



CTE Bell Ringer Pack

Free Library · 20 no-prep warm-ups · business + technology

Twenty warm-ups you can project or print, split evenly across the business and technology classroom. Each one ties to a real-world decision so the first five minutes set the tone: this is a class where you do something, not just define it. The teacher guide covers the routine; the prompt cards, weekly planner, make-your-own template, and weekly response sheet are the student pages. Edit any of it in the Word version.

HOW TO USE IT

Put one card on the board (or hand out a slip) as students walk in. Give them three or four minutes to write, then two minutes to share out. Keep it fast: a bell ringer that runs long eats the lesson. Twenty prompts is roughly four weeks at one per day, so print the deck once and rotate through it. The planner and template pages let you swap in your own prompts when a unit calls for it.

TEACHER GUIDE: RUN IT FAST, KEEP IT DAILY

TEACHER

Bell ringers earn their keep by being predictable and short. The routine, not any single prompt, is what settles a room. Here is the rhythm that keeps them working:

- **3 to 4 minutes to write.** Students respond in a notebook, on a slip, or in a shared doc. No hands up yet.
- **2 minutes to share.** Two or three voices, or a quick turn-and-talk. You are sampling thinking, not grading it.
- **Under 6 minutes total.** Set a visible timer. When it beeps, you move on even mid-sentence.
- **Same spot every day.** Card on the board before the bell, so the warm-up starts without you saying a word.
- **Light on grading.** A completion check or an occasional collected slip is plenty. The payoff is the habit.

What each part of the pack is for

Page	What it is	How to use it
Prompt cards	20 cut-apart warm-ups	Print once, cut, pull one a day
Weekly planner	A Mon-Fri theme map	Fill your own prompt per day
Make-your-own	A blank prompt template	Build a warm-up for any unit
Response sheet	A student's week of answers	Copy one per student per week

GRADE THE HABIT, NOT THE SENTENCE

The goal is a class that starts thinking the moment the bell rings. Reward showing up ready and taking a real swing at the prompt. Depth comes later in the lesson.