Sub Plans Week, Grades K to 2

Week-long sub plans: five days of print and go work for kindergarten to grade 2, planned Monday to Friday.

PREVIEW

What is included

- Sub binder: notes, the filled-in week plan, a blank schedule, class list, Monday opener (10 pages)
- Subject sets for five days (52 pages)
- Calm puzzles and reset sheets (10 pages)
- Team tasks (5 pages)
- Paper games (10 pages)
- Answer keys (13 pages)

How it works

1. Open the week plan. Every set already has its day and page number.
2. Each day: a set for every subject, a calm puzzle, a team task and a game for the last 15 minutes.
3. The sub needs no subject knowledge. Every answer is in the key.
4. Print in color or ink-saver black and white, US Letter or A4.

What this preview shows: the filled-in week plan, the note to the substitute, the Monday opener, and all of Day 1 (every subject set, the calm block, the team task and the game), one answer-key page and one ink-saver page. Every product page is watermarked. The full kit has 101 pages.





© 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.

TIME OF DAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Morning work	**Meet Your Sub** p. 12 · 15 min	Attendance and a quiet start	Attendance and a quiet start	Attendance and a quiet start	Attendance and a quiet start
Block 1	**Math 1** Counting and Writing Numbers to 20 p. 14	**Math 2** Adding and Subtracting to 10 p. 29	**Math 3** Shapes and Patterns p. 44	**Math 4** Measurement and Comparing p. 59	**Math 5** Picture Word Problems p. 74
Block 2	**Reading 1** Letter Sounds and Rhyming p. 16	**Reading 2** Sight Words p. 31	**Reading 3** Listen and Answer p. 46	**Reading 4** Story Order p. 61	**Reading 5** Beginning, Middle and End p. 76
Before lunch	**Writing 1** Label the Picture p. 18	**Writing 2** Write a Sentence p. 33	**Writing 3** Make a List p. 48	**Writing 4** Draw and Write p. 63	**Writing 5** Thank You Note p. 78
After lunch	**Science 1** The Five Senses p. 20	**Science 2** Weather and What We Wear p. 35	**Science 3** Animals and Homes p. 50	**Science 4** Plants and What They Need p. 65	**Science 5** Day and Night p. 80
Block 3	**Social Studies 1** Community Helpers p. 22	**Social Studies 2** Rules at School p. 37	**Social Studies 3** Map of the Classroom p. 52	**Social Studies 4** Families and Traditions p. 67	**Social Studies 5** Wants and Needs p. 82
Team time	**Paper Tower** p. 26	**Draw Together** p. 41	**Sort the Pictures** p. 56	**Kindness Chain** p. 71	**Plan a Class Parade** p. 86
Quiet time or early finishers	**Maze and Breathing Square** p. 24	**Color by Number and Feeling Faces** p. 39	**Dot to Dot and Stretch Break** p. 54	**Patterns and Quiet Choices** p. 69	**I Spy Counting and My Happy Place** p. 84
End of day (optional): a fun way to finish	**Picture Bingo** p. 27 · 15 min	**I Spy and Guess** p. 42 · 15 min	**Simon Says** p. 57 · 15 min	**Count and Clap** p. 72 · 15 min	**Mystery Box** p. 87 · 15 min

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 day, or something for extra time.

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

© classroomreview.games



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 (important information, weekly schedule, class list) are filled in for this week. After them come the work sets, one per day: **Math 1** is Monday's math set, **Reading 3** is Wednesday's reading set, and so on. The schedule says when each set runs. Any set can move to another slot; nothing depends on the order. Each set is one period (20 to 30 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: fifteen minutes from the script, a fun way to end the day, or something for extra time.

Each day has

- A set for math, reading, writing, science and social studies (one slot of the day)
- A calm and quiet block: a puzzle page and a reset sheet
- A team task for pairs or groups of three
- 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 gets you TpT credits. Thank you!

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

© classroomreview.games



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

"Good morning! I am your teacher today. My name is on this paper. I will tell you about me. Then we will make three promises. Then we will play a name game."

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. After each one ask the class to say yes together.
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.

Our three promises, read one at a time

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

Ask the class to say yes after each one. Point at the promise again later if the room gets loud.

Circle game: My Name and My Move, 5 minutes

1. Say: we are going to play My Name and My Move. Everyone 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 we all know 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 · Sub Plans Week: Kindergarten to Grade 2, 5 Days of Print and Go Work

© classroomreview.games



About Your Sub

Fill this in, read it out loud to the class, then pin it up where every child can see it.

Day 1 · Opener

My name is _____

I am from _____ **A food I like** _____

An animal I like _____ **I am good at** _____

Draw one thing you like

Our voice today

0	1	2	3
			
Silent no talking	**Whisper** soft and low	**Talking** table talk	**Sharing** the whole class hears

Point to the face you want. Use the same four faces all week.

EVIEW • classroomr



Math Set 1: Counting and Writing Numbers to 20

Math · Day 1

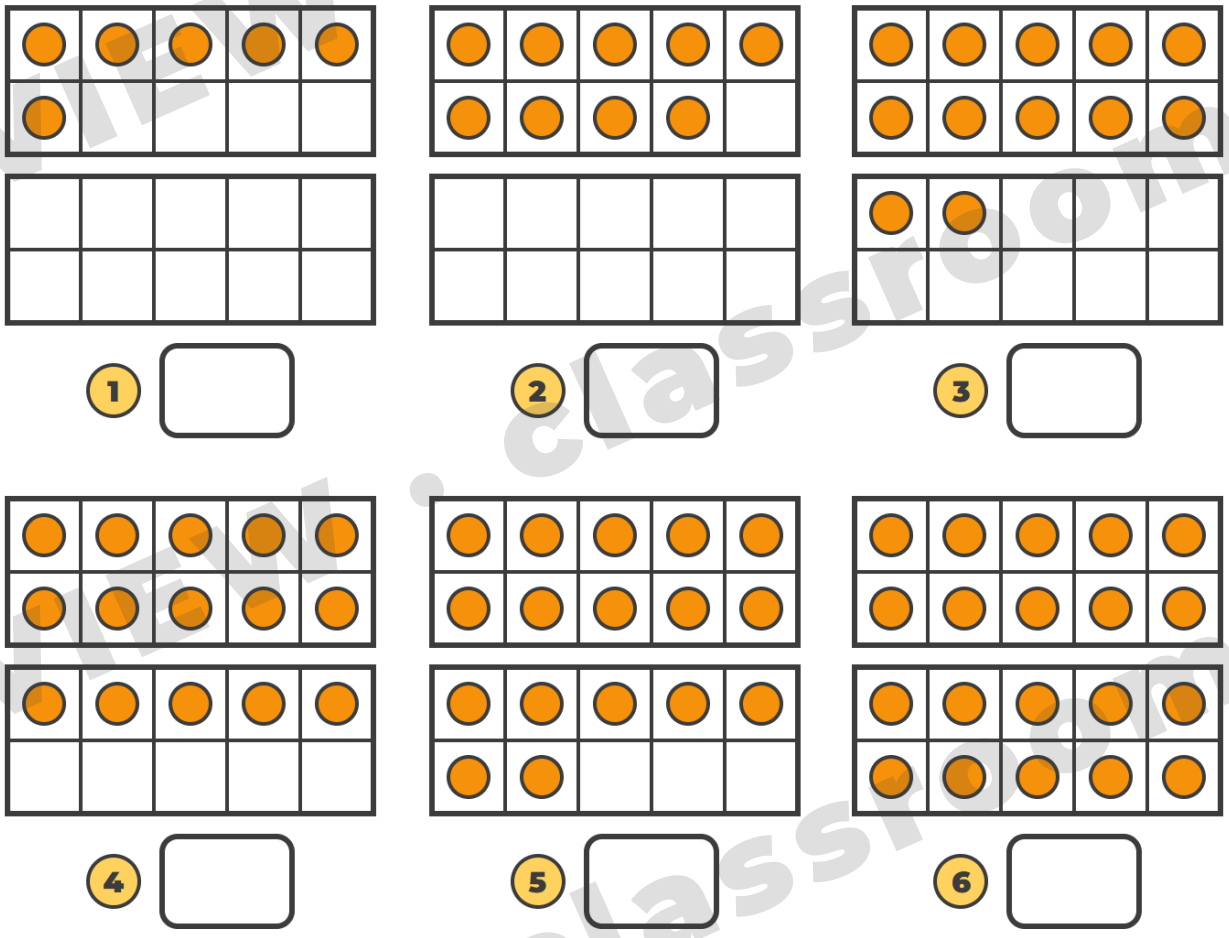
Read the Say this card out loud. Then count box 1 together with the class.

Say this

Today we count dots. Each box has two frames. Point to each dot with one finger and touch it one time. Count out loud in a quiet voice.

Let us do box 1 together. Write how many dots you counted in the white box next to the number. Then go on to box 2.

Count the dots. Write the number.



EVIEW · classroomre



Math Set 1: Tally Marks and One More

Say: tally marks come in groups of five. Count the groups by five, then count the rest by one.

Math · Day 1

Count the tally marks. Write the number.



1 ☐ 2 ☐ 3 ☐ 4 ☐

Draw the dots

Say: read the number. Draw that many dots in the frame, one dot in each box.

5 Draw 4

6 Draw 7

7 Draw 10

One less and one more

Say: write the number that comes just before and the number that comes just after.

1 less		1 more
☐	9	☐
☐	13	☐
☐	7	☐
☐	19	☐

Challenge

Say: this number line goes from 11 to 20. Some numbers ran away. Write them in the empty boxes.

11		13	14		16	17		19	20

EVIEW · classroomreview.games



Reading Set 1: Letter Sounds and Rhyming

Reading · Day 1

Sub: read the Say this card out loud. Students only look and circle. Nobody has to read.

Say this

Today we listen to sounds. Look at your first page. I will say the name of every picture and you say it back to me. Picture one is a sun. Picture two is a moon. Picture three is a box. Picture four is a fish. Picture five is a tree. Picture six is a kite. Now say each name again slowly and listen to the very first sound you hear. Circle the letter under the picture that makes that first sound. One letter in each box.

1



S M T

2



B M F

3



B K S

4



T F M

5



S T B

6



F K T

EVIEW . classroomre



Reading Set 1: Rhyming Words

Sub: read each row out loud, twice. Students circle the picture that rhymes with the first word.

Reading · Day 1

Say this

Now we listen for rhymes. Rhyming words end the same way. Listen: cat, hat. Those two rhyme. Listen: cat, dog. Those do not rhyme. I will read each row twice. Circle the one picture in the row that rhymes with the first word. Row one: cat. dog, hat, cup. Row two: bee. tree, sun, book. Row three: car. star, fish, shoe. Row four: moon. kite, spoon, bus. Row five: boat. coat, apple, key.

1	cat	dog	hat	cup
2	bee	tree	sun	book
3	car	star	fish	shoe
4	moon	kite	spoon	bus
5	boat	coat	apple	key

Challenge

Draw a picture of something that rhymes with **cat**.

EVIEW · classroomreview.games



Writing Set 1: Label the Picture

Sub: read the Say this card out loud. Point to each number on the picture. Students copy the word from the word bank.

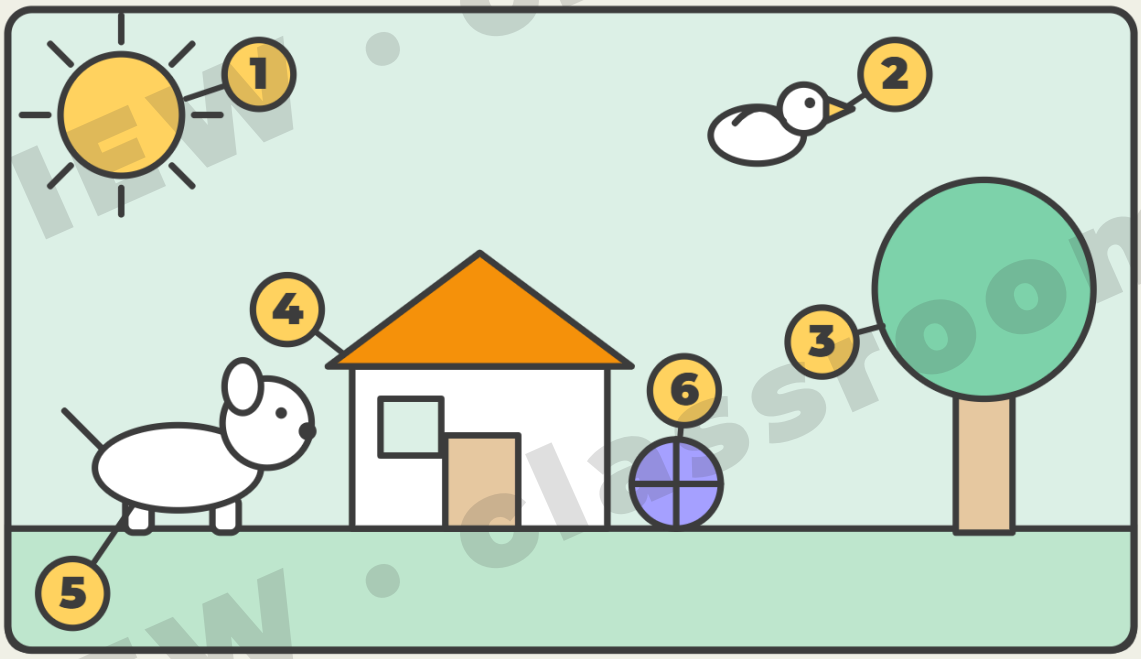
Writing · Day 1

Say this

Look at the picture. It is a park. I see a sun, a bird, a tree, a house, a dog and a ball.

Each thing has a number. Find number 1. Say the word. Now find that word in the word bank and write it on line 1.

Do the same for 2, 3, 4, 5 and 6. Take your time. Sound out the letters as you write.



WORD BANK

house · sun · ball · tree · dog · bird

1 _____ 2 _____

3 _____ 4 _____

5 _____ 6 _____

EVIEW · classroomreview.games



Writing Set 1: My Own Picture

Sub: read this aloud. Students draw one place they like, then write three labels with lines to their drawing.

Writing · Day 1

Draw a place you like

Draw a park, a playground, a beach, or a zoo. Put at least three things in it.

MY PICTURE

Now label three things

Write the name of one thing on each line. Draw a line from the word to the thing in your picture.

1 _____

2 _____

3 _____

Challenge

Pick one thing in your picture. Write a sentence about it. Start with a capital letter. End with a period.

_____

EVIEW · classroomr



Science Set 1: The Five Senses

Read the Say this card out loud. Then read each box out loud while the class writes the number.

Science · Day 1

Say this

"We have five senses. Touch each part with me. **Eyes see. Ears hear. Nose smells. Tongue tastes. Hands touch.**"

"Now look at the pictures. I will read each one. Write the number of the sense you would use. Number 1 is eyes. Number 5 is hands."

Read one box at a time, slowly, like this: 1. A big rainbow in the sky. 2. A loud bell that rings. 3. A flower that smells sweet. Go on the same way to box 10.

1	2	3	4	5
eyes see	ears hear	nose smell	tongue taste	hands touch

1 big rainbow ☐	2 loud bell ☐	3 flower smell ☐	4 apple bite ☐	5 cold ice ☐
6 moon and stars ☐	7 loud drum ☐	8 popcorn smell ☐	9 ice cream lick ☐	10 soft teddy ☐

Now count

How many boxes did you mark with a 2 for ears? ☐

How many boxes did you mark with a 4 for tongue? ☐

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

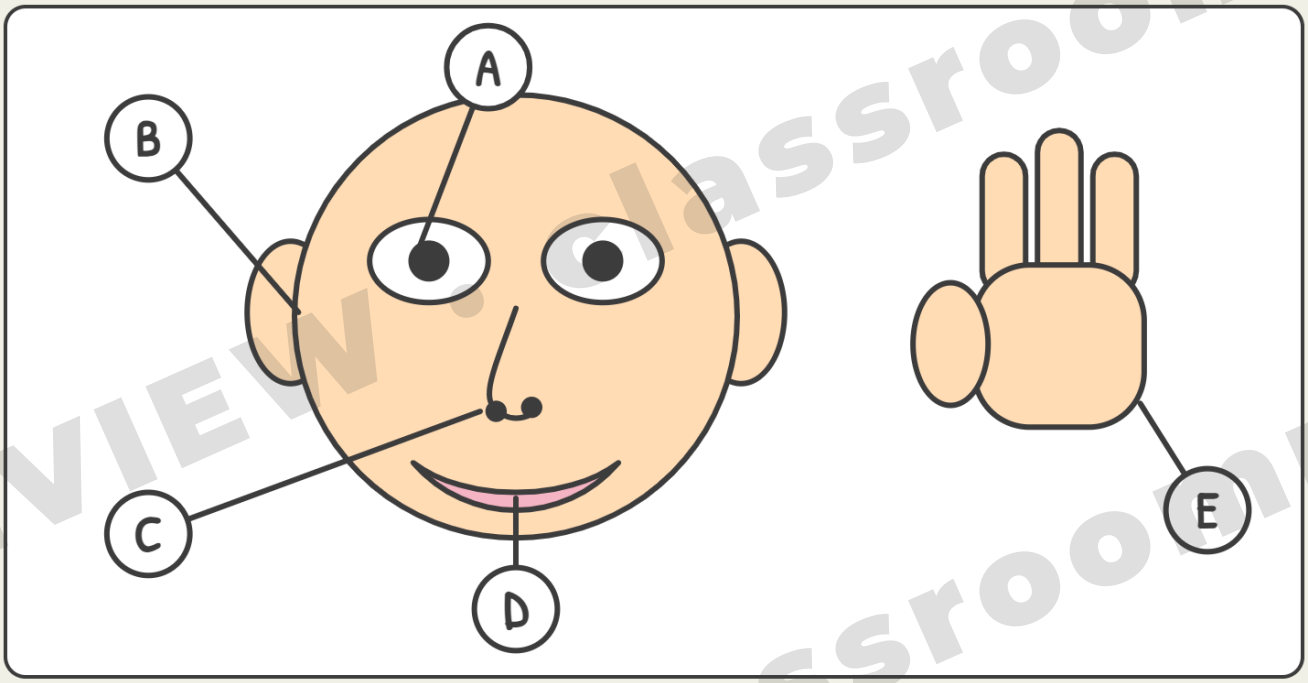
© classroomreview.games



Science Set 1: Label the Face

Say each word in the word bank out loud. The class writes each word on the line next to its letter.

Science · Day 1



mouth | eyes | hands | nose | ears

A ..... B ..... C .....

D ..... E .....

Challenge

Draw one thing you love to hear. Then draw one thing you love to touch.

hear	touch

EVIEW · classroomre



Social Studies Set 1: Community Helpers

Social Studies · Day 1

Read the card out loud, then say each helper name and each picture name with the class.

Say this

"Helpers work in our town. Every helper uses something to do the job. Look at number 1. Say the word with me. Now look at the pictures. Draw a line from the helper to the thing that helper uses."

1 Doctor	A  bus
2 Firefighter	B  bandage
3 Mail carrier	C  cake
4 Bus driver	D  hose
5 Teacher	E  letter
6 Baker	F  book

EVIEW · classroomreview.games



Social Studies Set 1: Helper Jobs

Read each job out loud. The class picks the helper word from the box and writes it on the line.

Social Studies · Day 1

Who does this job? Write the word.

Doctor | Firefighter | Mail carrier | Bus driver | Teacher | Baker

1. puts out fires _____
2. helps you get well _____
3. brings the mail _____
4. helps us learn _____

Draw yourself as a helper

I can be a _____

Challenge

Say your helper out loud to a friend. Then draw the thing your helper uses in the corner of your box.

EVIEW • classroomr



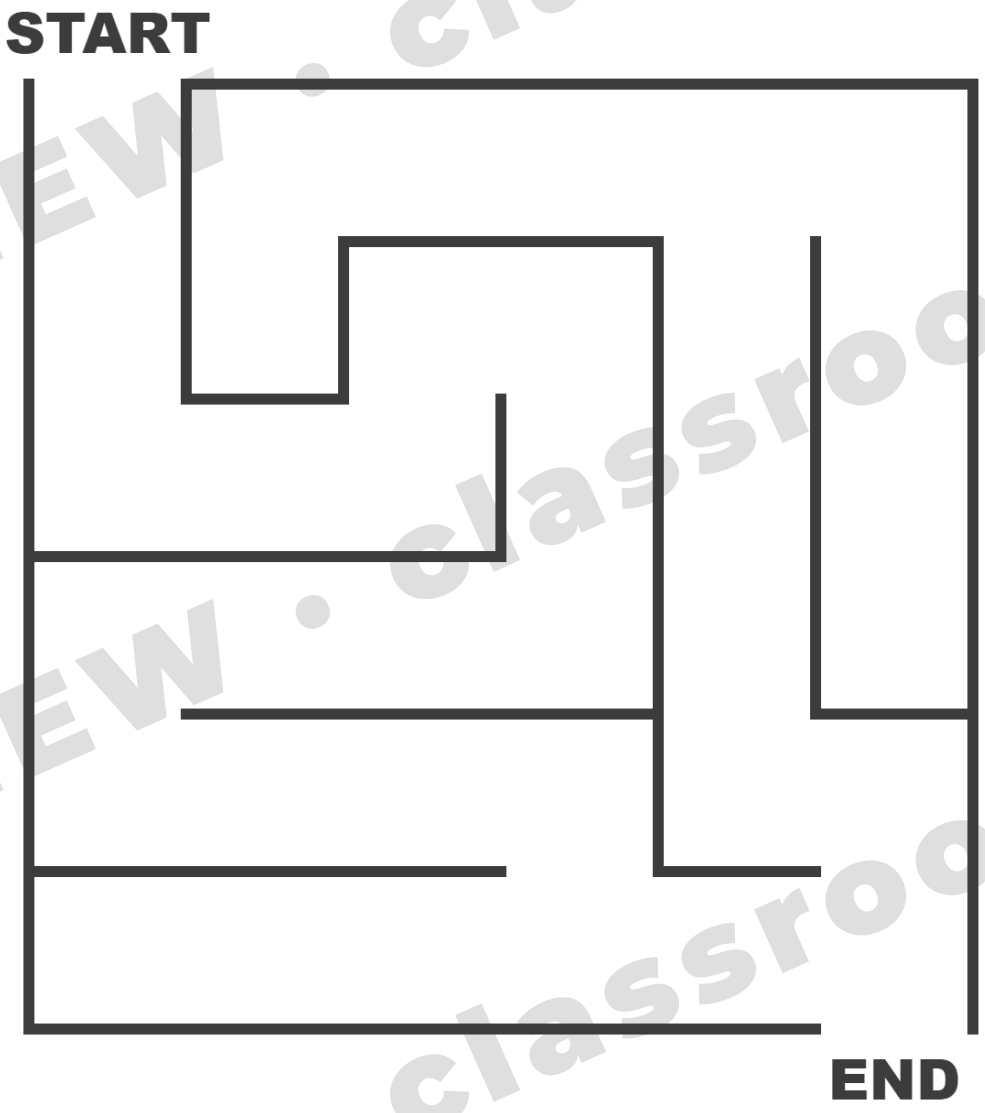
Calm Block, Day 1: Find the Way Out

Voices off. Pencils only. Trace the path from START at the top to END at the bottom.

Calm · Day 1

Say this

"Time for quiet work. Put your finger on the word START at the top. Walk your pencil through the maze until you get to END at the bottom. You may not go through a wall. If you get stuck, back up and try another way. Voices off."



EVIEW · classroomr
EVIEW · classroomr
EVIEW · classroomr



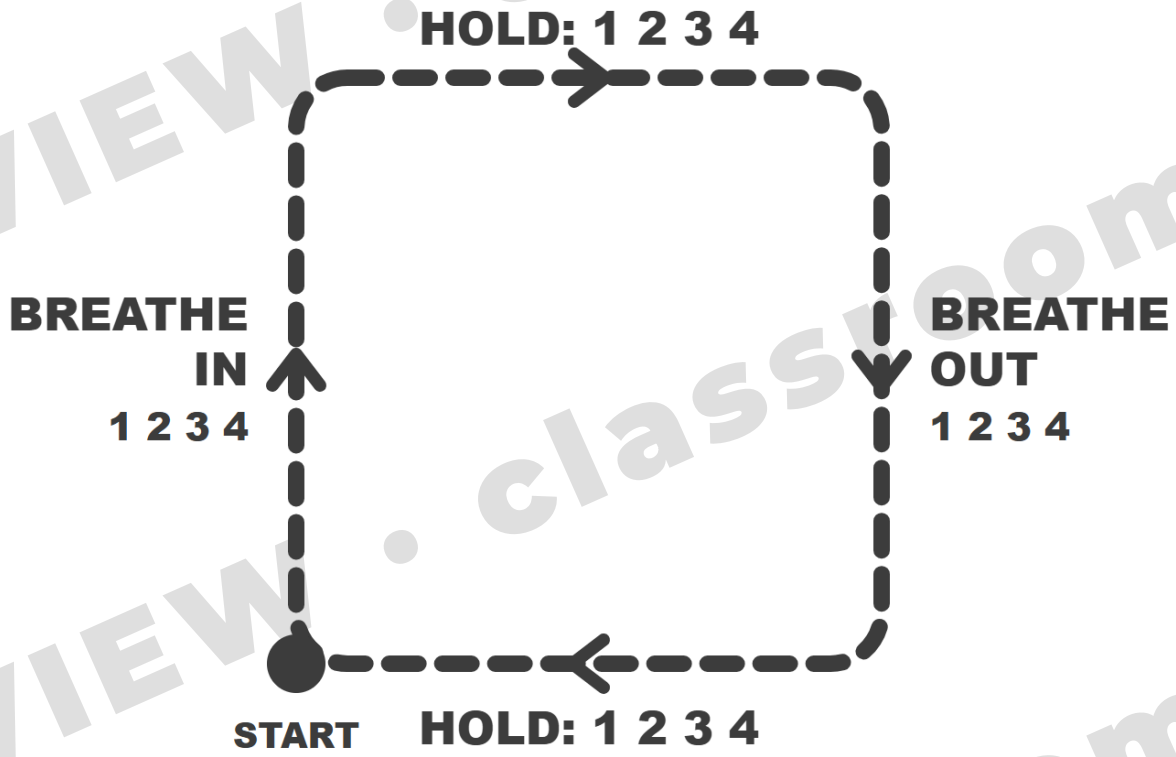
Calm Block, Day 1: Breathing Square

Everyone puts one finger on the black dot. Trace the square slowly while you breathe. Do it three times.

Calm · Day 1

Say this

"Sit up tall. Put one finger on the black dot. Go up the side and breathe in: 1, 2, 3, 4. Go across the top and hold your breath: 1, 2, 3, 4. Go down the other side and breathe out: 1, 2, 3, 4. Go back across the bottom and hold: 1, 2, 3, 4. Three more times, all together."



Color a star each time you go around



1 2 3

Then trace the square one more time with your eyes closed, and rest your head for ten quiet seconds.

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

© classroomreview.games



Team Task, Day 1: Paper Tower

Teams of two or three. Each team gets three sheets of scrap paper and no tape.

Team · Day 1

Say this

"You will build a paper tower with your team. You get three sheets of paper and no tape. You can fold the paper and you can roll it. Take turns: one person adds a piece, then the next person. When I say stop, we measure with our hands and count the points together."

How to build



1 Fold



2 Roll



3 Stack

Draw our tower

Our names _____ _____ _____

Our score

How many hands tall?
1 point for each hand

It stood up while we counted to 10.
2 points

Everyone in our team helped.
1 point

Our points all together

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

© classroomreview.games



Game, Day 1: Picture Bingo

Sub script and call list. Say each picture word twice and hold the page up so everyone can see it.

Game · Day 1

Set up (2 minutes)

1. Copy the board page one-sided, one copy for every two children. Fold it on the middle dashed line and tear it in half. Give Board A to half the class and Board B to the other half. The two boards are different on purpose.
2. Every child needs a pencil. No counters are needed.
3. Call a picture from the list below. Say the word twice and point to the picture on this page.
4. Children find that picture on their board and draw a big X on it.
5. Four in a row, down, across, or the four corners, wins. Check the board before you cheer.

Read this out

"I am going to say a picture. Find that picture on your paper and put a big X on it. When you have four X marks in a line, put your hand up and say bingo."

Tick each picture off as you call it. If nobody wins after twelve calls, keep calling until every board is full, then everyone claps. Play again with a new board and call the pictures in a different order.

Call list: tick the box as you call each one

☐ star	☐ dog	☐ tree	☐ sun
☐ heart	☐ fish	☐ cloud	☐ apple
☐ cat	☐ circle	☐ house	☐ ball
☐ moon	☐ square	☐ flower	☐ triangle

EVIEW · classroomr



Game, Day 1: Bingo Boards

Copy this page one-sided. Fold on the middle dashed line and tear: Board A for half the class, Board B for the other half.

Game · Day 1

Board A

circle	star	tree	fish
house	heart	dog	moon
apple	cloud	ball	square
flower	triangle	sun	cat

Board B

dog	moon	apple	sun
triangle	ball	circle	flower
heart	house	cat	star
fish	cloud	square	tree

Four in a row wins



Show the class these three pictures before you start. Any four marks in a straight line count, and so do the four corners. When a child says bingo, read their four pictures back to them and check that you called all four.

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

© classroomreview.games



Answer Keys (1 of 13)

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

Math Set 1: Counting and Writing Numbers to 20

Page 1, count the dots: 1. 6; 2. 9; 3. 12; 4. 15; 5. 17; 6. 20

Page 2, tally marks: 1. 5; 2. 8; 3. 12; 4. 14. **Draw the dots:** 5. 4 dots; 6. 7 dots; 7. 10 dots (any boxes, one dot per box; a full frame is 10).

One less and one more: 8, 9, 10; 12, 13, 14; 6, 7, 8; 18, 19, 20

Challenge: the missing numbers are 12, 15, 18. The full line reads 11, 12, 13, 14, 15, 16, 17, 18, 19, 20.

Reading Set 1: Letter Sounds and Rhyming

Page 1, beginning sounds: 1. sun = S; 2. moon = M; 3. box = B; 4. fish = F; 5. tree = T; 6. kite = K.

Page 2, rhymes: 1. cat = hat; 2. bee = tree; 3. car = star; 4. moon = spoon; 5. boat = coat.

Challenge: answers vary. Accept any drawing the child can name as a word that ends in "at": hat, bat, mat, rat, a cat, a hat on a person.

Writing Set 1: Label the Picture

Page 1 labels: 1 sun; 2 bird; 3 tree; 4 house; 5 dog; 6 ball.

Accept a word copied from the bank, and accept a sounded out try (hows for house, brd for bird) if you can read it. The point is one word per number, matched to the right picture.

Page 2: answers vary. Accept any drawing with three labels, one word per line, each word matching something in the picture.
Challenge: accept any sentence about one of those words that starts with a capital letter and ends with a period.

EVIEW • classroomre



About Your Sub

Fill this in, read it out loud to the class, then pin it up where every child can see it.

Day 1 · Opener

My name is _____

I am from _____ **A food I like** _____

An animal I like _____ **I am good at** _____

Draw one thing you like

Our voice today

0	1	2	3
			
Silent no talking	**Whisper** soft and low	**Talking** table talk	**Sharing** the whole class hears

Point to the face you want. Use the same four faces all week.

EVIEW • classroomr

In the full kit

Five days, planned and ready to print.

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

5 days, each with its own sets, calm puzzle, team task and game

52 pages of subject sets

13 answer-key pages, every answer checked

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



© classroomreview.games