

## Armchair Adventures – A Charity Shop Adventure

### Part 1

#### Intro

Connie: Happy New Year Adventurers! I hope you've all had a fantastic Christmas break. We've had a lovely message from a mum called Catherine and her 2 kids, Olivia and Myles who said "Armchair Adventures is such a cool podcast – fun, uplifting and something that me and the kids can do together!"

Aw, thanks guys! You can leave us a message too adventurer. Just ask a grown up to leave us a rate and review and we'll read some more out next time.

Right then, I suppose we'd better get adventuring!

#### **Armchair Adventure Theme Song:**

*On an armchair adventure you can go anywhere you like,  
On an armchair adventure imaginations fly.*

#### Scene 1

Connie: Adventurers, do you enter competitions? Have you ever won?

*SFX Ding*

*SFX Fireworks/applause*

Connie: I used to enter competitions all the time and hardly ever won! One time, I won an entire year's worth of dog food! How good's that?! My Mum wasn't best pleased though, there were boxes of it EVERYWHERE!

*SFX Rummaging through boxes*

And we didn't even have a dog. But it was alright in the end, we took it to the local dog shelter!

Give me a hand with these heavy boxes, will you, adventurers?

*SFX Ding*

*SFX Dogs barking*

Connie: Anyway... we've had a competition of our own here at Armchair Adventures. We asked our customers to send us their best adventure ideas and the winner gets to take us all on an adventure with them! Isn't that great? We've read all of the entries and they're brilliant. Some were really funny, others were exciting, and some I'm not even sure were possible... BUT, adventurers, we picked two winners!! I'm going to make a call to the first winner right now! How exciting is this? Here goes!

*SFX Ringing tone*

Denise: Hello?

Connie: Hello, is that Denise?

Denise: Speaking!

Connie: Hi Denise, my name's Connie. I'm from Armchair Adventures. You entered our competition to take us on an adventure.

Denise: Yes, I did.

Connie: Well, you won!

Denise: Did I? Ah fantastic!

Connie: We had loads of great entries and we loved yours!

Denise: Brilliant! So, do I get to go on an Armchair Adventure?

Connie: You do! Tell us about you, Denise.

Denise: I work in Willow Wood Hospice Shop and have done for 10 years. It's a charity shop that raises money for the local hospice, which is a real community hub, a very positive place.

Connie: Sounds great! I don't think I've ever been to a charity shop before, you know?

Denise: Haven't you? They're like an enormous treasure chest!

Connie: Wow! Come on adventurers, let's pretend to be opening a giant treasure chest!

*SFX Ding*

*SFX Creaking chest*

Connie: What's inside adventurer?

*SFX Ding*

*SFX rummaging around stuff*

Connie: Amazing! Denise, do a lot of people donate their things to you?

Denise: Oh, yes! We have 8 shops and a large warehouse! People want their pre-loved items to have a second life.

Connie: It makes sense. My bedroom is being decorated, so my mum and dad have asked me to clear out all my old stuff from when I was younger. It's really hard, though. I'm not good at getting rid of my things.

Denise: Giving up what you don't need anymore makes space for new things! Here's an idea... why don't you come down to the shop to see what it's like? I can show you what happens to all the donations.

Connie: Ah, yeah, that would be great! I bet the gang would love that!

Denise: You'd all be very welcome!

Connie: Brilliant! If you hang on, I'll get the others on the line.

*SFX Dialling in customers/Armchair Adventures instrumental only theme*

Connie: Hello?

Everybody: Different hellos.

Connie: Hiya all! How are you?

Everybody: Oh yes, grand thanks. All good. Top of the Pops!

Connie: Smashing! Everybody, I've got somebody to introduce to you. She's one of our competition winners. Everyone, say hello to Denise!

Denise: Hello everybody!

Everybody: Hello! Brilliant! Congratulations!

Connie: Denise, these are all my lovely customers. We've been on very many thrilling adventures and we're really excited to go on an adventure with you!

Denise: Wonderful! Then let's get going! Everybody, I'm going to take you on an Armchair Adventure... in a charity shop!

*Armchair Adventure instrumental only theme*

## **Scene 2**

*SFX Hustle and bustle of charity shop - cash register ringing, distant, couple of people talking*

Customer: Wow! Look at this!

Customer: Bursting to the seams with all kinds of things!

Customer: You never know what you're going to get! This could be our lucky day!

Customer: Here, Pauline! Look at these, you can add those to your music collection.

Customer: Fabulous!

Customer: It smells of lovely candles.

Customer: And old books.

Customer: Clothes with smells, perfume. Makes you wonder who was wearing them before.

*SFX Windchime*

Customer: A windchime hanging near the door.

Customer: A super-soaker water pistol!

Connie: Oh no! Take cover, everybody!

*SFX Ding*

*SFX A water-pistol shooting water*

Customer: Where should we put the bags that we've brought? Mine weigh a tonne!

*SFX lugging of heavy plastic bags by the gang*

Connie: Oh yeah, Denise! We've brought our own donations for the shop. Where should we put them?

Denise: That's wonderful! We'll put those in the storeroom where we sort all the donations into categories, like clothes, music, books etc. We get bundles of goodies every single day!

Connie: Great, come on guys!

*SFX of the gang walking around the shop moving the bags*

Denise: Thank you all. What have you brought, Connie?

Connie: I brought a few things from when I was a kid. My Mum keeps reminding me I'm not a little girl anymore and don't need my teddies. I'll just leave my bag here for now, I want to check first that there's nothing I'll miss.

Denise: No problem!

Connie: This really is a treasure trove, Denise. We've already lost Pauline and Carla to the music section over there!

Denise: Great. Have a good look around!

Connie: Brilliant! Looks like everyone is itching to get involved!

Denise: Enjoy!

Everybody: Oohs and aahhs. Look at this! Wow!

Customer: I like this little cupboard here. It might look like rubbish, but a lick of paint and some handles, it's going to be smashing!

Connie: Ooh, yeah. Great idea! Let's have a go of painting a cupboard, adventurers. Bring the brush up and down!

*SFX Ding*  
*SFX painting*

Customer: There's teapots, reading lamps.

Customer: Walking sticks of all kinds. Metal ones, wooden ones, plastic, different colours. You name it, they have it! If I lose mine, I'll know where to come!

Connie: Adventurers, pick a stick. Let's walk!

*SFX Ding*  
*SFX footsteps and tapping of walking sticks*

Customer: If I'm lucky, I might find a rare antique that's worth a fortune!

Customer: I love the feeling you get when you find exactly what you're looking for.

Customer: In your size.

Customer: At a reasonable price!

Customer: Pure, childlike excitement, you don't get that very often.

Customer: It's like a prize just for you!

Customer: I'm building a pile of things that I want. I can't wait to get home and show people what I've got!

Customer: I'm enjoying people watching!

Customer: Connie, have a look at all these lovely shoes and boots. I'm spoilt for choice!

Connie: There are so many!

Customer: They smell so nice. And with bags to match! A bargain, as well.

Connie: Adventurer, let's have a go of trying on these boots. Do they fit? Try walking around in them!

*SFX Ding*  
*SFX footsteps*

Customer: These are just my size!

Connie: They really suit you, Cyril!

Customer: I can't decide if I like the red boots or these cowboy boots!

Denise: Would you like to have a look in the mirror?

Customer: Yes, please!

Denise: It's over here!

*SFX footsteps walking to the mirror*

Customer: That's a beautiful mirror.

Customer: Wow, what an unusual, interesting frame.

Connie: Try the cowboy boots, Pat. You can wear them when you go line-dancing!

Customer: Oh, go on then!

*SFX Pat putting boots on*

Connie: Give us a twirl!

*SFX twinkly, magical sound*

*SFX country music*

Connie: Woah! What's happened?

Denise: What can you see, Connie?

Connie: I can see a big hall. A band on the stage.

Customer: A singer, with curly hair, a checked shirt, denim jeans and/

Customer: /And these cowboy boots!

Connie: That's amazing!

Customer: The audience are sitting at tables around a dancefloor.

Customer: The song ends and they jump to their feet.

Customer: The owner of these boots takes a bow!

*SFX twinkly, magical sound*

*SFX Hustle and bustle of charity shop*

Connie: Huh? It's the shop's reflection again. What just happened, Denise?

Denise: I've no idea!

Connie: Are you sure? You don't look at all shocked.

Denise: It has happened once or twice before. The mirror was donated a little while back and whenever someone finds something in the shop that they love and they look at it in the mirror, they're suddenly transported!

Connie: Where to?

Denise: To another time and place where the object was previously loved!

Connie: Wow! That's magical!

Everyone: Goodness me! Fancy that! Can you believe it? Magic.

Denise: I don't know how it works, but it's very special that it does!

Connie: Can we try it again?

Denise: Of course, you can all have a go!

Connie: What else have we got?

Customer: All these hats and scarves! Purple wigs, glitter wigs!



Connie: Come on adventurers, let's try on wigs! Long hair, curly hair, what does your wig look like?

*SFX Ding*

*SFX of people putting wigs on*

Customer: Mine's a judge's wig.

Customer: A witch's wig.

Customer: Looks like I've got hair again!

Connie: You all look great! Which one do you like best, Pauline?

Customer: Purple is my favourite colour, so it would have to be this wig.

*SFX of Pauline putting her wig on*

Connie: It really suits you.

Customer: I'm going to take it! And this scarf matches perfectly!

Denise: Pauline, would you like to have a look at yourself in the scarf?

Pauline: Yes, please!

Connie: Give us a twirl!

*SFX twinkly, magical sound*

*SFX 1970s music*

Customer: It's the '70s!

Connie: Wow! Can you imagine what it was like in the 1970s, adventurers?

*SFX Ding*

Customer: We're in somebody's flat.

*SFX to describe somebody walking around their flat, putting scarf on etc.*

Customer: They're wearing flares, snakeskin ankle boots and a leather look

jacket.

Customer: They put this scarf around their neck. They look brilliant!

Customer: Dancing in the mirror as they check their eyeliner. They're having a great time!

Customer: Give themselves a wink in the mirror.

Customer: Then grab their keys and leave.

*SFX stops (of a person walking around their flat)*

*SFX twinkly, magical sound*

*SFX Hustle and bustle of charity shop*

Pauline: I hope I have as much fun with my new scarf as they did!

Denise: Does anybody else want to find out more about something in the mirror?

Customer: I found this pair of old football boots. I'm intrigued because there are initials on the tongue of the boot. GJ. Who did they belong to? How many grounds have they played in? How many people have cheered them on, the player wearing them?

Connie: Come on adventurers, let's cheer on the footballers!

*SFX Ding*

Everybody: Cheers! Wahey! Come on!

Connie: This could be exciting. Let's see where the boots came from!

*SFX twinkly, magical sound*

*SFX Distant chanting of football fans*

Customer: A changing room in a football ground.

Customer: Red and white colours.

Customer: The team are running out of the dressing room.

Customer: Just one player sitting on the bench.

Customer: She fastens her football boots.

Customer: These football boots!

Customer: She unfastens them.

Customer: Fastens them again.

Customer: Then unfastens them!

Customer: Three times!

Customer: Ah...it must be a ritual.

Customer: She kisses the badge on her shirt.

Customer: Then runs onto the pitch.

*SFX Loud cheer from football fans*

Customer: To the loudest roar!

Customer: Both teams are warming up. Somebody passes her the ball.

Customer: Gets a touch. Dribbles it. Then strikes.

Customer: Back of the net!

*SFX Loud cheer from football fans*

Customer: It's only the warm-up!

Customer: She salutes the home fans.

Customer: What a feeling!

Customer: GJ... Georgia Johnson from Ashton United!

*SFX twinkly, magical sound*

*SFX Hustle and bustle of charity shop*

Customer: If those boots could talk!

Connie: I wonder how many goals they've scored?

Customer: Many, I'd say. I'm going to get them for my Grandkids to have. They might inspire them to keep practising.

Connie: I think if I was Georgia, I'd have to hold onto something that brought me so much luck!

Customer: Maybe she knew that the talent was hers, not the boots'!

Connie: I suppose. I don't think they'd take up too much space under the bed, though.

Customer: But what use is anything gathering dust under the bed?

Customer: Connie, look at this!

Connie: What have you found, Christine?

Customer: A magnificent doll's house. I've never seen anything like it. It must have been so well looked after.

Connie: Oh wow! What's in it?

Customer: It has its own little cooker and stove, a wardrobe, with tiny clothes. And some dolls, too!

Connie: I'd have played with it for hours if it was mine. Adventurers, let's play with the doll's house!

*SFX Ding*

*SFX playing with toy dolls*

Customer: Somebody is going to love it!

Connie: Let's see who used to love it.

*SFX twinkly, magical sound*

*SFX Christmas music from the 1960s*

Connie: (Gasps) Look!

Customer: Two children.

Customer: Twins!

Customer: They must be about 6 years old.

Customer: In their Sunday best.

Customer: Stockings hanging from the fireplace.

Customer: It looks longer ago than the last one. Could be 60 years ago!

Customer: Somebody knocks at the door. The little girl answers it.

Customer: Two older people. Grandparents.

Customer: They hug each other tightly.

Customer: Their Mum and Dad come into the room and hug their visitors.

Customer: The two children run up to the Christmas tree. There's a big parcel underneath.

Customer: They tear away the paper.

Customer: It's this doll's house.

Customer: They're thrilled! They start playing immediately.

Customer: You can tell that they're going to look after it.

*SFX twinkly, magical sound*

*SFX Hustle and bustle of charity shop*

### **Scene 3**

Customer: It's so marvellous to see how much this doll's house has been loved.

Makes me love it all the more.

Connie: It's very special. I wonder when they gave it to charity?

Customer: Maybe when they became too old to play with it.

Connie: Hmm. But it would be nice just to look at. Or to keep for their own children.

Customer: It would, but it's not possible to keep everything!

Customer: And maybe they wanted another child to enjoy it the same way they have.

Connie: I just hope they won't miss it.

Denise: Perhaps if we hold the house to the mirror again, we might see more.

Connie: Worth a go!

*SFX twinkly, magical sound*

*SFX 1980s music*

Connie: We're in the same room.

Customer: But it's not Christmas.

Customer: It's been decorated.

Customer: A woman of about 18 yrs old enters. It's the girl from before.

Customer: And there's her brother!

Customer: There are boxes and big rucksacks in the hallway. Duvets, a stereo.

Customer: They're heading off to university!

Customer: The girl opens a box.

Customer: The doll's house.

Customer: She pulls out one of the dolls. Holds it up to show the others.

Customer: Gives the tiny doll a hug.

Customer: Then puts it back in the house and closes the lid on the box.

Customer: They hug their parents and lift their rucksacks onto their backs.

Customer: A big adventure awaits!

*SFX twinkly, magical sound*

*SFX Hustle and bustle of charity shop*

Customer: Out with the old, in with the new!

Connie: I know. I had to have a clear out at home myself. There's just not enough space for all of my stuff. But when objects hold a lot of importance, they're not so easy to give away.

Customer: I do understand that Connie. We do develop sentimental feelings for 'things'.

Connie: Sometimes because of the people who gave them to us.

Customer: You wouldn't be losing the memories though Connie, or the people attached to the memories. Just the clutter you don't need anymore.

Customer: I get it, Connie. I have a teapot that reminds me of my Grandma. She used to read tea leaves. It wouldn't hold the same meaning to anybody else as it does to me.

Connie: That's how I feel about my things! Like the teddy I brought. I had it when I was younger and it holds LOADS of memories.

Customer: You don't have to give everything away, do you?

Connie: And how could anyone put a price on Ted? He might sell for £1 in the shop, but he's priceless to me!

Denise: There's no pressure, Connie.

Connie: I spent ages looking at the stuff in my room and deciding if there was anything I didn't LOVE or NEED. But now I've brought them here I'm worried I might change my mind.

Denise: Then you should keep hold of them.

Connie: This shop is great and the mirror is magical. I really want to contribute, but it's so difficult! (*Getting wound up*) I get that everything here is pre-loved, but it wasn't pre-loved by me! I don't think I can forget my childhood. Or let go of my things. I'm not ready, I don't want to move on without them. I need to keep hold of everything a bit longer!

Tune in to the next episode, Adventurers, to see what happens next! Before you go Adventurers, don't forget to follow or subscribe to Armchair Adventures. And if you're listening on Apple podcasts then please leave us a rating! It really helps!

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On an armchair adventure imaginations fly.*