Sub Plan: Wednesday, Nov 4, 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: Students sort utensils into 3 groups (eating, serving, cooking) and write their sorting steps. Click through the slides in order (`transitions-l2-utensil-sorting-deck.pdf`).

Have out: 2 sets of 12 clean utensils (blunt or plastic knives only) · 2 trays with Eating / Serving / Cooking labels · utensil cards, checklists, binder page 1, exit tickets (printables) · data sheet (teacher key) · binders

1. **Check in + review (15 min, 11:00).** Energy 1 to 5 and one utensil. Slide 3 review questions.
2. **Learn (15 min, 11:15).** Slides 4–6: the 3 groups, the 6 steps, knife safety. Model sorting with real utensils.
3. **Sort + write (35 min, 11:30).** Wash hands. Slides 8–19: students hold up 1, 2, or 3. Pairs sort the real set, then each student sorts alone while staff fill the data sheet. Then binder page 1 (slide 20).
4. 🎮 **Game + wrap-up (15 min, 12:05).** Open https://grantdriver.github.io/games/transitions-unit2-utensil-sort-L2.html on the big screen (QR on slide 21). 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: Reading others: body clues (shoulders, arms, hands, feet). One clue is not enough! **Do not teach new calm-down tools.** Slides: `sel-l2-body-clues-deck.pdf`.

Have out: Pocket cards · Page 2s + backup cards (printables) · pencils · notebooks · Clue Sort mats + cut cards (printables p2, 1 set per pair)

1. **Check-in (10 min, 12:55).** Energy check 1 to 5 on fingers and one word. Pocket card check (slide 3). No form today.
2. **Review (5 min, 1:05).** Ask the review questions on the Last Time slide, then show the next slide.
3. **Learn + card game (20 min, 1:10).** Slides 6–8: body clues; staff act them out. Then show each card: students vote, then say the clue. Click to the answer. Answers: 1 mad · 2 nervous · 3 sad · 4 excited.
4. 🗂️ **Clue Sort (10 min, 1:30).** Slides 19–21. Read each card on slide 20; students show fingers for the box, then one says why. Slide 21 shows the answers. Then pairs sort the paper cards on the mat (printables p2). Answers: 1 😠 Mad · 2 😟 Nervous · 3 😢 Sad · 4 😠 Mad · 5 😟 Nervous · 6 😢 Sad.
5. 🎮 **Game (10 min, 1:40).** Open https://grantdriver.github.io/games/sel-social-awareness-body-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 do Page 2: a body picture, 2 body clues, the feeling, and the because sentence. Then volunteers act out a clue with no words; the class guesses.
7. **Closing (10 min, 2:05).** Each student says one body clue they'll look for. Dismiss 2:16.

Tech not working? Read the printed backup cards aloud (printables p3), do the Clue Sort on paper, and skip the game.

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.