

## ***Five On A Treasure Island***

**Enid Blyton**

*Five on a Treasure Island* is the first book in the Enid Blyton series, *The Famous Five*. It is set in the countryside of Eastern London in an area called Kirrin Bay, blessed with gorgeous summer periods, beautiful beaches, a wrecked ship sunk at the bottom of the sea, and a private island owned by an 11-year-old girl. The book revolves around four kids, ages 10-12, and Tim, who turn their summer vacation into a series of adventures and books.

This has particularly interested me, as it checks both the boxes of nostalgia and fan-favorite comics. I was hoping for mystery, children's comic humor, and classic Enid Blyton's true British tone for this book. What surprised me was that the protagonist was not introduced until the 4th chapter of the book, keeping her a real mystery.

As for the plot, four kids—Julian, George, Dick, Anne—and their worn-out, obese dog, Timothy, spend the summer at their rude scientist uncle's house in Kirrin Bay. Their uptight cousin Georgina, who hated being a girl, soon became their navigator, George.

During a beach day, George casually mentioned owning an island near a sunken wreck. They **couldn't make heads or tails** and all exclaimed in unison that kids didn't own islands—until they **set off** on an adventure to the island, where a storm revealed a hidden captain's room with a diary, a treasure box, and a map to the "Ingots" in the wreck.

Things escalated when an "antique collector" bought the box and tried to take the island too. The kids found a secret well, a hidden door, and a dark maze, leading to the treasure. But then, Tim was threatened with a rifle, and Julian and George, who were held captive, were heroically rescued by Dick. They outsmarted the villain, and Uncle Quintin **took back** the offer and let George keep her island, the treasure, and Tim.

The author follows third-person narration, and the entire book follows a captivating and smooth flow, and the book leaves its reader with the contempt of watching old cartoons. The introduction of the characters was playful, and had readers glued to their seats (or pages here. ), interestingly, the protagonist George was kept as a mystery and not introduced until the 4th chapter. Throughout the book, George had excellent character development. She was introduced as a tomboy and rude girl, but in the following chapters, her demeanor was reasoned well. I could particularly relate to how her concern for everybody around had led to a massive misunderstanding of her behavior and her unbearable love for her dog, Tim.

Although the book is centered around mystery, it still perfectly captures the essence of summer, indirectly reminding the readers to solve things from a child's perspective with hints of creativity, determination, and admiration towards one's goals, the book also highlights the importance of a pair and educates kids as how sharing would increase the happiness—which **hits close to home**. The book provides an insightful remark on its mature reader(me) that the elephant in the room needn't always be addressed for a happy life, by mentioning how Uncle Quintin would always be

pestered as his current job didn't provide the luxury of giving the best to his wife and daughter, which was disappointing to find out as he was being rude and distant for their love.

Overall, this is a great book that with a great message for both the kids and the adults reading it, with a soothing and nostalgic flow and classic British humour, it perfectly captures the essence of summer and sunny island adventures. This book would be a great starter for adventure-keen readers with the island adventures and outsmarting the antagonist.