Sub Plan: Monday, Nov 2, 2026

Gold Day · Regular bells · Room 113 · Mr. Driver

Time	What
7:40–9:00	5th: Prep (no class)
9:05–9:30	Eagle Time
9:35–10:55	6th: In-class support
11:00–12:20	**7th: Transitions**
12:20–12:50	Lunch (2nd lunch)
12:55–2:16	**8th: SEL**

7th Period: Transitions (11:00–12:20)

Today: First day of Unit 2, Independent Living. Students learn 5 home skills, sort chore cards, and rate themselves. Click through the slides in order (`transitions-l2-independent-living-deck.pdf`).

Have out: 12 chore cards (2 sets, cut) · 5 skill headers · self-rating sheets · binder covers · exit strips (all in the printables) · colored pencils · binders

1. **Check in + review (15 min, 11:00).** Energy 1 to 5 and one home job. Ask the 3 review questions on slide 3 (Unit 1: asking for help).
2. **Learn (15 min, 11:15).** Slides 4–6: what independent living means, the 5 skills, and 6 words. Students repeat each word.
3. **Video + sort + rate (35 min, 11:30).** Slide 7 video (captions on; skip if it won't load). Slides 9–20: students show 1–5 fingers for the skill. Then pairs sort the paper cards. Then the self-rating sheet (slide 21) and binder cover (slide 22).
4. 🎮 **Game + wrap-up (15 min, 12:05).** Open https://grantdriver.github.io/games/transitions-unit2-jobs-at-home-L2.html on the big screen (QR on slide 23). Students vote, then one taps (5 min). Then a short share, the exit ticket or check, and clean-up. Line up for lunch at 12:20.

Tech not working? Use the printed cards; no screen is needed. Skip the video and game.

8th Period: SEL (12:55–2:16)

Today: New unit! Students practice reading the room. They read face clues (eyes, eyebrows, mouth) and start a notebook. **Do not teach new calm-down tools.** Slides: `sel-l2-face-clues-deck.pdf`.

Have out: Chromebooks · goal cards · notebook printables (cover, Page 1, backup cards) · pencils

1. **Check-in + form (10 min, 12:55).** Students open the weekly check-in form from Canvas, type their 2-letter code, and answer 3 questions (staff read aloud as needed). Then students fill row 2 of their goal card. Energy check 1 to 5 on fingers. No written mood log.
2. **ORI Time (10 min, 1:05).** Students log in at app.orilearning.com and keep going. Help with logins.
3. **Review (5 min, 1:15).** Ask the review questions on the Last Time slide, then show the next slide.
4. **Learn + card game (20 min, 1:20).** Slides 8–10: face clues and a model. Then show each card: students vote, then say the clue. Click to the answer. Answers: 1 mad · 2 surprised · 3 happy · 4 sad.
5. 🎮 **Game (10 min, 1:40).** Open https://grantdriver.github.io/games/sel-social-awareness-face-clues-L2.html on the big screen (QR on the game slide). Students vote first, then one taps. Tap 🔈 Read for each card.
6. **Notebook (15 min, 1:50).** Students make the notebook cover and Page 1: a face, the clue, the feeling, and “I think they feel ___ because ___.” Staff can write for students. Then show a partner.
7. **Closing (10 min).** Each student says one face clue they'll look for. Chromebooks charged. Dismiss 2:16.

Tech not working? Read the printed backup cards aloud and skip the game and ORI.

All day: Classroom staff know the routines; ask them if you need help. Fidgets, headphones, extra time, and a 3-minute reset pass are always okay. Students may pass on sharing.