

NEWSPAPER ISLAND

Setting the scene*

The patrols have been shipwrecked on a strange desert island. The only equipment available is that in the Patrol boxes. The only way to survive on the island is to work as a team and make the most of the equipment and materials available. Work hard and you may be rescued, otherwise you could be doomed to stay forever on Newspaper Island!



Who goes there?*

Everyone on the island has to wear appropriate clothes. Allow 15 minutes for the girls to dress up in costumes made from newspaper. They can have access to sticky tape, string, colouring pens and scissors if they need them.

The girls must dress up as pirates, princesses and sailors. Allow 15 minutes for the activity.

Port in a storm*

As the night closes in, the girls will need a shelter to sleep in. Challenge Patrols to build a shelter from newspaper, sticky tape, string and a chair. Allow 20 minutes for this activity.

Help!*

Signalling to passing aeroplanes is the way to alert rescuers. Challenge the girls to find ways to attract attention to themselves.

Patrols have ten minutes to produce a large banner, spelling out their name using letters made from newspaper.

Watch tower*

You may be within swimming distance of other islands. Challenge the girls to build a tower to look out for land. Using only sticky tape, scissors and newspaper, the girls have 15 minutes to build the highest tower they can.

They should also try to incorporate some sort of original style in their designs.

Island hopping*

This game is a themed version of traditional musical chairs, using – you've guessed it – newspaper! Place a piece of newspaper on the floor for each girl, then move around the room to music. When it stops, everyone stands on a 'newspaper island'. Keep taking the paper away as you would for musical chairs.

Flapping fish race*

Divide the girls into teams for this relay race. Each team will need a large fish shape cut out of newspaper in addition to a folded up newspaper. Start the relay by using the newspaper to create a draft, fanning the fish across to the other side of the room. It is then carried back for the next person. Carry on until everyone has had a turn.

Sunhat circles*

Before this game starts, everyone will need to make a hat from newspaper. You will also need a tape recorder and some music.

The girls sit in a circle, all but one are wearing hats. As the music plays, each player takes off her hat and places it on the head of the person on her left. Carry on doing this until the music stops. The person without a hat then has to do a forfeit.

Good enough to eat*

Of course, the shipwrecked Patrols will become hungry. Invent a three-course menu, where the main ingredient for all dishes is newspaper!

The girls have to think up interesting newspaper-themed dishes, such as headline haddock and crossword chips.

Groups should have a notepad and pencil for this activity. It should take no longer than five minutes.

Load of rubbish*

Don't forget lots of garbage bags to tidy up after your adventure on Newspaper Island!

Lily Pad Leap

Set out various lily pads (newspapers folded into squares) around the room. To start off with, make sure you have enough for each Guide). The Guides are frogs and mustn't get caught by the hungry fish. They run around the room/hall until you shout "*here comes the hungry fish!*"

Each of the Guides have to jump on one of the lily pads to be safe. Any frog that gets caught or falls off the safe spot has to help the hungry fish catch the others. When the hungry fish says "no food here I guess" the Guides know it's safe to come off. Take one newspaper away each time until you are down to the last newspaper. The last frog left is the winner. Play this indoors or out.

** Program ideas courtesy of Guiding October 1997*