



# TTOC & New Teacher Survival Guide!

## Teaching Teacher-On-Call Bag of Tricks

- Whistle on a lanyard
- Extra Pens, Pencils, Highlighters, and white board pens
- Notebook / Journal to jot ideas down
- Print-outs (crosswords, word searches, colouring sheets, Sudoku, activities)
- A Small bean bag or foam ball (for games)
- Bag of candy or treats (careful with allergies!)
- A good picture book
- Mad Libs Booklet
- Movies
- Movement or singing songs CD
- Stickers or Stamps
- Book or Magazine
- Flash cards
- Reading and/or Writing Power
- Personal Items:
  - ✓ Kleenex
  - ✓ Cough Drops
  - ✓ Water Bottle
  - ✓ Lunch
  - ✓ Snacks
  - ✓ Running Shoes
  - ✓ Umbrella
  - ✓ Other Personal Items



## Games



### Do You Remember?

**Materials** – twelve to fifteen items ordinarily found in a classroom, for example: marker, paper, eraser, pencil, ruler, chalk, book, etc.

**Procedure:**

- Show the class each of the objects, one by one.
- Have the students close their eyes. Remove the objects from view.
- Direct the students to open their eyes and write down as many objects as they can remember on their papers.

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### Dog and Bone

**Materials** – chalkboard eraser or ruler

**Procedure:**

- Choose a student to be the "dog."
- Have the dog sit in a chair at the front of the classroom, facing away from the class.
- Place the "bone" (eraser or ruler) on the floor behind the dog.
- Tap a student from the class. This student is to steal the bone quietly from behind the dog.
- The dog barks if he or she hears the bone being stolen.
- The student who can steal the bone without being detected becomes the new dog.

**Variations** – Witch and Broom, Pilgrim and Turkey, Santa and Toy, Easter Bunny and Egg

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### Let's Change

**Procedure:**

- Students number off from one to the number of students in the class. Choose one student to be the caller.
- Have the students stand in a circle, with the caller in the center. Students in the circle should not be in numerical order.
- The caller calls two numbers. The players whose numbers are called must run to switch places. The caller attempts to take one of the emptied spaces.
- The player who is left without a place becomes the next caller, and the game continues.

### Hoppin'

**Materials** – flash cards

**Procedure:**

- Show and read aloud selected flash cards of addition or subtraction facts.
- Give each student a chance to "hop" the answers to one or two flash cards. For example, for a flash card that has  $2 + 3$ , the student would hop five times.
- If the student hops correctly, he or she may flash the next card to the next student.
- Rotate until everyone has had at least one chance to hop an answer.

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### Numbers Up!

**Materials** – large rubber playground ball

**Procedure:**

- Have students form a circle and number off from one to the number of students in the class. Choose one student to be the caller. The caller stands in the center of the circle and holds the ball.
- The caller tosses the ball high into the air and calls one number. The student whose number is called must try to catch the ball before it bounces more than once. If successful, the catcher becomes the next caller.
- If the catcher does not get the ball before the second bounce, the caller may have another turn at calling out a different number and playing another round.

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### Silence, Please!

**Materials** – small rubber ball or Nerf™ Ball

**Procedure:**

- Have students sit on their desktops, without having their feet touch the floor.
- The students must pass the ball from one to another without talking or dropping the ball.
- Any student who talks, drops the ball, or makes a careless pass causing the receiving student to drop the ball is out and must be seated on a chair.
- The game continues until one student remains. That student is the winner.

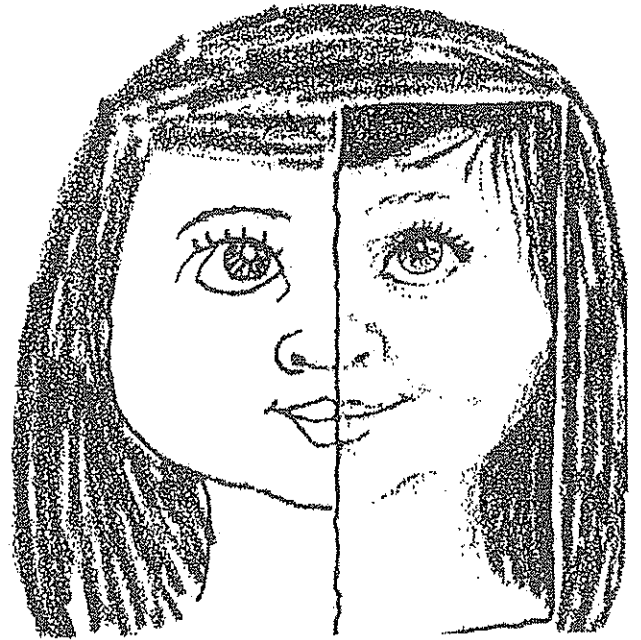


## Draw a Face

**Materials** – large faces from magazines, colored pencils or crayons, manila paper (one sheet per student), pencils, glue

### Directions:

- Fold and cut in half faces gathered from magazines.
- Distribute half faces to students.
- Glue the half face on the manila paper.
- With a pencil, lightly sketch the missing half of the face: hair, neck, etc.
- Color the drawing to match the picture from the magazine.



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## Puffy Clouds

**Materials** – sheets of blue construction paper, cotton balls, glue

### Directions:

- Take the students outside to look at the clouds or just look out a window. Encourage them to look for the shape of an animal or an object in the clouds. Have the students duplicate what they saw using cotton balls.
- Demonstrate how cotton balls can be pulled apart to cover a larger space and/or make a desired shape. They are to glue the cotton balls to the construction paper.

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## Cookie Cutter Creations

**Materials** – one sheet of drawing paper per student, several cookie cutters to share, pencils, crayons

### Directions:

- Have each student think about the picture he/she is going to draw. Then have them trace the cookie-cutter shape(s) where they want it in their picture.
- Draw and color in the features or details needed to complete the picture created by the outline of the cookie cutter.
- Draw and color a background scene.



## Giant Jigsaw Puzzles

**Materials** – tagboard, black marker, crayons

**Directions:**

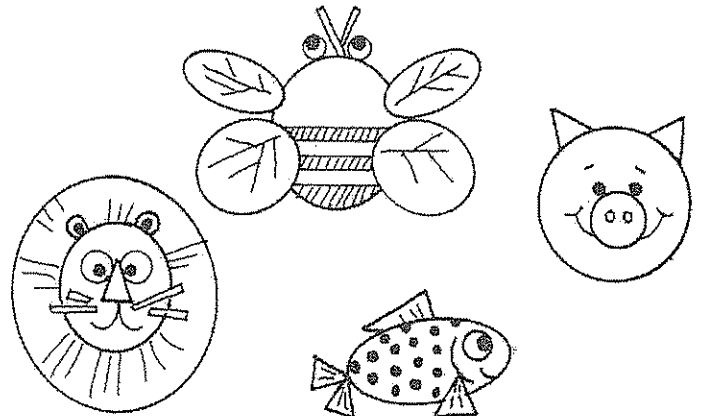
- Divide the class into groups of 4.
- Give each group a large piece of tagboard on which "jigsaw" puzzle lines have been drawn with a black marker. Be sure the lines are in different patterns on each tagboard. The number of pieces will depend on the age and ability level of the students.
- Each group is to design and color a picture on the puzzle.
- When finished, they are to cut the puzzle apart along the marker lines and exchange their puzzle with another group. Keep the pieces in a large envelope or folder.

## Shape Art

**Materials** – drawing paper, pencil, crayons

**Directions:**

- Use only shapes such as triangles, circles, and/or squares for the drawing.
- Draw a picture of an animal or object, using various sizes of the shapes.
- Color the drawing.

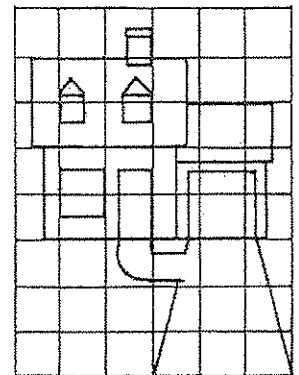
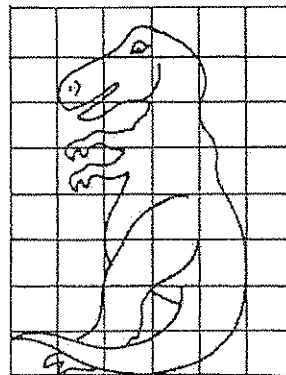


## Enlarging Pictures

**Materials** – copies of graph on page 9, pictures shown here, pencils

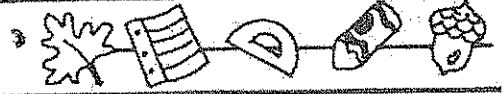
**Directions:**

- Reproduce two graph pages per student and pictures below.
- Demonstrate how to enlarge a picture using graph paper. Point out that students need to carefully copy one square at a time on their graph paper.
- Use one of the sheets of graph paper to enlarge the picture of the house.
- Repeat the procedure with the dinosaur on the second sheet of graph paper.

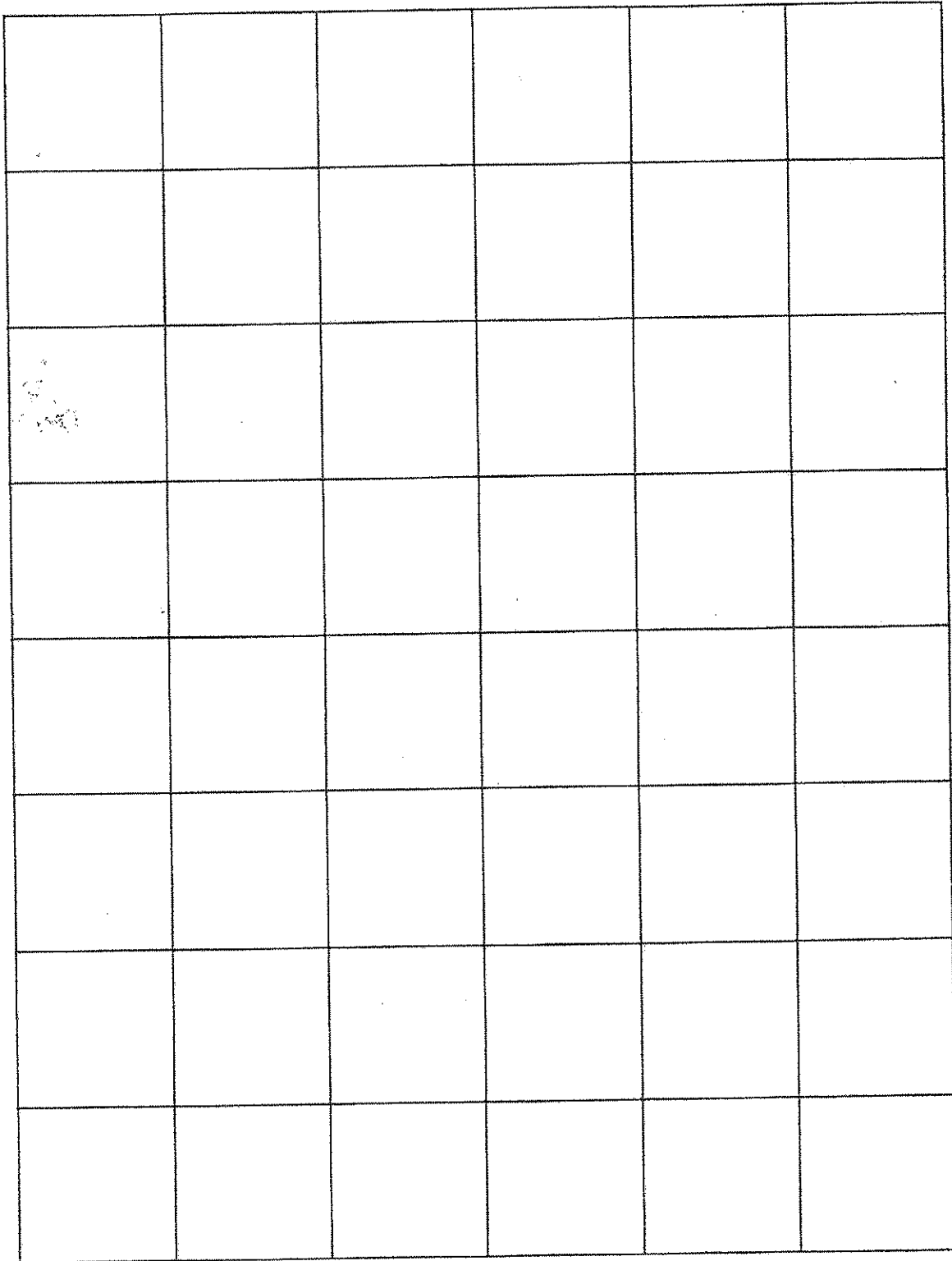




# Art

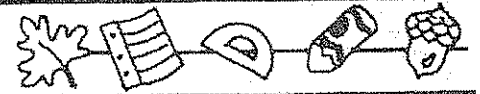


Use for Enlarging Pictures



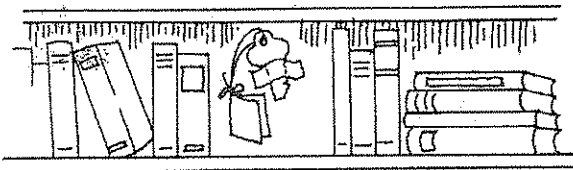


## Creative Writing



Just like any other night, you crawl into bed and fall fast asleep. The next morning you wake up to find that it is either a hundred years in the future or in the past. Write about your experiences and tell how you would get back to your own time.

In the middle of the night, a noise outside your bedroom window woke you up. Describe what the noise sounded like. Tell what or who made the noise, etc.



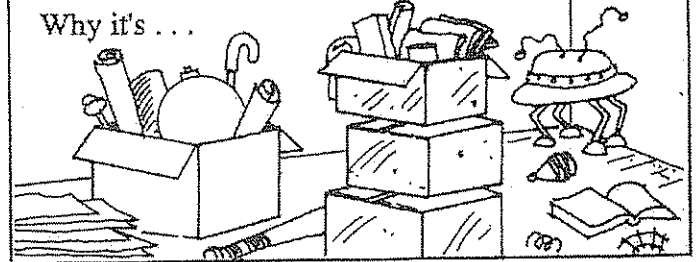
One day, while in the library, you take a book off the shelf. As you are about to put it back, you notice a key taped to the back of the shelf with a note attached to it. What does the note say? What do you do with the key? Where does the key lead you?

A new student comes to your class. What can you tell him that will help him learn about your school, your teacher, and your classroom? What will you do to make him feel welcome?

Your father bought an old desk at an auction. After he brought it home, you found an old hand-drawn map in the back of one small drawer. Draw the map and explain what you think it means.

A terrible storm comes to your city and you cannot go anywhere for three days. Tell about the storm, and what you will do during those three days.

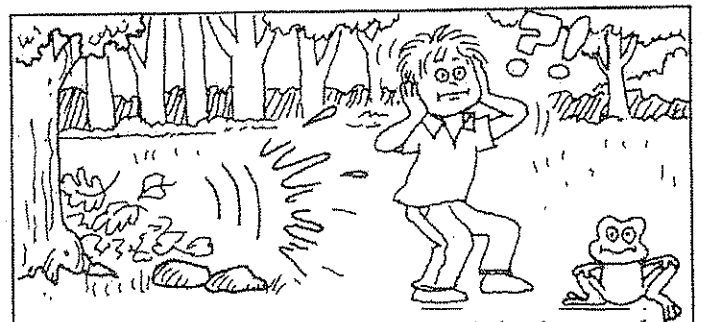
Oh no! It's spring cleaning time again. Everyone helps – no escaping this task! Your job is to clean out the basement. You go downstairs and find box upon box and stack upon stack of junk. Wait a minute – what's that in the corner? Why it's . . .



It was a warm, clear evening, perfect for sitting outside in the backyard looking at the stars. Darlene was helping Gina find the Big Dipper constellation. Suddenly there was a flash . . .

Lightning streaked across the sky! Thunder rumbled! The lights flicked off – on – off – on – off! It is so dark! Then there was a soft knock at the door and . . .

You wake up one morning and find yourself in a very strange land. Write about this imaginary place. How did you get there and what is it like to live there?



You are walking with your friends in the woods. You stop to look at an unusual toad. When you look back up, you cannot see or hear your friends. All you hear is a scratching noise in the leaves. What happens next?