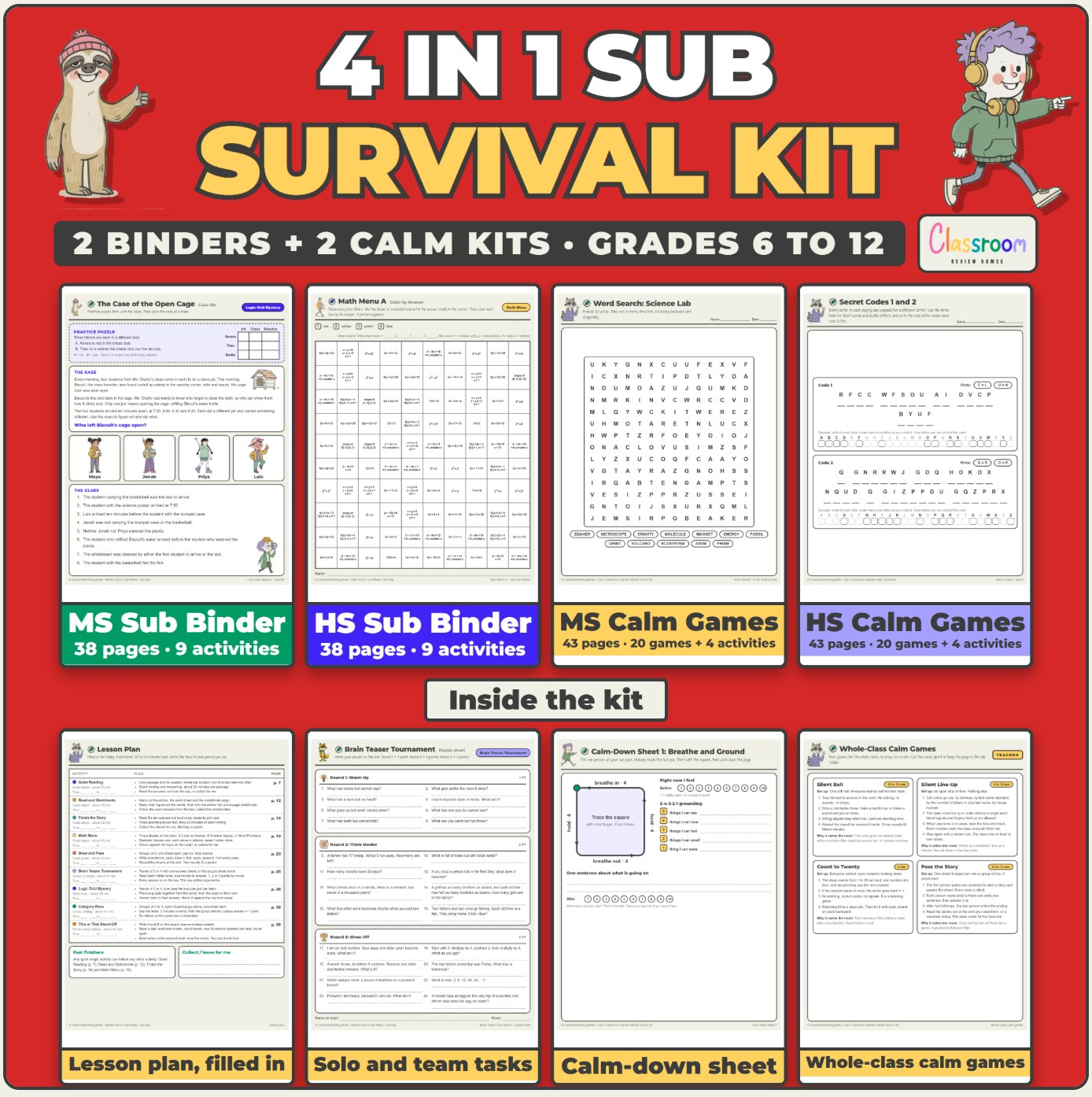
4 in 1 Sub Survival Kit, Grades 6 to 12: Emergency Sub Binders and Calm Games

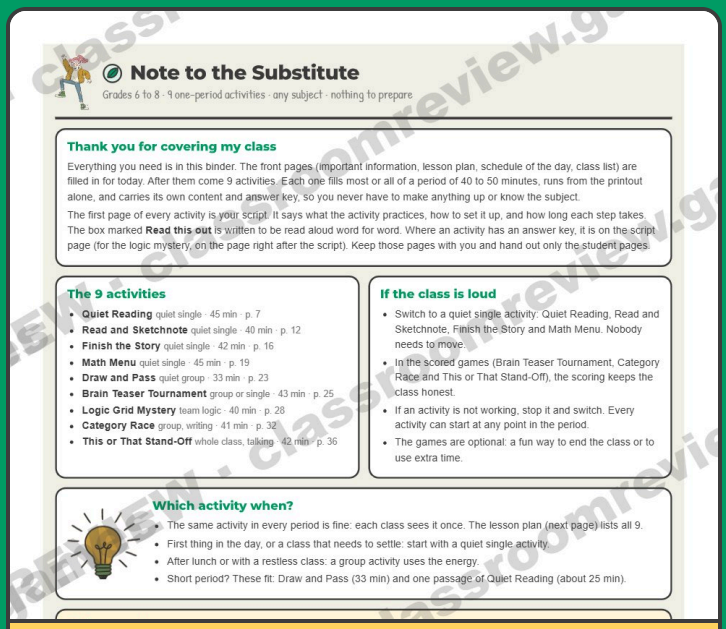
BUNDLE PREVIEW Everything in this bundle, on one page. Sample pages of each product follow.

WHAT'S INCLUDED: 4 PRODUCTS



KIT 1 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

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The 9 activities

- **Quiet Reading** quiet single · 45 min · p. 7
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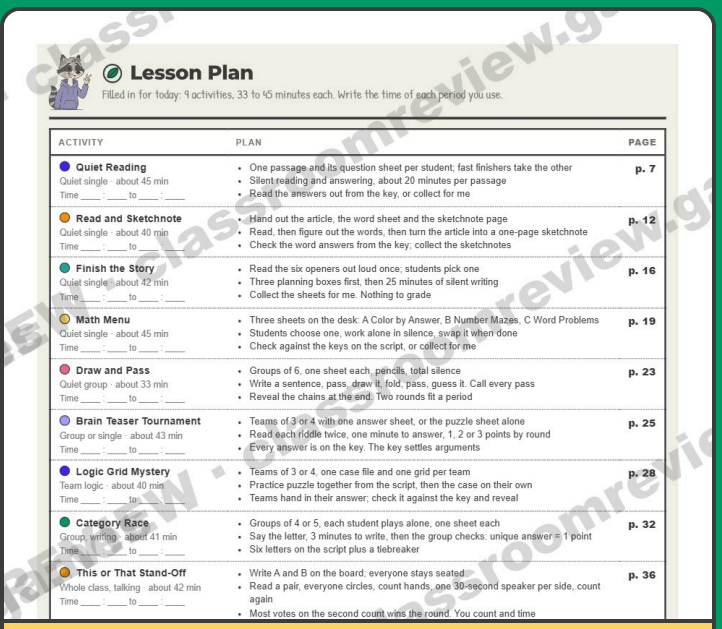
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Filled in for today: 9 activities, 33 to 45 minutes each. Write the time of each period you use.

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

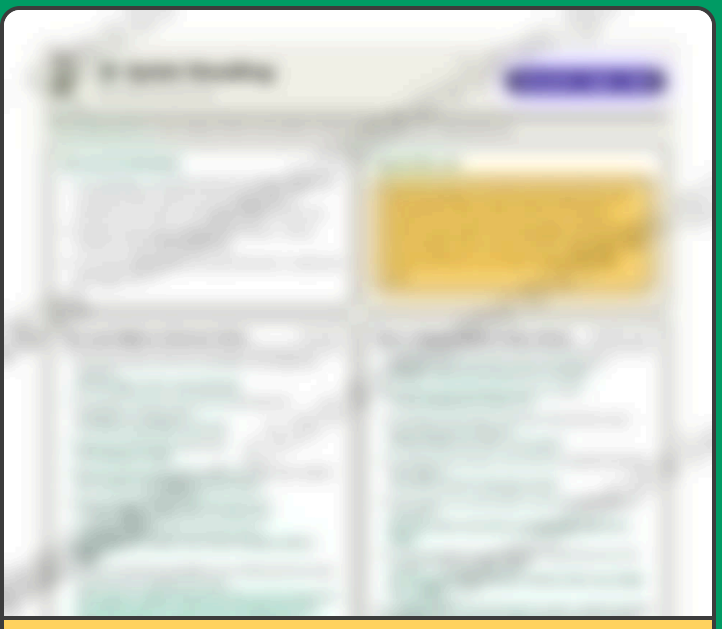
1. What has hands but cannot clap? _____
2. What gets wetter the more it dries? _____
3. What has a neck but no head? _____
4. I have keys but open no locks. What am I? _____
5. What goes up but never comes down? _____
6. What has one eye but cannot see? _____
7. What has teeth but cannot bite? _____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



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Before you leave

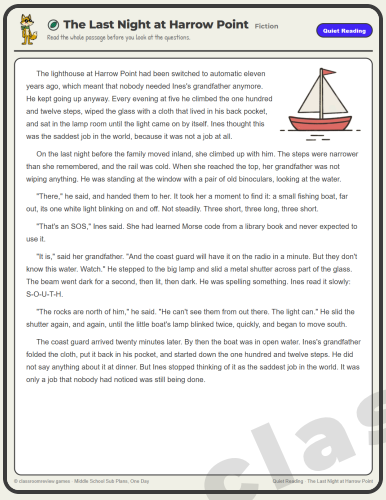
Please fill in the How It Went page at the back. It takes two minutes and I read every word. Thank you!



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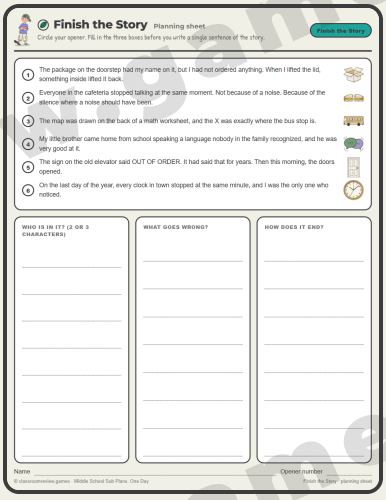
ONE PAGE OF EVERY ACTIVITY



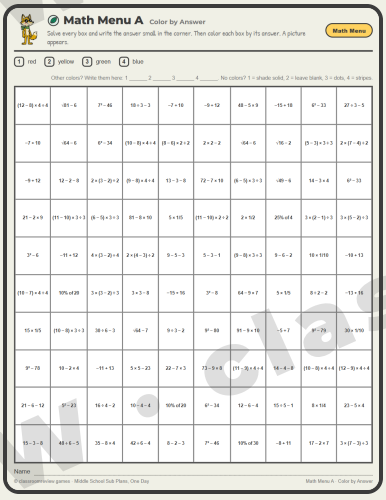
1. Quiet Reading, 45 min



2. Read and Sketchnote, 40 min (new)



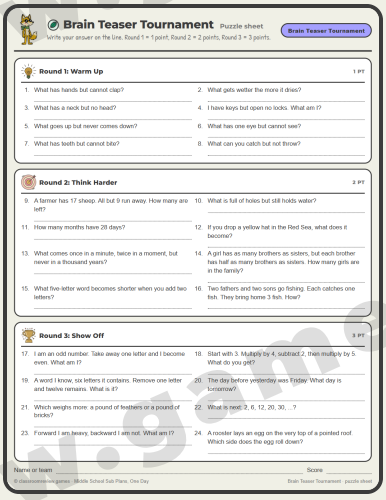
3. Finish the Story, 42 min



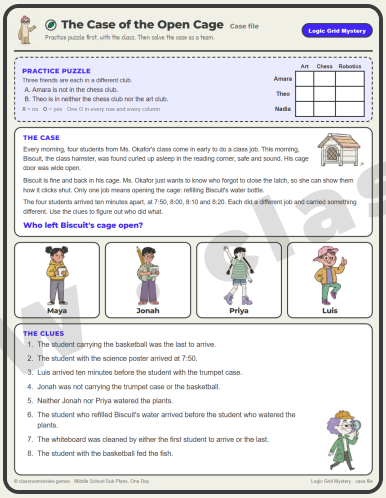
4. Math Menu, 45 min



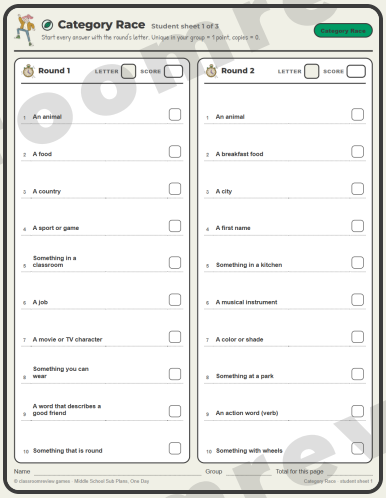
5. Draw and Pass, 33 min



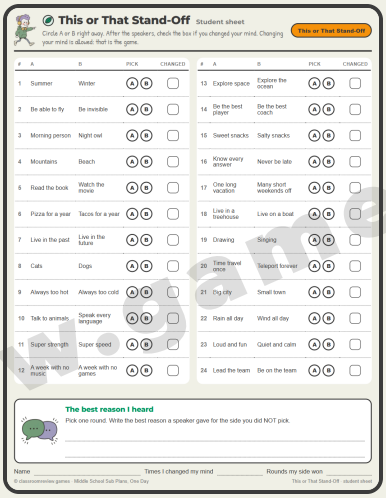
6. Brain Teaser Tournament, 43 min



7. Logic Grid Mystery, 40 min (new)



8. Category Race, 41 min



9. This or That Stand-Off, 42 min

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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.



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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 .....

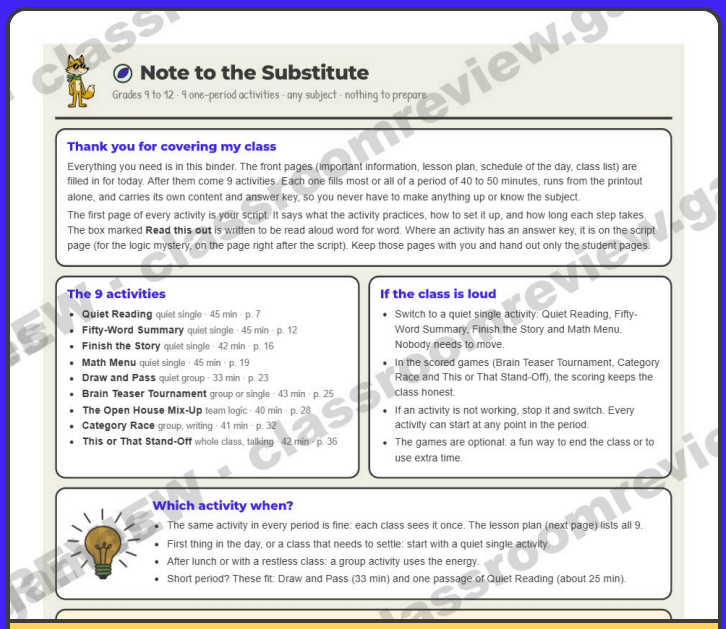
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KIT 2 OF 4

38 pages · 9 activities · one day · grades 9 to 12

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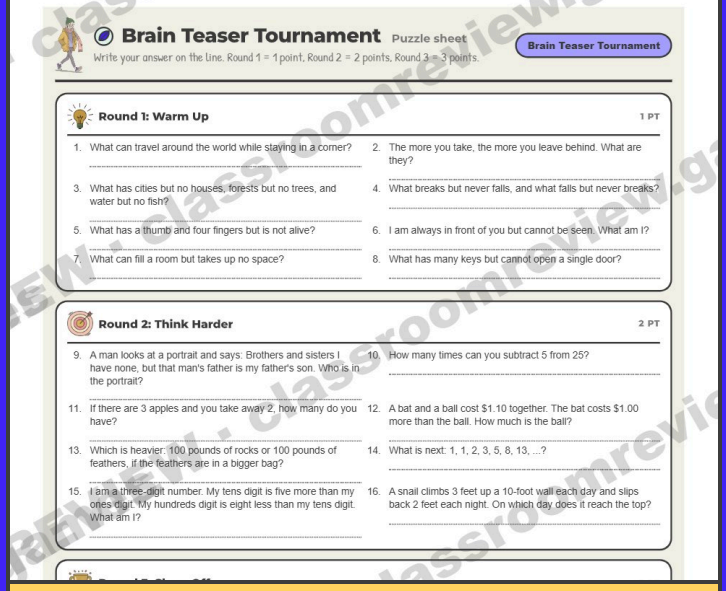


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Fifty-Word Summary Quiet single · about 45 min Time ____ : ____ to ____ : ____	• Hand out the article, the notes sheet and the summary sheet • Read, take two-column notes, figure out the words, then write a summary of exactly 50 words • Check the note and word answers from the key; collect the summaries	p. 12
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Lesson plan, filled in



Brain Teaser Tournament

Puzzle sheet

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Brain Teaser Tournament

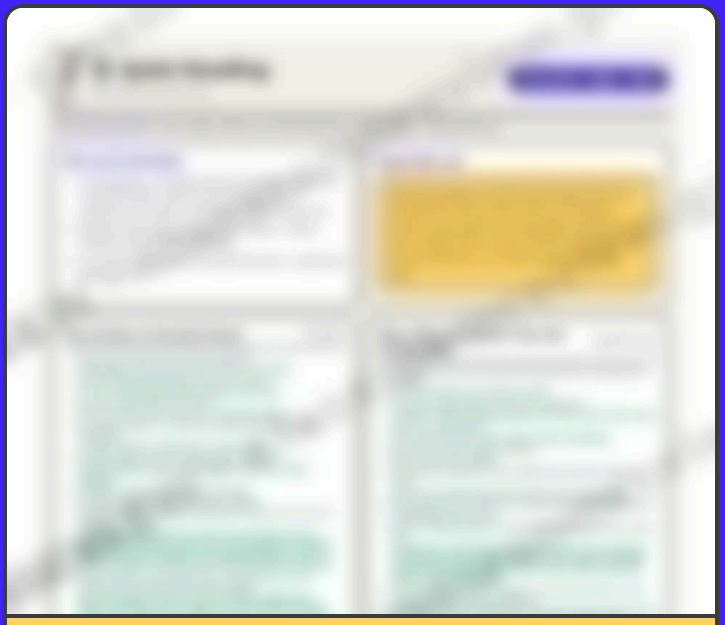
Round 1: Warm Up 1 PT

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



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- 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

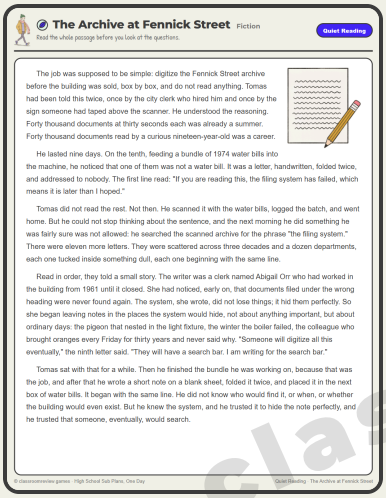
Please fill in the How It Went page at the back. It takes two minutes and I read every word. Thank you!



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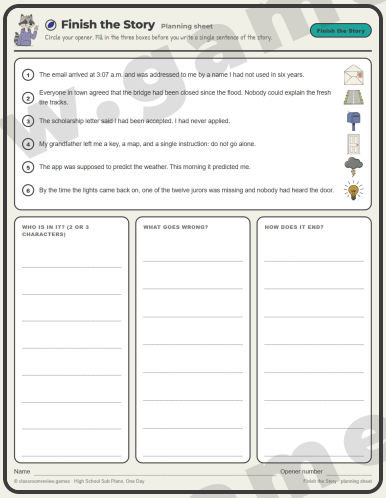
ONE PAGE OF EVERY ACTIVITY



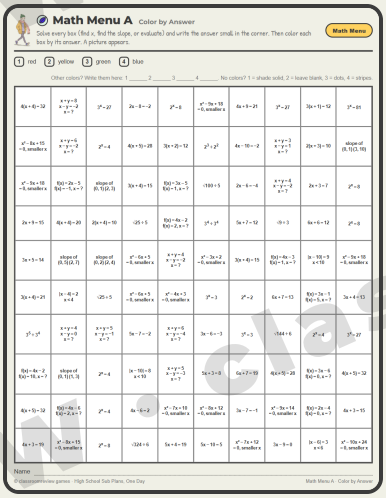
1. Quiet Reading, 45 min



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



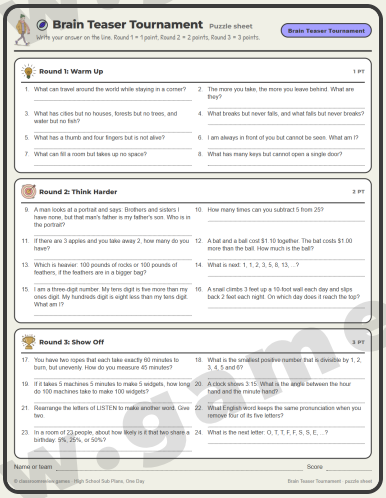
3. Finish the Story, 42 min



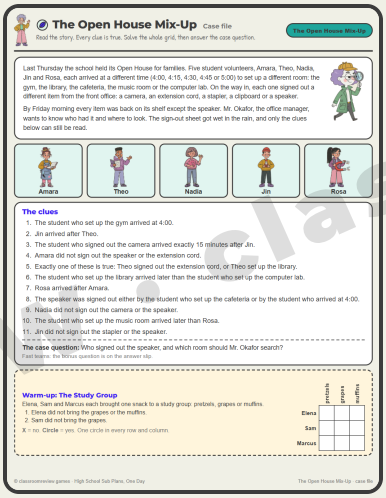
4. Math Menu, 45 min



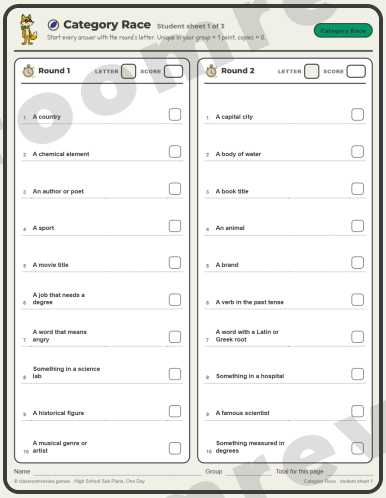
5. Draw and Pass, 33 min



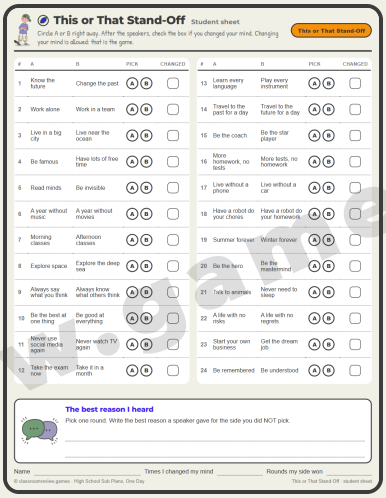
6. Brain Teaser Tournament, 43 min



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



8. Category Race, 41 min



9. This or That Stand-Off, 42 min

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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			

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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

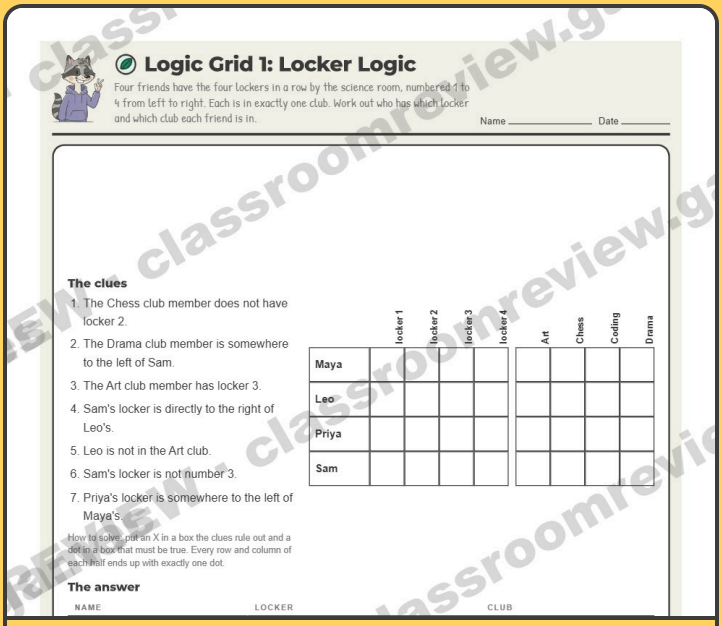
Name .....

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KIT 3 OF 4 · 43 pages · 20 games + 4 activities · grades 6 to 8

Calm Classroom Games Middle School Kit



Logic Grid 1: Locker Logic

Four friends have the four lockers in a row by the science room, numbered 1 to 4 from left to right. Each is in exactly one club. Work out who has which locker and which club each friend is in.

Name _____ Date _____

The clues

1. The Chess club member does not have locker 2.
2. The Drama club member is somewhere to the left of Sam.
3. The Art club member has locker 3.
4. Sam's locker is directly to the right of Leo's.
5. Leo is not in the Art club.
6. Sam's locker is not number 3.
7. Priya's locker is somewhere to the left of Maya's.

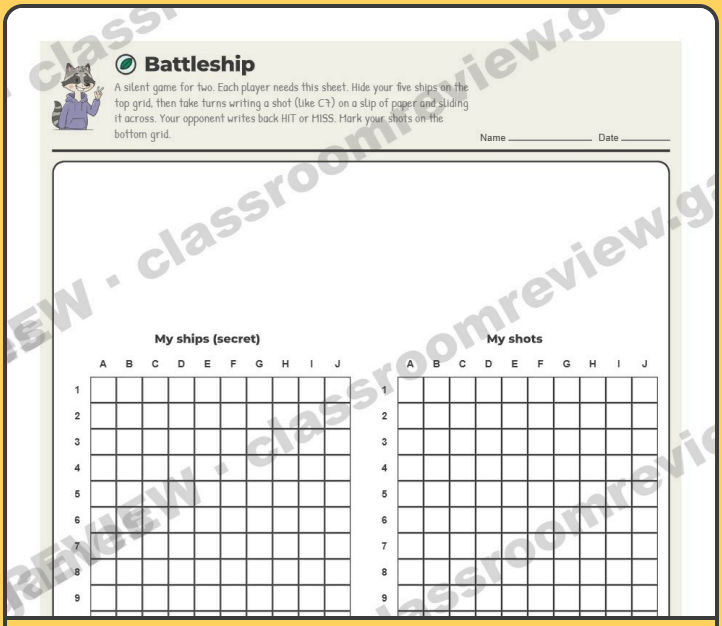
	locker 1	locker 2	locker 3	locker 4	Art	Chess	Coding	Drama
Maya								
Leo								
Priya								
Sam								

How to solve: put an X in a box the clues rule out and a dot in a box that must be true. Every row and column of each half ends up with exactly one dot.

The answer

NAME LOCKER CLUB

A solo puzzle



Battleship

A silent game for two. Each player needs this sheet. Hide your five ships on the top grid, then take turns writing a shot (like C7) on a slip of paper and sliding it across. Your opponent writes back HIT or MISS. Mark your shots on the bottom grid.

Name _____ Date _____

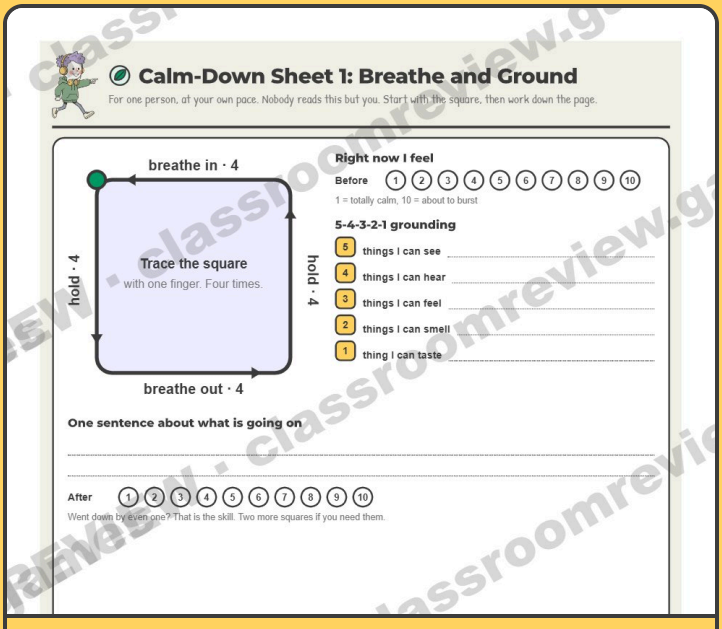
My ships (secret)

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										

My shots

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										

A whisper partner game



Calm-Down Sheet 1: Breathe and Ground

For one person, at your own pace. Nobody reads this but you. Start with the square, then work down the page.

breathe in · 4

hold · 4

Trace the square

with one finger. Four times.

hold · 4

breathe out · 4

Right now I feel

Before 1 2 3 4 5 6 7 8 9 10

1 = totally calm, 10 = about to burst

5-4-3-2-1 grounding

5 things I can see _____

4 things I can hear _____

3 things I can feel _____

2 things I can smell _____

1 thing I can taste _____

One sentence about what is going on

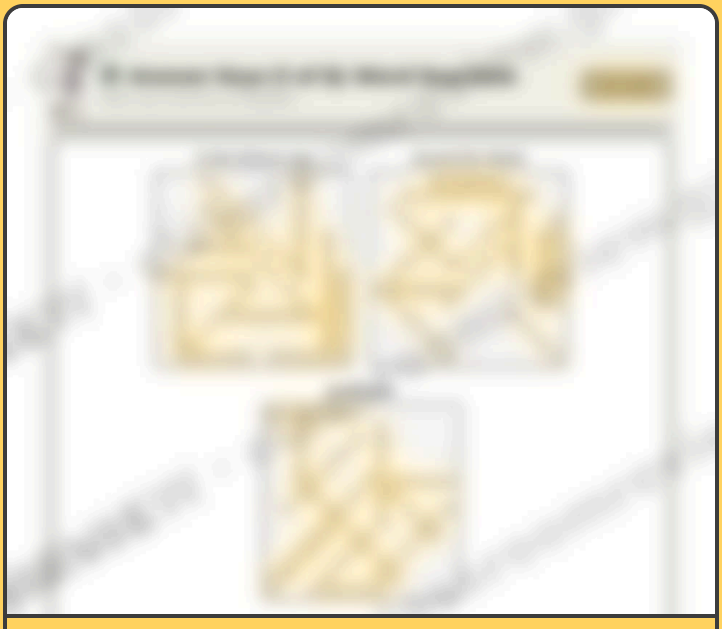
_____

_____

After 1 2 3 4 5 6 7 8 9 10

Went down by even one? That is the skill. Two more squares if you need them.

A calm-down sheet



Answer keys

Calm Classroom Games: Middle School Kit

Twenty quiet games and four review activities for grades 6 to 8: early finishers, indoor recess, sub days, and the moments a room needs to settle.

PREVIEW

Solo puzzles and calm-downs

- Word Searches
- Sudoku
- Secret Codes
- Word Ladders
- Letter Mix
- Logic Grids
- Mazes
- Categories
- Zen Patterns
- Calm-Down Sheets

Quiet review activities

- Reading Detective
- Math Word Problems and Number Puzzles
- Science Detective and Engineering on Paper
- Quiet Writing

Whisper partner games

Battleship, Dots and Boxes, Connect Four on Paper, Sprouts, Guess the Word, 20 Questions

Whole-class calm games

Silent Ball, Silent Line-Up, Count to Twenty, Pass the Story

How to use it

Set the quiet routine once: pencils only, whisper voices for partner games, hands up for help. Then print any page and hand it out. Every puzzle is self-checking against the five answer-key pages, so the kit runs itself while you work with a small group. A sub can run any page cold.

What this preview shows: the teacher notes and one page of each kind, watermarked. The full kit has 43 pages: three word searches, three sudoku, four secret codes, four word ladders, two letter mixes, two logic grids, two mazes, two categories, two zen patterns, two calm-down sheets, two reading mysteries, math word problems and number puzzles, science detective and engineering on paper, two writing pages, six partner games, the whole-class cards, and five answer-key pages. Color and ink-saver B&W, US Letter and A4.

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Calm Classroom Games

Middle School Kit

Grades 6 to 8 · 20 games + 4 quiet review activities · Teacher notes · Print and go, no screen needed



Twenty low-noise games and four quiet review activities for the moments a middle school room needs to settle: early finishers, indoor recess, the last ten minutes, sub days, and the times a student needs a quiet reset. Every page stands alone. Print the one you need and hand it out.

Solo puzzles and calm-downs

- Word Searches solo
- Sudoku solo
- Secret Codes solo
- Word Ladders solo
- Letter Mix solo
- Logic Grids solo
- Mazes solo
- Categories solo
- Zen Patterns solo
- Calm-Down Sheets solo

Quiet review activities

- Reading Detective solo
- Math Word Problems and Number Puzzles solo
- Science Detective and Engineering on Paper solo
- Quiet Writing solo

Reading, math, science and engineering, writing. Keys included where an answer exists.

Whisper partner games

- Battleship partner
- Dots and Boxes partner
- Connect Four on Paper partner
- Sprouts partner
- Guess the Word partner
- 20 Questions partner

Played in silence or a whisper. Students find it funny, you find it wonderful.

Whole-class calm games

- Silent Ball class
- Silent Line-Up class
- Count to Twenty class
- Pass the Story class

Four teacher cards on one page. No materials beyond a soft ball and paper.

The quiet routine

- Set the expectation before handing pages out: pencils only, whisper voices for partner games, hands up (not voices) for help.
- Puzzles are self-checking, so the room runs itself while you work with a small group.
- Answer keys are the last 5 pages. Keep those.

The calm-down sheets

- Two sheets built for one student at a time: box breathing, 5-4-3-2-1 grounding, a brain dump, and what I can control. Keep a few printed in a folder by the door.
- Nobody has to share what they wrote. Say so.
- Zen Patterns work the same way: quiet coloring that asks nothing of anyone.

Sub days

Every page in this kit runs from the printout alone. A sub can hand out any solo page, pair students up for the partner games, or run a whole-class game from the card. Nothing needs subject knowledge.

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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EVIEW • classroomr



Logic Grid 1: Locker Logic

Four friends have the four lockers in a row by the science room, numbered 1 to 4 from left to right. Each is in exactly one club. Work out who has which locker and which club each friend is in.

Name _____ Date _____

The clues

1. The Chess club member does not have locker 2.
2. The Drama club member is somewhere to the left of Sam.
3. The Art club member has locker 3.
4. Sam's locker is directly to the right of Leo's.
5. Leo is not in the Art club.
6. Sam's locker is not number 3.
7. Priya's locker is somewhere to the left of Maya's.

How to solve: put an X in a box the clues rule out and a dot in a box that must be true. Every row and column of each half ends up with exactly one dot.

	locker 1	locker 2	locker 3	locker 4	Art	Chess	Coding	Drama
Maya								
Leo								
Priya								
Sam								

The answer

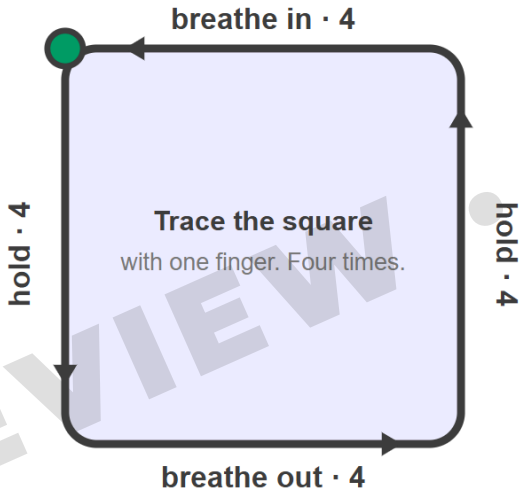
NAME	LOCKER	CLUB
Maya		
Leo		
Priya		
Sam		

EVIEW • classroomr



Calm-Down Sheet 1: Breathe and Ground

For one person, at your own pace. Nobody reads this but you. Start with the square, then work down the page.



Right now I feel

Before (1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

1 = totally calm, 10 = about to burst

5-4-3-2-1 grounding

5 things I can see .....

4 things I can hear .....

3 things I can feel .....

2 things I can smell .....

1 thing I can taste .....

One sentence about what is going on

.....

.....

After (1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

Went down by even one? That is the skill. Two more squares if you need them.

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Battleship

A silent game for two. Each player needs this sheet. Hide your five ships on the top grid, then take turns writing a shot (like C7) on a slip of paper and sliding it across. Your opponent writes back HIT or MISS. Mark your shots on the bottom grid.

Name _____ Date _____

My ships (secret)

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

My shots

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

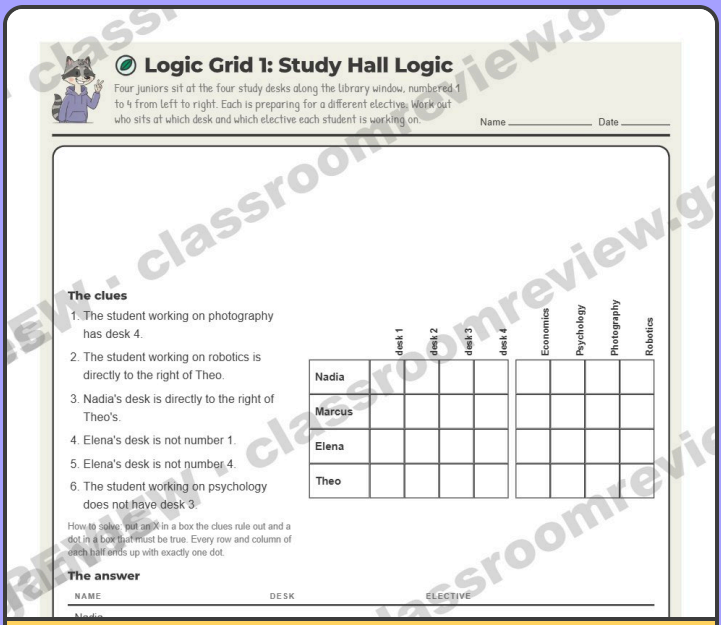
Your fleet: Carrier 5 squares · Battleship 4 · Cruiser 3 · Submarine 3 · Destroyer 2. Ships go in straight lines and cannot touch. Sink all five to win.

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KIT 4 OF 4 · 43 pages · 20 games + 4 activities · grades 9 to 12

Calm Classroom Games High School Kit



Logic Grid 1: Study Hall Logic

Four juniors sit at the four study desks along the library window, numbered 1 to 4 from left to right. Each is preparing for a different elective. Work out who sits at which desk and which elective each student is working on.

Name _____ Date _____

The clues

1. The student working on photography has desk 4.
2. The student working on robotics is directly to the right of Theo.
3. Nadia's desk is directly to the right of Theo's.
4. Elena's desk is not number 1.
5. Elena's desk is not number 4.
6. The student working on psychology does not have desk 3.

	desk 1	desk 2	desk 3	desk 4	Economics	Psychology	Photography	Robotics
Nadia								
Marcus								
Elena								
Theo								

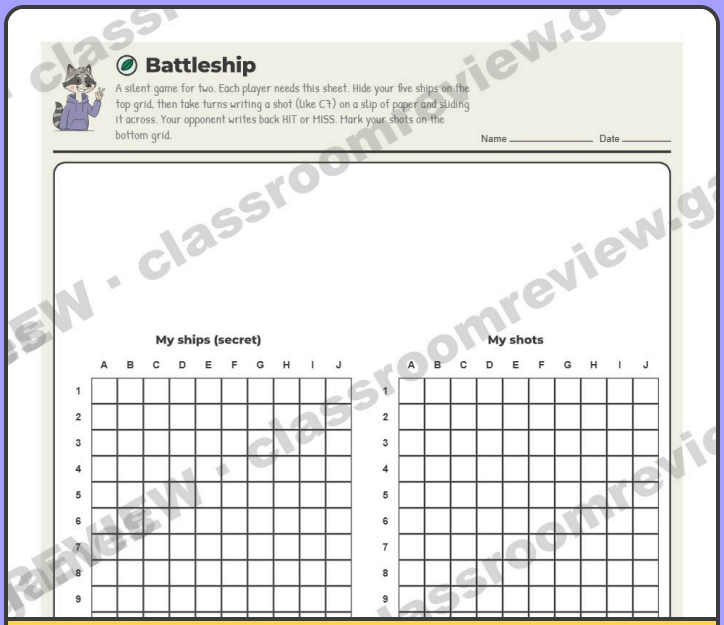
How to solve: put an X in a box the clues rule out and a dot in a box that must be true. Every row and column of each half ends up with exactly one dot.

The answer

NAME DESK ELECTIVE

Nadia

A solo puzzle



Battleship

A silent game for two. Each player needs this sheet. Hide your five ships on the top grid, then take turns writing a shot (like C7) on a slip of paper and sliding it across. Your opponent writes back HIT or MISS. Mark your shots on the bottom grid.

Name _____ Date _____

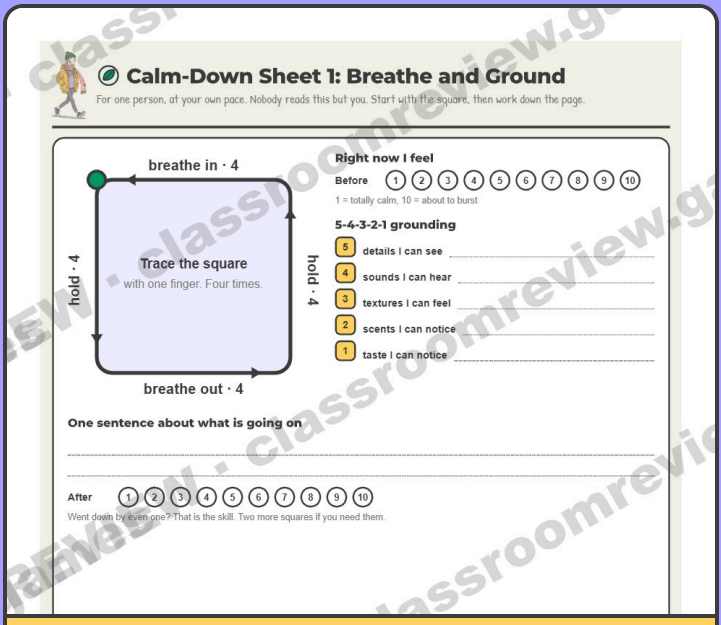
My ships (secret)

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										

My shots

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										

A whisper partner game



Calm-Down Sheet 1: Breathe and Ground

For one person, at your own pace. Nobody reads this but you. Start with the square, then work down the page.

breathe in · 4

Trace the square with one finger. Four times.

hold · 4

hold · 4

breathe out · 4

Right now I feel

Before (1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

1 = totally calm, 10 = about to burst

5-4-3-2-1 grounding

5 details I can see _____

4 sounds I can hear _____

3 textures I can feel _____

2 scents I can notice _____

1 taste I can notice _____

One sentence about what is going on

_____

_____

After (1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

Went down by even one? That is the skill. Two more squares if you need them.

A calm-down sheet



Answer keys

classroomreview.games

Calm Classroom Activities

High School Kit · Grades 9 to 12

Quiet activities for restless days.

Twenty quiet games and four review activities for high school: early finishers, testing weeks, sub days, and the moments a room needs to settle.

PREVIEW | 24 QUIET ACTIVITIES | 43 PAGES

Solo puzzles and calm-downs

- Word Searches
- Sudoku
- Secret Codes
- Word Ladders
- Letter Mix
- Logic Grids
- Mazes
- Categories
- Zen Patterns
- Calm-Down Sheets

Quiet review activities

- Reading Detective
- Math Word Problems and Number Puzzles
- Science Detective and Engineering on Paper
- Quiet Writing

Whisper partner games

Battleship, Dots and Boxes, Connect Four on Paper, Sprouts, Guess the Word, 20 Questions

Whole-class calm games

The Sixty-Second Challenge, Who Wrote It?, Silent Opinion Line, Paper Charades

How to use it

Set the quiet routine once: pencils only, whisper voices for partner games, hands up for help. Then print any page and hand it out. Every puzzle is self-checking against the five answer-key pages at the back, so the kit runs itself while you work with a small group. A sub can run any page cold.

What this preview shows: the teacher notes and one page of each kind, watermarked. The full kit has 43 pages: three word searches, three sudoku, four secret codes, four word ladders, two letter mixes, two logic grids, two mazes, two categories, two zen patterns, two calm-down sheets, two reading mysteries, math word problems and number puzzles, science detective and engineering on paper, two writing pages, six partner games, the whole-class cards, and five answer-key pages. Color and ink-saver B&W, US Letter and A4.

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Calm Classroom Games

High School Kit

Grades 9 to 12 · 20 games + 4 quiet review activities · Teacher notes · Print and go, no screen needed



Twenty low-noise games and four quiet review activities for the moments a high school room needs to settle: early finishers, testing weeks, the last ten minutes, sub days, and the times a student needs a quiet reset. Every page stands alone. Print the one you need and hand it out.

Solo puzzles and calm-downs

- Word Searches solo
- Sudoku solo
- Secret Codes solo
- Word Ladders solo
- Letter Mix solo
- Logic Grids solo
- Mazes solo
- Categories solo
- Zen Patterns solo
- Calm-Down Sheets solo

Quiet review activities

- Reading Detective solo
- Math Word Problems and Number Puzzles solo
- Science Detective and Engineering on Paper solo
- Quiet Writing solo

Reading, math, science and engineering, writing. Keys included where an answer exists.

Whisper partner games

- Battleship partner
- Dots and Boxes partner
- Connect Four on Paper partner
- Sprouts partner
- Guess the Word partner
- 20 Questions partner

Played in silence or a whisper. Students find it funny, you find it wonderful.

Whole-class calm games

- The Sixty-Second Challenge class
- Who Wrote It? class
- Silent Opinion Line class
- Paper Charades class

Four teacher cards on one page. No materials beyond paper and a clock or timer.

The quiet routine

- Set the expectation before handing pages out: pencils only, whisper voices for partner games, hands up (not voices) for help.
- Puzzles are self-checking, so the room runs itself while you work with a small group.
- Answer keys are the last 5 pages. Keep those.

The calm-down sheets

- Two sheets built for one student at a time: box breathing, 5-4-3-2-1 grounding, a brain dump, and what I can control. Keep a few printed in a folder by the door.
- Nobody has to share what they wrote. Say so.
- Zen Patterns work the same way: quiet coloring that asks nothing of anyone.

Sub days

Every page in this kit runs from the printout alone. A sub can hand out any solo page, pair students up for the partner games, or run a whole-class game from the card. Nothing needs subject knowledge.

If this kit made your room a little calmer, a short review helps other high school teachers find it and earns you TpT credits. Thank you!

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EVIEW • classroomr



Logic Grid 1: Study Hall Logic

Four juniors sit at the four study desks along the library window, numbered 1 to 4 from left to right. Each is preparing for a different elective. Work out who sits at which desk and which elective each student is working on.

Name _____ Date _____

The clues

1. The student working on photography has desk 4.
2. The student working on robotics is directly to the right of Theo.
3. Nadia's desk is directly to the right of Theo's.
4. Elena's desk is not number 1.
5. Elena's desk is not number 4.
6. The student working on psychology does not have desk 3.

How to solve: put an X in a box the clues rule out and a dot in a box that must be true. Every row and column of each half ends up with exactly one dot.

	desk 1	desk 2	desk 3	desk 4	Economics	Psychology	Photography	Robotics
Nadia								
Marcus								
Elena								
Theo								

The answer

NAME	DESK	ELECTIVE
Nadia		
Marcus		
Elena		
Theo		

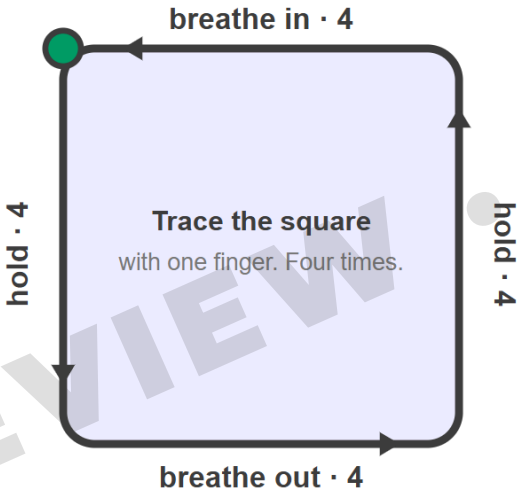
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2 **scents I can notice** .....

1 **taste I can notice** .....

One sentence about what is going on

.....

.....

After (1) (2) (3) (4) (5) (6) (7) (8) (9) (10)

Went down by even one? That is the skill. Two more squares if you need them.

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Battleship

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My ships (secret)

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My shots

	A	B	C	D	E	F	G	H	I	J
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Your fleet: Carrier 5 squares · Battleship 4 · Cruiser 3 · Submarine 3 · Destroyer 2. Ships go in straight lines and cannot touch. Sink all five to win.

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

