

AUTHOR:

Ann Jonas

The pond is filled with six fish. One afternoon some unexpected animals join them in the pond. How many animals end up in the pond?

Ages: 3 to 6 years

Interest Level:
Preschool to 1st Grade

ATOS Reading Level: 0.9

Lexile: BR260L

ISBN: 9780688152840

Copyright: 1997

Genre: Fiction

Classification: Picture Story Book

SPLASH!

Who goes Splash in the pond?

Topics: counting, spatial relationships, addition, subtraction

Math Connections: Use *SPLASH!* to count and to talk about spatial relationships.

Count how many animals and humans are in the water on each page. Ask your child to make a math sentence about the number of animals and humans in the pond. For example, on the first page of the story, there are 4 goldfish plus 2 catfish. Altogether there are 6 fish in the water, 4 + 2 = 6. Find the page with the most animals in the pond. Find the page with the fewest animals.

Throughout the book, look for spatial relationships. Spatial relationships refer to how an object is located in space compared to another object. For example, above, next to, under, beside, etc. Notice how the animals and the girl move in and around the pond. While reading, talk about where each animal is located in relationship to the pond or in relationship to another animal.

You can explore spatial relationships everywhere with your child. For example, when walking with your child talk about where the trees, plants, sidewalk, or cars are located in relationship to you. What other locations can you explore spatial relationships?

Extension Questions:

- 1. How many times does the dog fall into the pond?
- 2. What is the total number of fish in the pond?
- 3. How many times does the word "SPLASH" appear throughout the book?
- 4. How many animals fall into the pond in total?
- 5. Where is the bird in relation to the mailbox?
- 6. Where is the girl in relation to the pond at the end of the story?



EARLY MATH PROJECT LITERATURE REVIEW

Vocabulary for Building Math Concepts	four, many, one, third, three, two
Vocabulary for Extending Math Concepts	add, altogether, spatial relationship, subtract, total
Vocabulary for Reading Comprehension	falls, slips, splash

Early Math Project Resources:

Spatial Board Game Instructions: https://bit.ly/3mg5fK1 (English)

Spatial Board Game Instructions (Spanish)

Game Board: https://bit.ly/2K4D6Zh (English)

Game Board (Spanish)

Adding Animals: https://bit.ly/34b8HQ7 (English)

Adding Animals (Spanish)

Adding Animals Game Materials: https://bit.ly/3gMvoin

(English)

Adding Animals Game Materials (Spanish)

Online Resources:

SPLASH! Sensory Tub from Fun Littles: https://bit.ly/2KKmW7H

Counting Frogs Activity from Rainy Day Mum: https://bit.ly/365UhSA



Spanish Title: Not Available

Also available in: Afrikaans, Zulu, Tswana, Sotho

Related Books: The Napping House by Audrey Wood & Don Wood; Quack and Count by Keith Baker

Find this book at your local library: https://www.worldcat.org/title/splash/oclc/41342888?referer=di&ht=edition

EARLY MATH PROJECT LITERATURE REVIEW

Age Level	Related Preschool Foundations and CA State Standards
Preschool/ TK	Preschool Learning Foundations https://bit.ly/34vEeN3
Preschool/ TK	Number Sense 1.0 Children begin to understand numbers and quantities in their everyday environment. 1.4 Count objects, using one-to-one correspondence (one object for each number word) with increasing accuracy. 1.5 Understand, when counting, that the number name of the last object counted represents the total number of objects in the group (i.e., cardinality). 2.2 Understand that adding to (or taking away) one or more objects from a group will increase (or decrease) the number of objects in the group.
Grades K-3	California Common Core State Math Standards https://bit.ly/31No7bP
Kindergarten	Counting and Cardinality K.CC.1 Know number names and the count sequence. K.CC.4 Count to tell the number of objects. Operations and Algebraic Thinking K.OA.1 Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.
Grade 1	Operations and Algebraic Thinking 1.OA.1 Represent and solve problems involving addition and subtraction.

