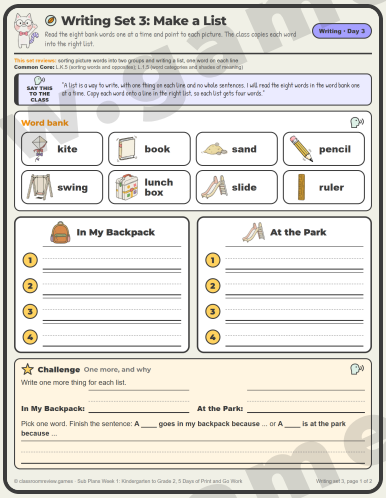
ONE PAGE OF EVERY DAILY PART



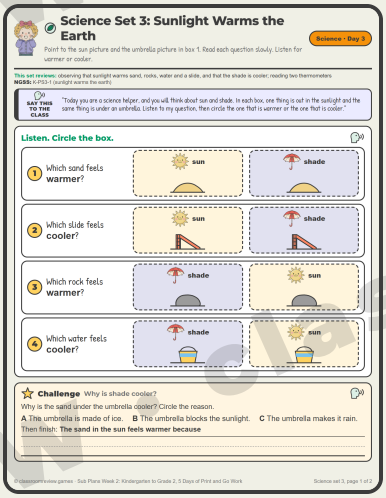
Math set, Week 1 (solo)



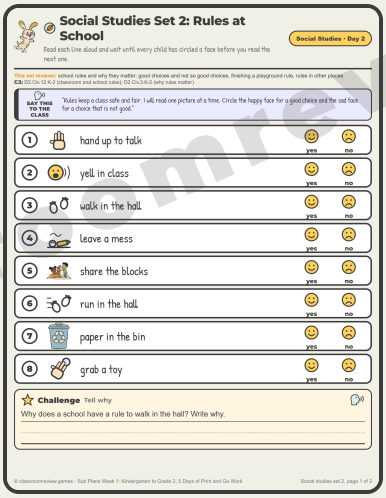
Reading set, Week 2 (solo)



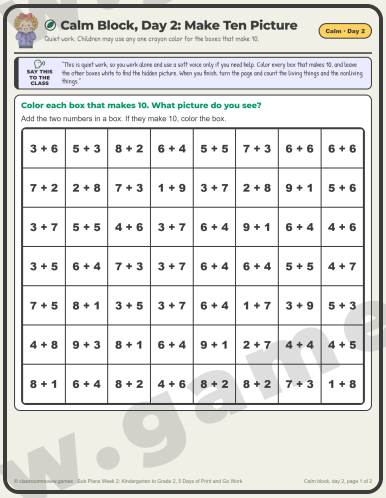
Writing set, Week 1 (solo)



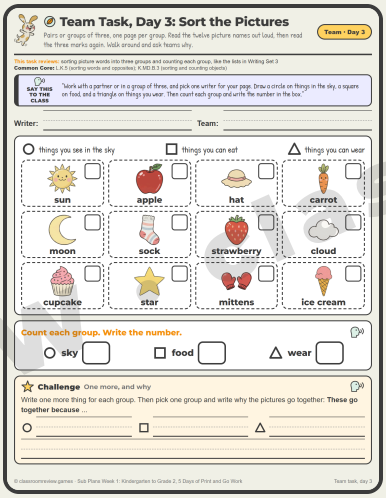
Science set, Week 2 (solo)



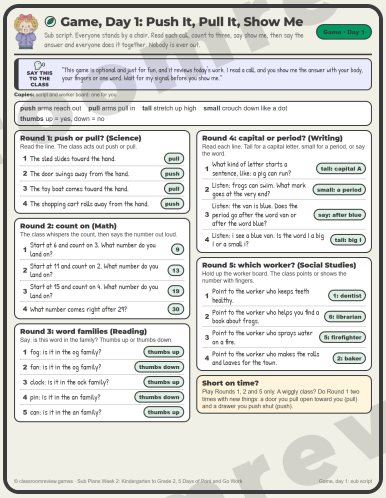
Social studies set, Week 1 (solo)



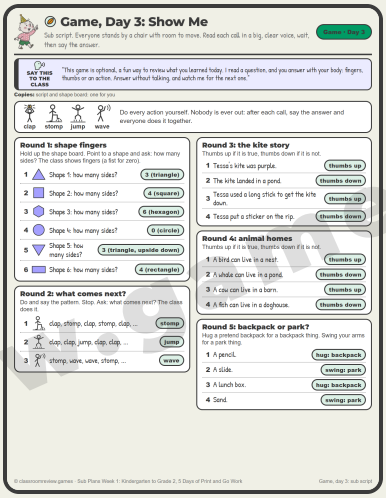
Calm block (solo)



Team task, Week 1 (team of 2 or 3)



Game: Push It, Pull It, Show Me (whole class)



Game: Show Me (whole class)

© classroomreview.games



Math Set 1: Counting On

Model box 1 out loud: put your finger on the box, say its number, then touch each loose apple and say the next number.

Math · Day 1

This set reviews: counting on from a number instead of from 1, the next numbers on a track, and counting past 100 to 120
Common Core: K.CC.A.2 (counting on from any number); 1.NBT.A.1 (counting to 120)

SAY THIS TO THE CLASS "You do not have to start at 1 to count. Say the number on the box, then count on one loose apple at a time. Write how many in all in the white box, and do box 1 with me first."

The number on the box tells how many apples are inside. Count on. How many in all?

1. 5 — in all ☐
2. 8 — in all ☐
3. 10 — in all ☐
4. 12 — in all ☐
5. 15 — in all ☐
6. 7 — in all ☐

Challenge Count past 100

7. Count on past 100. Write the missing numbers.

96	97			100		102

8. The jar has 108 beads. Count on the beads that are out. How many in all?

108 ●●●● ☐

© classroomreview.games · Sub Plans Week 2: Kindergarten to Grade 2, 5 Days of Print and Go Work



Math Set 1: What Comes Next?

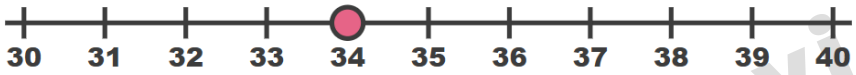
Read each track out loud with the class, saying hmm for every empty box. The big round dot on a number line is where you start.

Math · Day 1

Count on. Write the missing numbers.

1	13	14			17
2	26		28		
3	47	48			51
4	68			71	
5	88	89			

Start on the big dot. Hop forward 3 times. Write where you land.

6 

7 

Challenge The 101 to 120 chart

Count from 101 to 120. Write the missing numbers in the chart.

101	102		104	105		107	108		110
	112	113		115	116		118	119	

© classroomreview.games · Sub Plans Week 2: Kindergarten to Grade 2, 5 Days of Print and Go Work



Answer Keys (1 of 12)

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

Math Set 1, Day 1: Counting On to 120

Page 1, count on: 1. 5 + 3 = 8; 2. 8 + 2 = 10; 3. 10 + 4 = 14; 4. 12 + 3 = 15; 5. 15 + 2 = 17; 6. 7 + 4 = 11. A child who counts every apple from 1 still gets the right number; show counting on from the box number.

Star challenge (page 1): 7. 98, 99, 101 (the path reads 96, 97, 98, 99, 100, 101, 102); 8. 108 + 4 = 112.

Page 2, tracks: 1. 15, 16; 2. 27, 29, 30; 3. 49, 50; 4. 69, 70, 72; 5. 90, 91, 92. **Hops:** 6. start 34, land on 37; 7. start 56, land on 59.

Star challenge (page 2): 103, 106, 109, 111, 114, 117, 120.

Reading Set 1, Day 1: Short Vowel Word Families

Page 1, first letters (say the names: 1 log, 2 fan, 3 sock, 4 bat, 5 dog, 6 van, 7 rock, 8 pig): 1. l (log); 2. f (fan); 3. s (sock); 4. b (bat); 5. d (dog); 6. v (van); 7. r (rock); 8. p (pig). Accept a capital letter. Picture 2 is a fan (a paper fan), picture 6 is a van (not a bus: the family is an).

Star challenge (page 1): answers vary; any real word that ends the same way: an: can, man, pan, ran, tan, plan; og: jog, fog, hog, bog, cog, clog. Not fan or van, log or dog (already on the page), but give credit if a child wrote them.

Page 2, cross out (names: 1 frog, fan, dog; 2 clock, sock, pig; 3 log, van, fan; 4 cat, rock, bat): 1. fan; 2. pig; 3. log; 4. rock.

Middle sound (names: 5 van, 6 hen, 7 pig, 8 box, 9 sun, 10 cat): 5. a (van); 6. e (hen); 7. i (pig); 8. o (box); 9. u (sun); 10. a (cat). Picture 6 is a hen (a chicken): the letters h and n fit hen.

Star challenge (page 2): circle fat, rat, sat, mat; the drawing shows a fat rat sitting on a mat.

Writing Set 1, Day 1: Capital Letters and Periods

Page 1 (read each sentence aloud): 1. The dog can jump. = T and a period; 2. A pig can run. = A and a period; 3. I see a blue van. = I and a period; 4. My sock has stripes. = M and a period; 5. Frogs can swim. = F and a period; 6. Bats can fly. = B and a period. The letter must be a capital; the period goes in the end box.

Star challenge (page 1): Akin has a red kite. It can fly up high. Two capitals (A, because Akin is a name and starts the first sentence; I, which starts the second) and two periods.

Page 2, build a sentence: 1. The frog jumps. 2. A hen lays eggs. 3. The van is blue. Checklist: capital, spaces, period.

Star challenge (page 2): answers vary, for example "Puff is a white cat." Check for a capital at the start, a capital for the cat's name, and a period. Sound spellings are fine.

© classroomreview.games · Sub Plans Week 2: Kindergarten to Grade 2, 5 Days of Print and Go Work

© classroomreview.games



Calm Block, Day 1: Dot to Dot Fish

Pencils first, crayons after. Point to dot 1 with the class before they start.

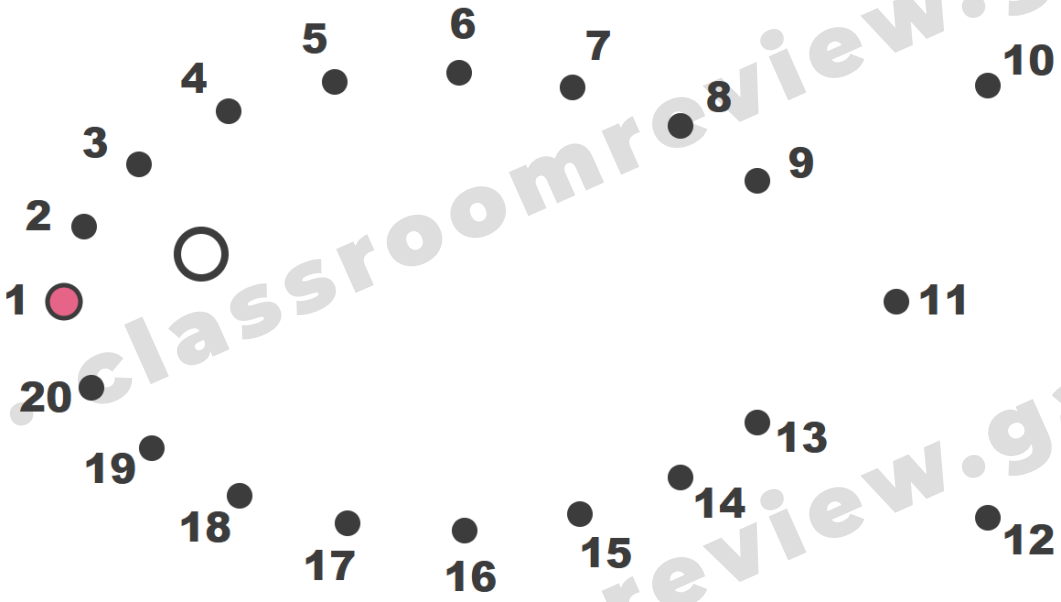
Calm · Day 1

SAY THIS TO THE CLASS

"This is quiet work time, so use a whisper voice or no voice. Start at dot 1 and count as you draw a line to 2, then 3, all the way to 20. When your fish is done, you may color it."

Count and connect the dots from 1 to 20

Draw a line from 1 to 2, then 3, then 4. Keep counting to 20. Then draw a line from 20 back to 1. Color your fish with crayons.



Count again

Touch each dot and count out loud in a whisper: 1, 2, 3 ... 20. How many dots? Write it here.

© classroomreview.games · Sub Plans Week 1: Kindergarten to Grade 2, 5 Days of Print and Go Work



Team Task, Day 4: Number Builders

Pairs or threes, one page per team. Read the jobs out loud. In a group of three, the third child is the checker.

Team · Day 4

This task reviews: making the biggest and the smallest number from digit cards and comparing them (math: comparing numbers)
Common Core: 1.NBT.B.3 (comparing two digit numbers); 2.NBT.A.4 (comparing three digit numbers)

SAY THIS TO THE CLASS "In your team, Builder A makes the biggest number from the two cards and Builder B makes the smallest number. The writer writes both numbers, and the team circles the greater one. Remember to look at the tens place first."

Team jobs

Builder A: makes the biggest number **Builder B:** makes the smallest number
Checker (third child): checks each number

Writer's name: _____

Use both cards. Write the biggest and the smallest number. Circle the greater one.

Cards	Biggest number	Smallest number
1 — 3 8		
2 — 9 2		
3 — 1 6		
4 — 7 5		

Challenge Three cards

Use all three cards in each row to make three digit numbers.

2 4 7 — **two numbers between 400 and 500** _____ _____

7 3 9 — **the greatest number with 7 tens** _____

© classroomreview.games · Sub Plans Week 2: Kindergarten to Grade 2, 5 Days of Print and Go Work



Game, Day 5: Mystery Box

Sub script with the secret points and the answers. Never show this page to the class.

Game · Day 5

SAY THIS TO THE CLASS "This game is optional, just for fun, and every question is about the work you did today. Talk quietly with your team, then show me with your fingers or say one word. A right answer lets your team pick a box, and one box is empty."

Copies: box and card page one-sided, cards folded and torn

How to play

1. Make four teams. Show the box page. Fold and tear the point cards and keep them face down.
2. Ask one team a question. Right: the team picks a box. Not right: the next team may try.
3. Find the box in the table and hold up that point card. The class counts the stars; draw them under the team's name on the board and cross off the box.
4. When all 8 boxes are open, count each team's stars together.

Read this out

"Eight boxes, eight surprises. Some hide lots of stars, some a few, and one hides nothing. Whisper with your team before you answer."

When a box opens, say its number and hold up the card: "Count the stars with me: one, two, three ... That many stars for this team!"

Accept any answer that means the same (2:00 for two o'clock, above the bear for over the teddy, a solid cover for no holes). For a number, the class may show fingers or say it.

Secret point table (sub only)

Box 1	Box 2	Box 3	Box 4	Box 5	Box 6	Box 7	Box 8
3 stars ☆☆☆	**0** empty	**5** stars ☆☆☆☆☆	**2** stars ☆☆	**1** star ☆	**4** stars ☆☆☆☆	**2** stars ☆☆	**3** stars ☆☆☆

All eight boxes together hold 20 stars. Show the point card with the same number of stars.

Questions and answers about today's work (ask them in order; reuse a missed one later)

1	Long hand on 12, short hand on 2. What time is it?	**2 o'clock**
2	Is a pig that rides a bike in a storybook or a fact book?	**Storybook (made up)**
3	Does a shade maker go over the teddy or next to it?	**Over the teddy**
4	Is a feather light or heavy?	**Light, not heavy**
5	Two friends take turns on the slide. Is that fair?	**Yes, fair**
6	The long hand points to 6. Is it o'clock or half past?	**Half past**
7	In the fact book, what does a pig roll in to stay cool?	**Cool, wet mud**
8	Can a spoon make enough shade for you to sit in?	**No**
9	Which word fits a zebra, striped or spotted?	**Striped**
10	You share 4 apples fairly with a friend. How many each?	**2**
11	Which hand is the hour hand, the short one or the long one?	**The short one**
12	In the story, did Dottie ride a bike or a bus?	**On her bike**
13	Which cover makes darker shade, one with holes or no holes?	**No holes**
14	Is a lemon sour or sweet?	**Sour**

Tie You share 10 grapes fairly with a friend. How many each? **5**

© classroomreview.games · Sub Plans Week 2: Kindergarten to Grade 2, 5 Days of Print and Go Work

© classroomreview.games



Game, Day 5: Boxes and Point Cards

Show the boxes to the class. Fold the point cards on the dashed lines, tear them apart and keep them face down.

Game · Day 5

The mystery boxes



Point cards: fold and tear on the dashed lines

0  empty	1  star	2  stars
3  stars	4  stars	5  stars

© classroomreview.games · Sub Plans Week 2: Kindergarten to Grade 2, 5 Days of Print and Go Work

Game, day 5: boxes and cards



Game, Day 2: Oops! Fix It

Your script with every answer. Nothing to copy: the class only listens and talks.

Game · Day 2

SAY THIS TO THE CLASS "This game is optional, just a fun way to end the day, and it reviews today's work. I will say a sentence: if it is right, whisper yes; if it is silly, say Oops! Then put your hand up and help me fix it."

Copies: script: one for you; nothing to copy for the class

How to play (1 minute to set up)

1. Read each sentence slowly, two times. Right: the class whispers "yes". Silly: the class says "Oops!"
2. For a silly one, call on one child to fix it; any fix that makes it right counts. Teams are optional: one point per fix.

Round 1: weather and clothes

1. On a rainy day, I wear rain boots. **yes**
2. On a snowy day, I wear shorts.
   Oops! Fix: **a coat or mittens (any warm clothes)**
3. On a hot, sunny day, I wear mittens.
   Oops! Fix: **a sun hat, sunglasses or shorts**
4. On a cold, windy day, I zip up my coat. **yes**
5. Sunglasses help my eyes on a bright, sunny day.
   yes
6. Snow falls on a hot day.
   Oops! Fix: **a cold day (or a winter day)**

Round 2: add and take away

Say each one slowly. Children may count on fingers.

1. 5 and 2 more is 8.
   Oops! Fix: **5 and 2 more is 7**
2. 8 take away 3 is 5. **yes**
3. 6 and 4 more is 10. **yes**
4. 9 take away 6 is 4.
   Oops! Fix: **9 take away 6 is 3**
5. 1 and 6 more is 7. **yes**

Round 3: sight word rhymes

First say the list words with the class: the, and, see, like, you, can, go, my.

1. Go rhymes with no. **yes**
2. Can rhymes with dog.
   Oops! Fix: **man, fan or ran (any word that ends like can)**
3. See rhymes with tree. **yes**
4. Like rhymes with cat.
   Oops! Fix: **bike or hike (any word that ends like like)**
5. My rhymes with pie. **yes**

Round 4: school choices

Right = a good choice. Silly = not a good choice.

1. I walk in the hall. **yes**
2. I yell in class when I need help.
   Oops! Fix: **put my hand up (or ask quietly)**
3. I share the blocks. **yes**
4. I leave a mess at my table.
   Oops! Fix: **clean up (or put it away)**

© classroomreview.games · Sub Plans Week 1: Kindergarten to Grade 2, 5 Days of Print and Go Work

© classroomreview.games



Math Set 2: Making Ten

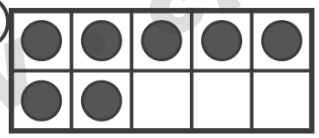
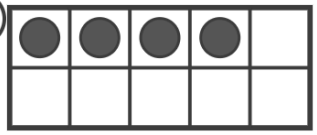
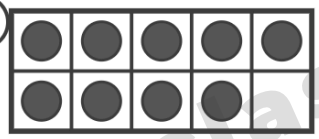
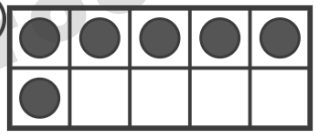
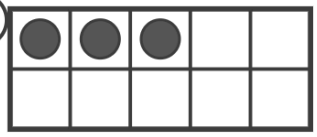
Read each problem aloud. Give time to draw the dots in the empty boxes before the class writes the number.

Math · Day 2

This set reviews: how many more make 10 on a ten frame, pairs of numbers that make 10, and making 10 to add
Common Core: K.OA.A.4 (making 10); 1.OA.C.6 (adding and subtracting within 20); 2.OA.B.2 (addition and subtraction facts to 20)

SAY THIS TO THE CLASS "A ten frame has ten boxes, and some boxes already have a dot. Count the empty boxes, draw a dot in each one, and write how many more make 10. I will read every problem, so put your finger on number 1 now."

Draw dots to fill the frame. How many more make 10?

1. 
   7 + ☐ = 10
2. 
   4 + ☐ = 10
3. 
   2 + ☐ = 10
4. 
   9 + ☐ = 10
5. 
   6 + ☐ = 10
6. 
   3 + ☐ = 10

Challenge Make a ten to add

Make a ten first. Take some from the second number to fill 10. Then add the rest.

9 + 4 = 10 + ☐ = ☐

8 + 6 = 10 + ☐ = ☐

EW · classroomreview.games

In the full product

Two weeks of every subject, planned and ready to print.

202 pages in color and ink-saver B&W, US Letter and A4

10 days, each with math, reading, writing, science and social studies, a calm block, a team task and an optional game

27 front pages: note to the sub, week plans, schedules, class lists

60 + 10 solo blocks (sets, calm blocks) + team tasks

Use it your way

- Two weeks out: ten days of every subject, planned day by day.
- A mixed K to 2 room: a K and grade 1 core task and a grade 2 ★ challenge on every work page.
- Your sub tub: print it once and keep it all year.
- Your own no prep day: teach it yourself when you need a break from planning.

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



Classroom
REVIEW GAMES