

Take Your Imagination

BEYOND *the* POND



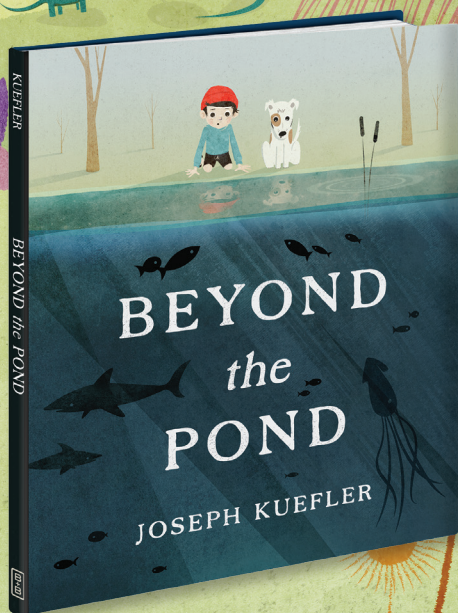
An Activity Booklet

Dear Readers,

Beyond the Pond is a story about a young boy's incredible discovery when he leaves the house and explores the pond in his backyard. Ernest's journey through mysterious and fantastical landscapes reveals the power of imagination and how great it feels to return home at the end of it all.

Inside this booklet you'll find resources to create activities in your store, home, school, or library. These pages will help spur the imagination of your young readers and connect the creative spirit to nature. We invite you to encourage your readers to play in the outdoors—with ponds, puddles, and the entire natural world as the source of inspiration.

Enjoy!



WHAT'S IN YOUR POND?

There is so much to be found in a pond! A pond is a body of standing water, either natural or made by humans, that is usually smaller than a lake. Plants and animals can live in ponds, too!

INSTRUCTIONS: What do you imagine lives in a pond? Draw your pond below and fill it with all the things that might live in it.



PACK FOR YOUR ADVENTURE

INSTRUCTIONS: When Ernest goes to explore the pond, he brings his explorer supplies with him. Draw a circle around each item that he would bring and put an X through the things he wouldn't need. What else might you need to explore a pond? Add your ideas in the spaces below.



FUN, GAMES, AND IMAGINATION

SHAPES AND SIZES, I SPY

On the other side of the pond, Ernest explores things "oh so tiny, oh so tall," and "every shape in between." Explore your yard or classroom. Play a game of I Spy by calling out objects by their shapes, sizes, and/or colors and see if others can guess what it is you see. For example, "I spy something oh so tiny and yellow" for a flower, or "I spy something oh so tall and green" for a tree.



PICNIC BY THE POND

Ernest and his dog have decided to go for a picnic on the other side of the pond. You're invited to come along! What sort of things will you bring or see on the picnic?

Have everyone go around the room and name things they might bring or see on the picnic. For older children, have them name items that begin with the same letter of their first name (for example, Ernest might say "I'm going on a picnic and I'm bringing eggs!" or "I'm going on a picnic and I hope to see eagles!").



THE TREES AROUND THE POND

Ernest's pond has trees growing nearby. Have the children pretend to be trees and create their own forest. Tell them to plant their feet in one place and spread their arms out as the branches. Questions for discussion: What would it be like to be a tree in different seasons of the year? What sort of things do trees need to grow and survive? Trees can't move around from place to place, so how do you think they get those things?



EXPLORER BUDDY

INSTRUCTIONS: Ernest takes his trusty dog with him when he journeys beyond the pond. Who would you take with you? Draw a picture of you and your explorer buddy off on an adventure!

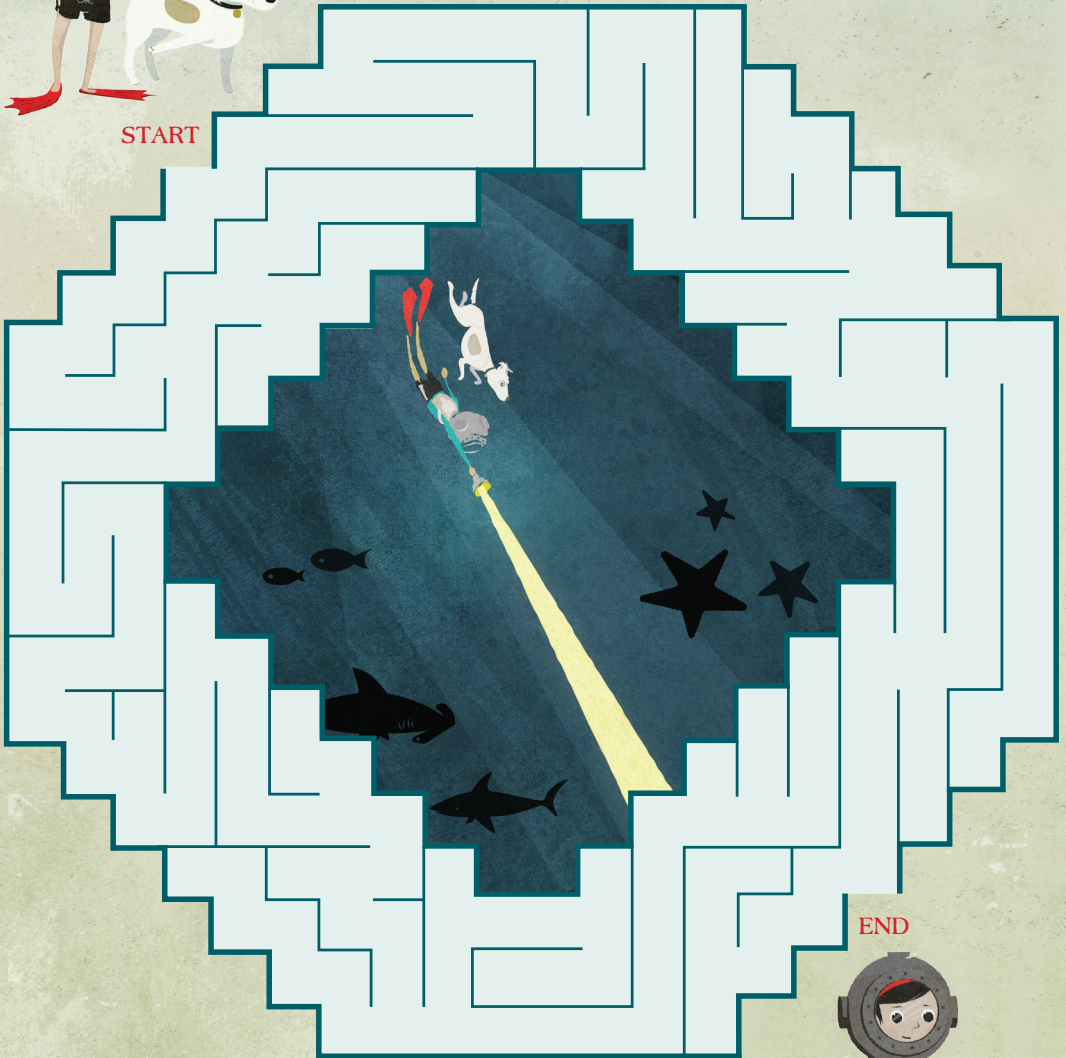


DIVE INTO THE POND

INSTRUCTIONS: Help Ernest and his dog find their way
underwater to the other side of the pond.



START



END



BALZER + BRAY

An Imprint of HarperCollinsPublishers

www.harpercollinschildrens.com

Art © 2015 Joseph Kuefler

Show us the world beyond your pond . . .

#beyondthepond



BALZER+BRAY

An Imprint of HarperCollinsPublishers

www.harpercollinschildrens.com

Art © 2015 Joseph Kuefler