2 US History Week Long Sub Plans + Semester Exam Review Bundle, High School

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

WHAT'S INCLUDED: 2 PRODUCTS



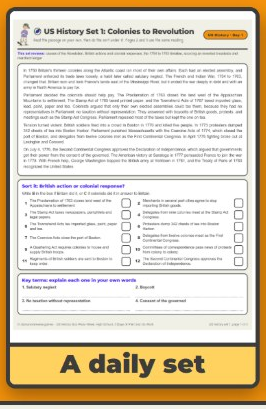
2 US HISTORY KITS
SUB PLANS + EXAM REVIEW



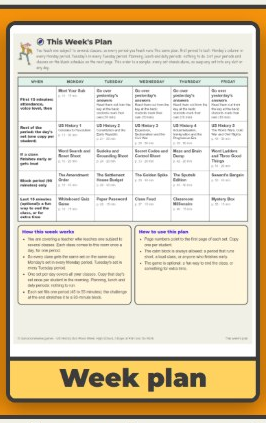
WEEK-LONG SUB KIT + 3 REVIEW ACTIVITIES • GRADES 9 TO 12

Classroom Review Games

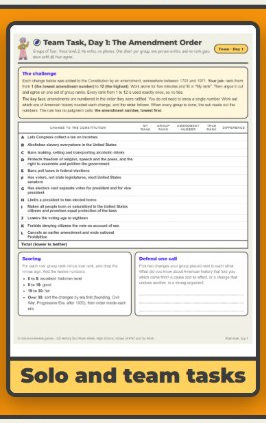
Sub Plans Week kit: 64 pages, print and go



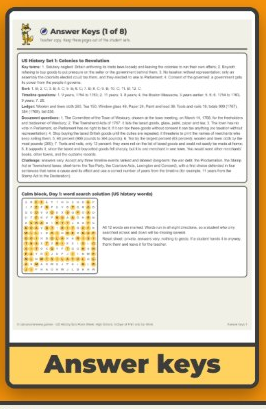
A daily set



Week plan



Solo and team tasks



Answer keys

Semester Exam Review Kit: 3 activities, Google Slides + PowerPoint



Quiz Game Show, 30 questions



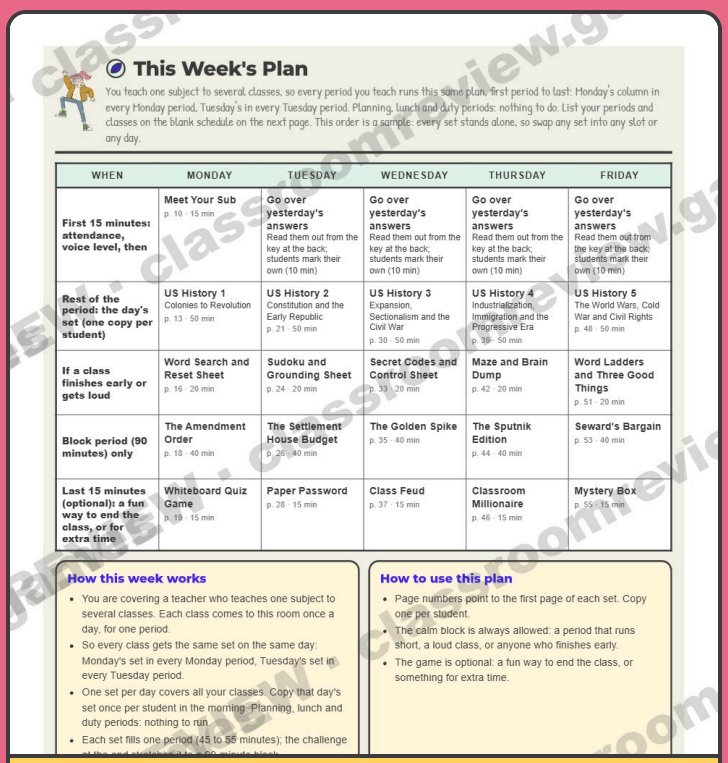
Mystery Box, 18 boxes



30 partner cards

KIT 1 OF 2 US History · 64 pages · week plan pre-filled · grades 9 to 12

Sub Plans Week



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.

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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
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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

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.

Week plan, pre-filled



US History Set 1: Colonies to Revolution

US History · Day 1

Read the passage on your own, then do the sort under it. Pages 2 and 3 use the same reading.

This set reviews: causes of the Revolution, British actions and colonial responses, the 1754 to 1783 timeline, sourcing an invented broadside and merchant ledger

In 1750 Britain's thirteen colonies along the Atlantic coast ran most of their own affairs. Each had an elected assembly, and Parliament enforced its trade laws loosely, a habit later called salutary neglect. The French and Indian War, 1754 to 1763, changed that. Britain won and took France's lands east of the Mississippi River, but it ended the war deeply in debt and with an army in North America to pay for.

Parliament decided the colonists should help pay. The Proclamation of 1763 closed the land west of the Appalachian Mountains to settlement. The Stamp Act of 1765 taxed printed paper, and the Townshend Acts of 1767 taxed imported glass, lead, paint, paper and tea. Colonists argued that only their own elected assemblies could tax them, because they had no representatives in Parliament: no taxation without representation. They answered with boycotts of British goods, protests, and meetings such as the Stamp Act Congress. Parliament repealed most of the taxes but kept the one on tea.

Tension turned violent. British soldiers fired into a crowd in Boston in 1770 and killed five people. In 1773 protesters dumped 342 chests of tea into Boston Harbor. Parliament punished Massachusetts with the Coercive Acts of 1774, which closed the port of Boston, and delegates from twelve colonies met as the First Continental Congress. In April 1775 fighting broke out at Lexington and Concord.

On July 4, 1776, the Second Continental Congress approved the Declaration of Independence, which argued that governments get their power from the consent of the governed. The American victory at Saratoga in 1777 persuaded France to join the war in 1778. With French help, George Washington trapped the British army at Yorktown in 1781, and the Treaty of Paris of 1783 recognized the United States.

Sort it: British action or colonial response?

Write **B** in the box if Britain did it, or **C** if colonists did it in answer to Britain.

1. The Proclamation of 1763 closes land west of the Appalachians to settlement. ☐
2. Merchants in several port cities agree to stop importing British goods. ☐
3. The Stamp Act taxes newspapers, pamphlets and legal papers. ☐
4. Delegates from nine colonies meet at the Stamp Act Congress. ☐
5. The Townshend Acts tax imported glass, paint, paper and tea. ☐
6. Protesters dump 342 chests of tea into Boston Harbor. ☐
7. The Coercive Acts close the port of Boston. ☐
8. Delegates from twelve colonies meet as the First Continental Congress. ☐
9. A Quartering Act requires colonies to house and supply British troops. ☐
10. Committees of correspondence pass news of protests from colony to colony. ☐
11. Regiments of British soldiers are sent to Boston to keep order. ☐
12. The Second Continental Congress approves the Declaration of Independence. ☐

Key terms: explain each one in your own words

A daily set



Team Task, Day 1: The Amendment Order

Team · Day 1

Groups of four. Voice level 2. No notes, no phones. One sheet per group, one person writes, and no rank goes down until all four agree.

The challenge

Each change below was added to the Constitution by an amendment, somewhere between 1791 and 1971. **Your job:** rank them from **1 (the lowest amendment number)** to **12 (the highest)**. 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.

The key fact: amendments are numbered in the order they were ratified. You do not need to know a single number. Work out which era of American history needed each change, and the order follows. When every group is done, the sub reads out the numbers. The rule has no judgment calls: **the amendment number, lowest first**.

	CHANGE TO THE CONSTITUTION	MY RANK	GROUP RANK	AMENDMENT NUMBER	TRUE RANK	DIFFERENCE
A	Lets Congress collect a tax on incomes					
B	Abolishes slavery everywhere in the United States					
C	Bans making, selling and transporting alcoholic drinks					
D	Protects freedom of religion, speech and the press, and the right to assemble and petition the government					
E	Bans poll taxes in federal elections					
F	Has voters, not state legislatures, elect United States senators					
G	Has electors cast separate votes for president and for vice president					
H	Limits a president to two elected terms					
I	Makes all people born or naturalized in the United States citizens and promises equal protection of the laws					
J	Lowers the voting age to eighteen					
K	Forbids denying citizens the vote on account of sex					
L	Cancels an earlier amendment and ends national Prohibition					
	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: historian level
- **9 to 18:** good
- **19 to 30:** fair

Defend one call

Pick two changes your group placed next to each other. What did you know about American history that told you which came first? A cause and its effect, or a change that undoes another, is a strong argument.

_____

Solo and team tasks



Answer Keys (1 of 8)

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

US History Set 1: Colonies to Revolution

Key terms: 1. Salutary neglect: Britain enforcing its trade laws loosely and leaving the colonies to run their own affairs; 2. Boycott: refusing to buy goods to put pressure on the seller or the government behind them; 3. No taxation without representation: only an assembly the colonists elected could tax them, and they elected no one to Parliament; 4. Consent of the governed: a government gets its power from the people it governs.

Sort: 1. B; 2. C; 3. B; 4. C; 5. B; 6. C; 7. B; 8. C; 9. B; 10. C; 11. B; 12. C.

Timeline questions: 1. 9 years, 1754 to 1763; 2. 11 years; 3. 8 years; 4. the Boston Massacre, 3 years earlier; 5. 6, 6. 1754 to 1763, 9 years; 7. 26.

Ledger: Woolen and linen cloth 260; Tea 150; Window glass 48; Paper 24; Paint and lead 36; Tools and nails 18; totals 900 (1767), 364 (1769), fall 536.

Document questions: 1. The Committee of the Town of Wexbury, chosen at the town meeting, on March 14, 1768, for the freeholders and tradesmen of Wexbury; 2. The Townshend Acts of 1767: it lists the taxed goods, glass, paint, paper and tea; 3. The town has no vote in Parliament, so Parliament has no right to tax it; if it can tax these goods without consent it can tax anything (no taxation without representation); 4. Stop buying the taxed British goods until the duties are repealed; it threatens to print the names of merchants who keep selling them; 5. 60 percent (900 pounds to 364 pounds); 6. Tea by the largest percent (83 percent); woolen and linen cloth by the most pounds (260); 7. Tools and nails, only 12 percent: they were not on the list of taxed goods and could not easily be made at home; 8. It supports it, since the taxed and boycotted goods fell sharply, but it is one merchant in one town. You would want other merchants' books, other towns, and the customs records.

Challenge: answers vary. Accept any three timeline events ranked and labeled (long-term: the war debt, the Proclamation, the Stamp Act or Townshend taxes; short-term: the Tea Party, the Coercive Acts, Lexington and Concord), with a first choice defended in four sentences that name a cause and its effect and use a correct number of years from the timeline (for example, 11 years from the Stamp Act to the Declaration).

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



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.

Answer keys



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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: **US History 1** is Monday's set, **US History 2** is Tuesday's, and so on to **US 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 US 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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US History Set 1: Colonies to Revolution

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US History · Day 1

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12. The Second Continental Congress approves the Declaration of Independence. ☐

Key terms: explain each one in your own words

1. Salutary neglect

2. Boycott

3. No taxation without representation

4. Consent of the governed

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Team Task, Day 1: The Amendment Order

Groups of four. Voice level 2. No notes, no phones. One sheet per group, one person writes, and no rank goes down until all four agree.

Team · Day 1

The challenge

Each change below was added to the Constitution by an amendment, somewhere between 1791 and 1971. **Your job:** rank them from **1 (the lowest amendment number)** to **12 (the highest)**. 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.

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C	Sets rules for filling an empty vice presidency and for a president who dies, resigns or cannot serve					
D	Protects freedom of religion, speech and the press, and the right to assemble and petition the government					
E	Bans poll taxes in federal elections					
F	Has voters, not state legislatures, elect United States senators					
G	Has electors cast separate votes for president and for vice president					
H	Limits a president to two elected terms					
I	Makes all people born or naturalized in the United States citizens and promises equal protection of the laws					
J	Lowers the voting age to eighteen					
K	Forbids denying citizens the vote on account of sex					
L	Forbids denying citizens the vote on account of race or color					
	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: historian level
- **9 to 18:** good
- **19 to 30:** fair
- **Over 30:** sort the changes by era first (founding, Civil War, Progressive Era, after 1930), then order inside each era.

Defend one call

Pick two changes your group placed next to each other. What did you know about American history that told you which came first? A cause and its effect 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 (Connecticut Compromise too, 13th for Thirteenth).

Colonies

100 What was the first lasting English colony in America?
Jamestown

200 Which ship carried the Pilgrims in 1620?
The Mayflower

300 How many colonies declared independence in 1776?
Thirteen

400 Which 1765 tax on printed paper angered colonists?
The Stamp Act

500 Where were the Revolution's first shots fired?
Lexington and Concord

Industry

100 Who patented the telephone in 1876?
Alexander Graham Bell

200 Which island held the busiest US immigration station?
Ellis Island

300 What kind of railroad was completed in 1869?
Transcontinental

400 Which 1882 law barred Chinese workers from entering?
Chinese Exclusion Act

500 Which 1913 amendment allowed a federal income tax?
The Sixteenth

Founding

100 Who is the Father of the Constitution?
James Madison

200 What plan of government came before the Constitution?
The Articles of Confederation

300 Which compromise created a two-house Congress?
The Great Compromise

400 Which 1803 case set up judicial review?
Marbury v. Madison

500 Who wrote the Federalist Papers with Madison and Jay?
Alexander Hamilton

Modern Era

100 What 1929 event began the Great Depression?
The stock market crash

200 Which president led the New Deal?
Franklin Roosevelt

300 What was the US and Soviet rivalry after 1945 called?
The Cold War

400 Whose 1955 arrest began the Montgomery bus boycott?
Rosa Parks

500 Which 1964 law banned discrimination in public places?
The Civil Rights Act

Civil War

100 Who was president of the Confederacy?
Jefferson Davis

200 Which general surrendered at Appomattox?
Robert E. Lee

300 At which fort did the Civil War begin?
Fort Sumter

400 Which amendment abolished slavery?
The Thirteenth

500 Which 1863 Pennsylvania battle was a turning point?
Gettysburg

Final Wager: Voting Rights

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.

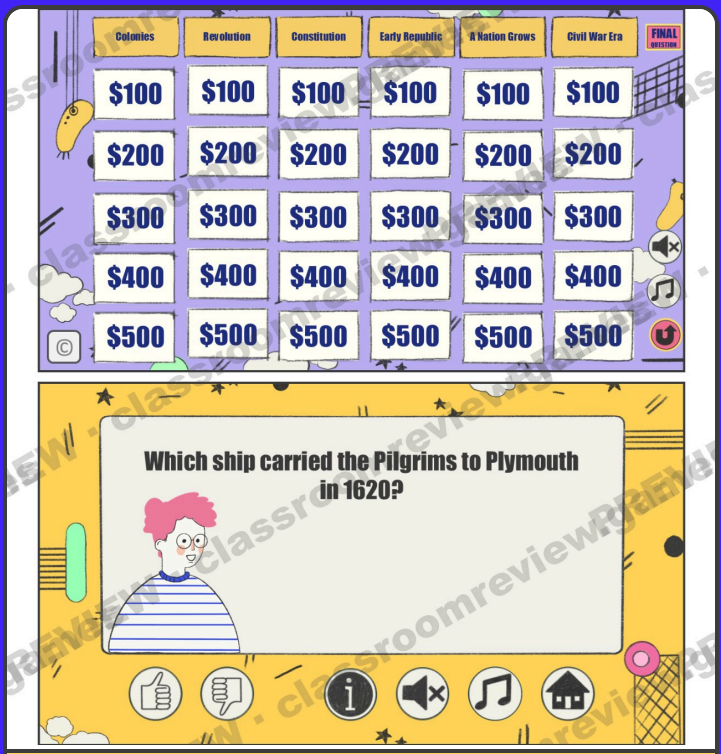
Which 1965 law followed the Selma marches and protected Black voting rights?
The Voting Rights Act

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

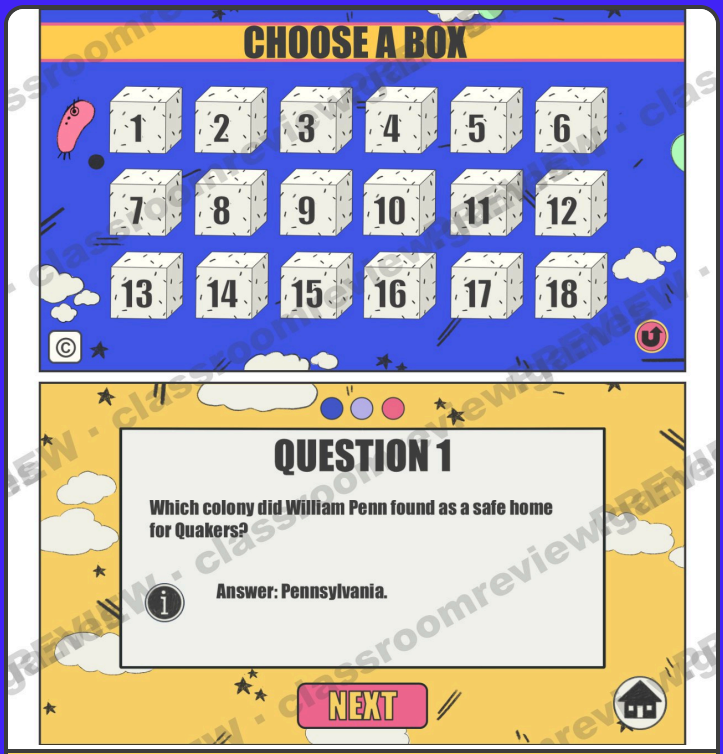
REVIEW · classroomreview

KIT 2 OF 2 US History · 125 slides + 23 printable pages · Google Slides and PowerPoint

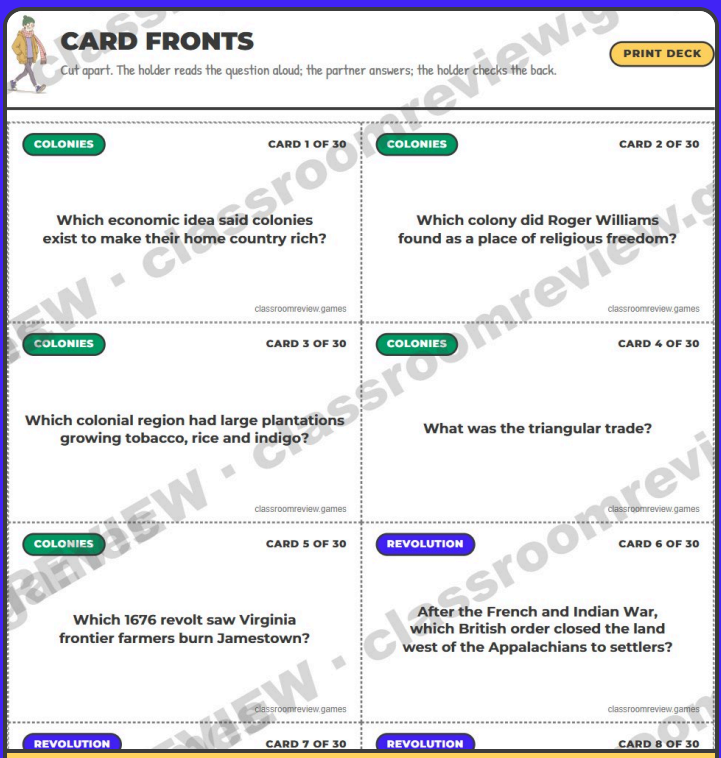
Exam Review Kit



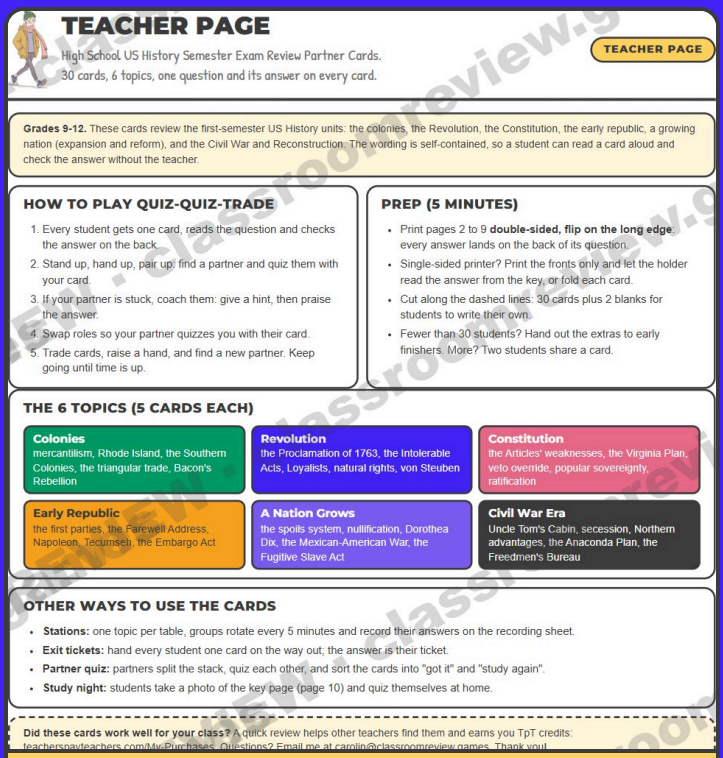
Quiz Game Show: board and question



Mystery Box: board and question



30 partner cards



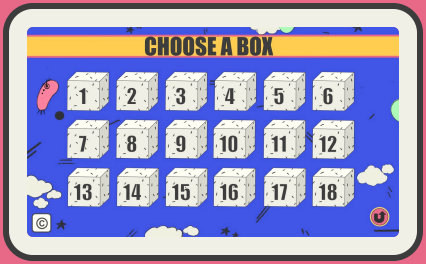
Partner cards teacher page

US HISTORY
SEMESTER EXAM REVIEW KIT

GRADES 9 • 10 • 11 • 12 | **3 REVIEW GAMES** | **PREVIEW**



1. QUIZ GAME SHOW



2. MYSTERY BOX



3. PARTNER CARDS

WHAT IS INSIDE

- **1. Quiz Game Show** (Google Slides, also opens in PowerPoint): 6 categories (Colonies; Revolution; Constitution; Early Republic; A Nation Grows; Civil War Era), 30 questions from $100 to $500 with answer slides, a Daily Double and a Final Question. Printable team score sheet, teacher key and 30 question cards with backs.
- **2. Mystery Box:** 18 quick-answer questions, each behind a box worth +500 to -500 points. Answer, then keep the box or give it to another team. Printable score sheet and teacher key.
- **3. Partner Cards:** 30 double-sided Quiz-Quiz-Trade cards in 6 topics (Colonies; Revolution; Constitution; Early Republic; A Nation Grows; Civil War Era), with a teacher page, an answer key and a student recording sheet.
- **Both slide games are fully editable.** Printables in color and ink-saver B&W, US Letter and A4.

WHAT IT REVIEWS: THE FIRST SEMESTER

Colonies, Revolution, Constitution, Early Republic, Expansion, Civil War, Reconstruction: the thirteen colonies and their regions, the Atlantic slave trade and the Great Awakening, the road to revolution and the war, the Articles, the Constitution and how the government works, the early republic from Hamilton to the Missouri Compromise, Jackson, removal, canals, the Mexican-American War, abolition and women's rights, and the Civil War and Reconstruction. The standard first-semester survey course, written for a December exam or a midterm.

This preview shows: one whole quiz turn (board, question, answer) with the Daily Double and Final Question, a Mystery Box turn from the board to the opened box, the partner cards front and back with the teacher page and recording sheet, and the printables.

GAME 1 OF 3

QUIZ GAME SHOW: ONE WHOLE TURN

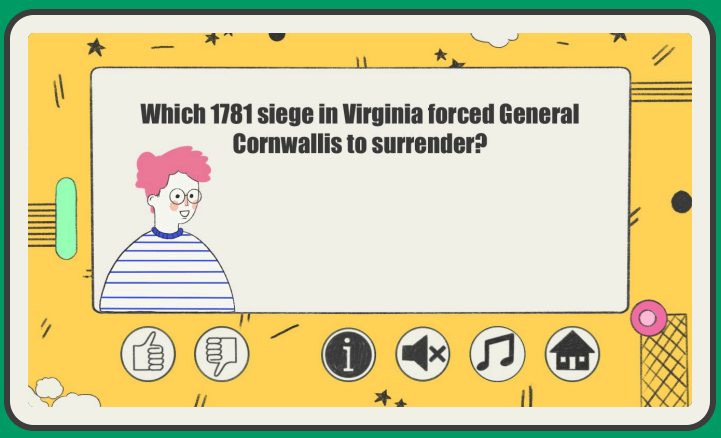
Click a dollar value. Answer. Check with one click.



STEP 1

Pick a category

A team chooses a category and a dollar value on the board.



STEP 2

Read the question

Revolution for $300: "Which 1781 siege in Virginia forced General Cornwallis to surrender?"

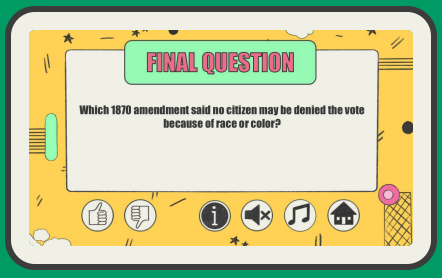


STEP 3

Reveal the answer

One click shows Yorktown. The house button goes back to the board; in PowerPoint the cell is marked as played.





One cell hides the **Daily Double**: the team names a wager first; right adds it, wrong subtracts it. After the board, every team wagers on the **Final Question**.

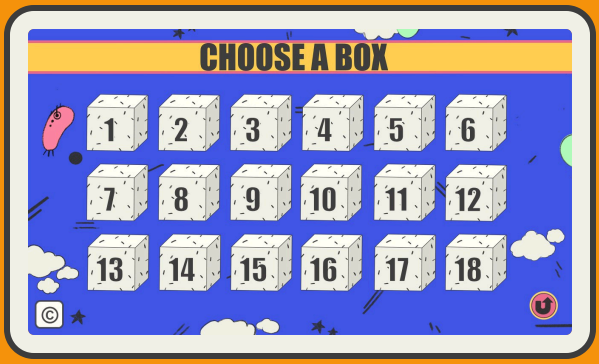
© classroomreview.games

30 questions in 6 categories, every one editable

GAME 2 OF 3

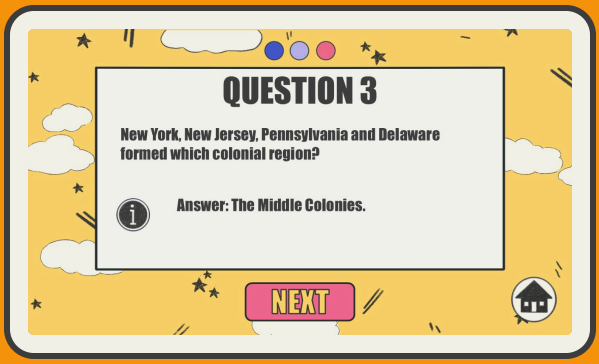
MYSTERY BOX

18 quick-answer questions. Answer, then keep the box or give it away.



1. Choose a box

18 boxes on the board. A team picks one; the deck jumps to its question.



2. Answer

"New York, New Jersey, Pennsylvania and Delaware formed which colonial region?" One click checks it: The Middle Colonies.



3. Keep or give?

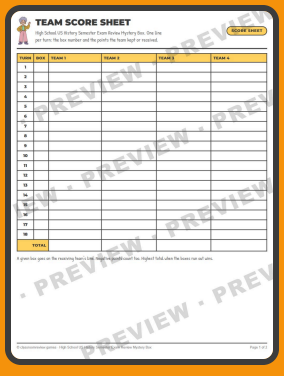
Right answer? The team decides: keep the box, or hand it to another team. Nobody knows what is inside yet.



4. Open the box

This one hides -200 points. Box 4 hides +500. Values run from +500 to -500, so every choice is a gamble.





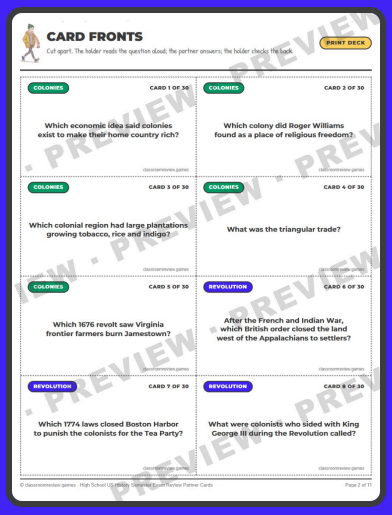
Printable team score sheet (one line per turn: the box number and the points each team kept or received) and a teacher key listing every box value and every answer.

Every question, answer and box value is editable. A warm-up, a last-period review, or a sub-day game: about 20 to 30 minutes.

GAME 3 OF 3

PARTNER CARDS

30 double-sided Quiz-Quiz-Trade cards in 6 topics, printed and cut apart.



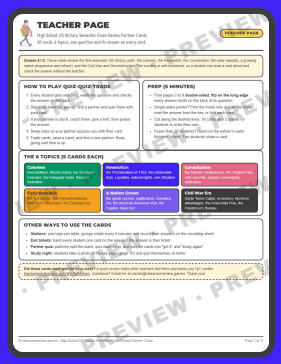
Card fronts: the question



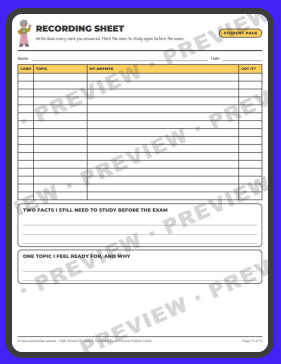
Card backs: answers, mirrored for printing

HOW TO PLAY

1. Every student gets one card, reads the question and checks the answer on the back.
2. Stand up, hand up, pair up: find a partner and quiz them with your card.
3. If your partner is stuck, coach them: give a hint, then praise the answer.
4. Swap roles so your partner quizzes you with their card.
5. Trade cards, raise a hand, and find a new partner. Keep going until time is up.



Teacher page



Recording sheet



Answer key (full kit)

ALSO WORKS AS

- Stations: one topic per table, groups rotate and record answers.
- Exit tickets: one card per student on the way out.
- Partner quiz: sort the stack into "got it" and "study again".
- Study night: students photograph the key and quiz themselves.

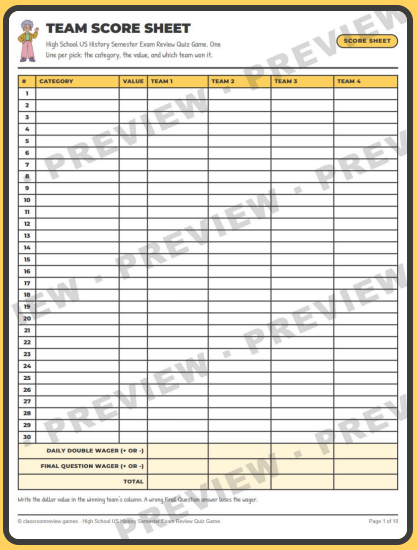
Topics: Colonies, Revolution, Constitution, Early Republic, A Nation Grows, Civil War Era. Two blank cards are included for your own questions.

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30 cards, 6 topics, teacher page, answer key, recording sheet

PRINTABLES

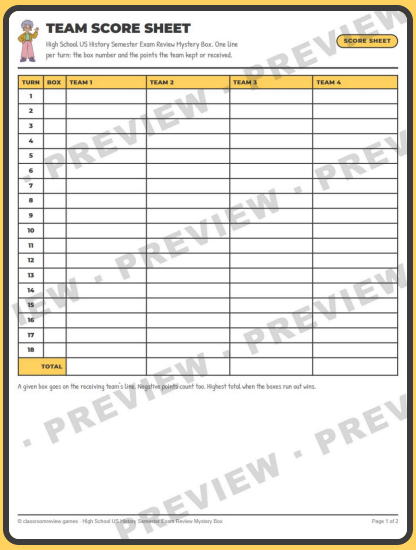
23 pages across the three activities, in color and ink-saver B&W, US Letter and A4.



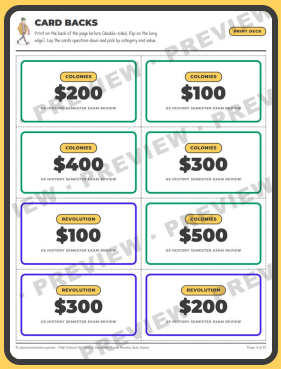
Quiz team score sheet



Quiz question cards



Mystery Box score sheet

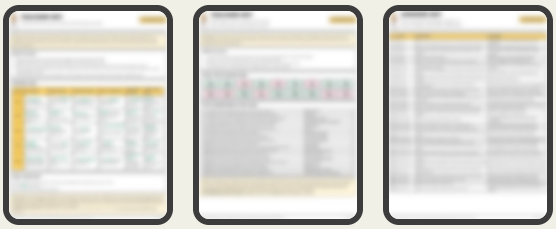


Quiz card backs

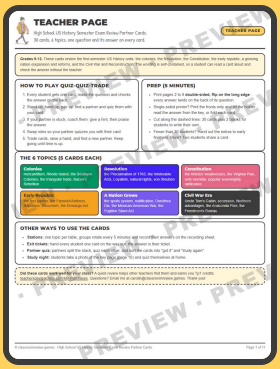


Partner cards

THREE TEACHER KEYS



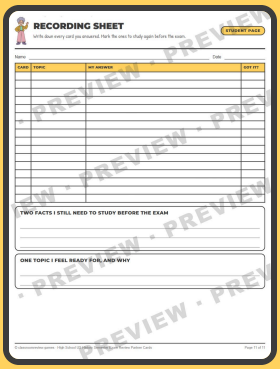
Every answer with a detail or other accepted forms, the Final Question, every box value, and all 30 card answers by topic. Included in the full kit.



Partner Cards teacher page



Partner card backs



Recording sheet

Print only what you need. One PDF per activity in color, one in ink-saver B&W, each in US Letter and A4. The quiz cards and the partner cards have backs for double-sided printing.

In the full bundle

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After purchasing

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

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

