

Armchair Adventures

A Friendship Fixing Adventure

Part 1

Connie: Welcome to the Armchair Adventures Travel Agency, journeys of the imagination. I'm Head Travel Agent and Host, Connie!

Armchair Adventure Theme Song:

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

Connie: G'day, afternoon or bonne nuit wherever you're listening from adventurers! The voices of today's join-in-at-home adventurers are...

Children: All say their names

Connie: Hi Everyone!

Children: Hi Connie!

Scene 1

Connie: Oh, adventurers, I have to share. Today has not been a good day! It all started in a drama lesson at school...

SFX school bell. Kids milling

Connie: ... with my cousin, who's my best friend, Sura. You know Sura? It's a long story, but we had a falling out...

SFX squabbling

Connie: I hate that I've ruined everything. I've been a bad friend and I don't think Sura will ever forgive me. And not only that, but I've broken my necklace! We had matching friendship necklaces, but after the argument we both threw them on the ground and they broke.

SFX breaking sound of something delicate landing on the floor

Connie: Now that it's broken, I guess it's going to have to be thrown away.
Dad's forever at the tip with all the things that break in our house.

SFX TV playing a game show, then suddenly it slurs to a standstill

Connie: The TV.

SFX the TV falls...

Dad: Geronimo!

SFX ...and lands in the tip

Connie: The lawnmower.

SFX the lawnmower ignition just won't get going

SFX the lawnmower falls...

Dad: Geronimo!

SFX ...and lands in the tip

Connie: And the coffee machine.

SFX the coffee machine splutters to a stop

SFX the coffee machine falls...

Dad: Geronimo!

SFX ...and lands in the tip

Connie: But maybe Kenny can fix my necklace? One of our customers from the
Armchair Adventures Travel Agency, Kenny, is brilliant at fixing things.
Hopefully, he can help. I'll give him a ring!

SFX Phone ringing

Kenny: Hello!

Connie: Hiya Kenny, how are you?

Kenny: I'm alright Connie. How are things with you?

Connie: They aren't great, but I'm hoping you might be able to help.

Kenny: I'll try! What's the problem?

Connie: I fell out with my best friend, Sura, and broke my favourite necklace.

Kenny: Oh dear, that's not good.

Connie: It was really bad. I feel horrible. And now the necklace symbolises the friendship I've destroyed with my carelessness!

Kenny: I'm sure it won't be as bad as that, Connie. You and Sura will come back together and we'll get your necklace fixed.

Connie: Do you think so?

Kenny: It's worth a go! In my house, I don't give up on anything. I've even learned how to sew, to make my clothes last longer.

Connie: That's very resourceful.

Kenny: Well, I was sick of throwing out socks!

Connie: Pooey! Can you sew Adventurers? Let's pretend to sew Kenny's stinky socks. Ready?

SFX Ding

SFX sewing machine

Kids: Aww Kenny, these socks stink!

Kids: Pooey!

Kids: I'd better finish this quickly!

Kenny: When my kids were little their clothes never seemed to last five minutes, so I joined a sewing class! I wasn't very welcome at first, being the only man. But I wanted to learn, so I wouldn't give up! In

the end, I made friends there and learned some valuable skills. Now if anything breaks, I try to fix it before it goes anywhere near the bin.

Connie: That's better for the environment too, isn't it? I wish I had your skills, Kenny.

Kenny: You can learn!

Connie: I'd love to! Let's get all my customers on a group telephone chat. Because with an Armchair Adventure, adventurers, we can go anywhere we like from the comfort of where we are right now, so they're perfect for everyone, no matter what age you are.

Start. Call. Now.

SFX Dialling in customers/Armchair Adventures instrumental only theme

Connie: Hello?

Everybody: Different hellos.

Connie: Hiya all! How are you?

Everybody: Hiya Connie. Very good. Not bad at all etc.

Linda: What's happening? Where are we going on our adventure?

Connie: I'm having a terrible day, I'm afraid gang. So I'm not feeling at all adventurous.

Cyril: An adventure will sort you out!

Lily: They always do.

Pat: No matter what!

Connie: Hmm, not sure it would this time. I've ruined my friendship with Sura forever and I've broken my favourite necklace.

Ada: Ah, that does sound like a sad day.

Walter: I can understand why you feel down about it.

Hazel: But all won't be lost!

Pat: Kenny's great at fixing things.

Christine: Yes, remember when you fixed my kettle?

SFX fixing a kettle, steam and brew ahhhh

Steve: And our washing machine.

SFX fixing a washing machine, clanking and then the machine spinning

Kenny: I've told Connie I can help.

Ada: There you go then!

Kenny: And I know where we could go on our adventure!

Anne: Oooh, go on?

Jan: Where you thinking?

Kenny: Connie would like to learn how to fix things, so let's go on a 'Friendship Fixing Armchair Adventure' to the Repair Café! We'll meet some expert fixers there!

Ronnie: Smashing idea, Kenny!

Keith: That'll sort your broken necklace, Connie.

Connie: Brilliant! It might not fix my friendship with Sura, but it'd be good to mend one thing I've broken today. Pack the biggest bag of snacks you can, everybody! Just in case.

SFX Squashing food into a bag, zips etc packing

ALL: Great idea! Make sure we've got some pork scratchings! And a Swiss roll! Don't forget my chicken!

SFX more squishing

Connie: Ok, I think we have everything!

Kenny: Brilliant! Let's go!

Connie: A journey of the imagination here we come!

Music: Armchair Adventures Theme

Scene 2

SFX A large park in the middle of the day. Birds tweeting, mild wind blowing, dogs barking etc.

Connie: Where are we? We seem to have landed in the middle of a big park.

Kenny: What does that sign say?

Linda: "Welcome to the Magical Park!"

Hazel: "Enjoy all it has to offer..."

Christine: "...But watch out for the big bully bears!"

John R: Ooh, I don't like the sound of those.

Connie: Should we be here, Kenny?

Kenny: Yes. What does that other sign say?

Connie: (*Reading*) Repair Café five miles.

Kenny: Perfect! I thought we'd take the scenic route!

Cyril: Why not? It's a perfect day for a walk!

Connie: I suppose. I'm just in a hurry to get everything sorted.

Kenny: We'll get where we're supposed to.

Pat: There are some lovely views to enjoy!

Pauline: And people are laughing at us with our big backpacks full of snacks!

Ada: Just ignore them, they're only jealous!

Steve: The trees are beautiful.

Lily: The blossoms are in bloom, so colourful.

Anne: Pinks, peaches and lilac.

Linda: Watch out for those squirrels!

SFX squirrels running and squeaking

Connie: Where are we? I've never been to this park.

Steve: It's very unusual. Magical even.

Pauline: Is it my eyes, or are those sheep different colours? Like turquoise, orange and blue?

SFX Sheep baaa

Hazel: I keep seeing what looks like tiny elves running in and out of the trees. Could just be a trick of the light?

SFX elves chatting to each other and giggling

Cyril: Beautiful bluebells, they look like they're dancing.

SFX bluebells singing a beautiful high-pitched operatic number

Lily: Is that them singing?

SFX musical waterfall

Ada: Or is it coming from that rainbow-coloured waterfall?

Pauline: See the bright yellow pyramids?

Jan: And a very grand building with dazzling golden gates!

SFX Guarding Soldiers march from one post to another

Ronnie: Soldiers moving from one post to another.

Connie: Shall we march like soldiers, adventurers? Hup two, three, four...

SFX Ding

SFX Marching

Kids: Hup, 2, 3, 4...

Connie: Excellent! This really is the most mysterious park.

SFX the gang keep walking in the countryside

Pat: Well, it is an Armchair Adventure, a journey of the imagination. It's not going to be a normal park, is it?

Connie: *(Laughs)* What do I expect?!

SFX bear roaring in the distance

Keith: Woah. Did you just hear that?

Jan: Was it what I think it was?

Steve: I hope not!

Connie: Let's keep walking!

SFX walking

Linda: How are you feeling, Connie?

Connie: I'm worried I might be a terrible friend.

John R: I doubt it.

Connie: What do you think makes a good friend, Adventurers?

SFX Ding

Kids: Make them feel welcome.

Kids: Invite them to a party.

Kids: Help them if they get hurt.

Kids: Tell them a funny joke.

Kids: Sharing toys.

Kids: Listening to me.

Connie: You all sound like you have some great friends. What about you, gang?

Linda: I have some friendships that began in primary school! I really appreciate how long we've known each other.

Walter: A good friend is supportive.

Hazel: And doesn't judge me, or the decisions I make.

Pauline: Someone I can have a laugh with. A real big belly laugh.

SFX The group laugh

Ada: Trust is important. Really being there for your friend.

Steve: Respect. They may not agree with everything I say or do, but they respect my choices.

Keith: Honesty. A good friend can be honest without offending.

Jan: A good friendship doesn't change, even after a couple of years, you just pick up where you left off.

Connie: These are great examples of good friends, guys. I'm just not sure if that's what I am...

Anne: Tell us what happened.

Connie: It all began in drama class...

SFX school bell

Connie: We've been working on a play for a few weeks now...

SFX Flashback to drama class. Young people talking underscores Connie's narration.

Connie: We have to perform in front of the whole year at the end of term...

Teacher: Settle down now.

SFX More children chatting

Teacher: I said settle down! We've a lot to get through. Let's take it from the top of Act 2.

SFX Children hushing down

Connie: I like drama, but there are some annoying kids in my class. They don't want to be there, so they pick on people.

SFX while dramatic scenes are performed, others are whispering and laughing

Connie: They think it's funny. But today they picked on Sura. They made jokes about her.

SFX more laughing

Ronnie: That's not very nice.

SFX of school ends

Connie: I should've stuck up for her and got them to stop, but I was concentrating on the play. I didn't realise how upset she was.

Anne: It is very hard to stand up to bullies.

Connie: I suppose, if I'm honest... I didn't want them to turn on me. But we'd have been so much stronger together!

Keith: It's the bullies that were in the wrong.

Connie: Now I've upset her, and I don't know if she'll ever forgive me.

SFX light running water

Cyril: Where are we now?

Christine: We seem to have come to a glade.

Walter: It's pretty, isn't it?

Jan: Between all the trees, with beautiful sunlight coming through.

SFX twinkling of the sunlight on the stream

Pat: And a trickling stream.

SFX A frog ribbits

Christine: Somewhere to cool the drinks!

SFX a far away, echoey animal sound, a distant growl

Connie: What was that?

Cyril: Sounded like a wild animal.

Linda: A wolf maybe?

Hazel: In a park? In the city?

Ronnie: A fox then?

SFX the ground shakes with very heavy footsteps, getting louder

Lily: I'm scared.

John R: Whatever it is, it's getting closer.

SFX nervous squeals from the gang

Connie: It's ok, it just sounds louder because it's echoing through the woods, I'm sure it's noth...

SFX an enormous bear appears in the clearing. It growls.

Connie: ... Oh my goodness!!!

Ada: That's no teddy bear!

Ronnie: It's an enormous grizzly bear!

Linda: I don't think it's seen us yet.

Walter: I'm scared.

Connie: *(Whispering)* Let's move away slowly.

John R: We could climb a tree.

Keith: Or run in zig-zags.

Hazel: Clap your hands.

Connie: Do any of these work? What would you do to escape a wild animal, adventurers?

SFX Ding

Kids: Scare it away!

Kids: I'd make it run into a tree!

Kids: I wouldn't escape, I'd ride it!

Kids: I'll bump it on the nose!

Kids: I'd hold eye contact and back away slowly.

Connie: They're great ideas, we could try those!

SFX the bear growls

Lily: It's seen us now!

SFX thudding bear footsteps

Cyril: Oh no!

Pat: It's getting closer!

Christine: Look at the size of those claws!

Steve: I don't like how it's holding it's paws in the air, ready to attack!

SFX the bear roars loudly

ALL: Woah!

Ada: It blew my hair back!

Linda: And my scarf!

Connie: Right gang. Hide behind those bushes!

Anne: What about you, Connie?

Connie: I'll be ok. Go on, hide!

Anne: Ok, then.

SFX the bush rustles as the gang hide behind it.

Connie: No, bear! We're not having this. You might be feeling scared. You might be having a bad time at home. But you don't get to take it out on my friends!

Ronnie: You tell it, Connie!

Pauline: Is it working?

Connie: I don't think so. I'll try clapping.

SFX slow claps

Connie: Hmm. And walking slowly backwards.

SFX bear growls

SFX gang whimpering behind the bush

Kenny: You could always try giving it some snacks.

Connie: Yes!! Great idea, Kenny!

SFX Connie goes into her rucksack

Connie: Ooh, what are these, bear?

SFX bear sniffing sound

Connie: I know, I'll use this dog ball launcher!

Ada: Great idea, that'll get the bear as far from us as possible!

Connie: You like the smell of this delicious chicken leg?

SFX rustle of the bush as Ronnie peaks out to shout...

Ronnie: Hey! That's my chicken!

Walter: Shush!!!

Connie: You want it? It's all yours. FETCH!

SFX serious throwing of the chicken leg far, far away. The bear happily lollops after it

Connie: You can all come out now!

John R: Well done, Connie!

Jan: Genius use of the dog ball flinger!

Connie: Thank you! Sorry about your chicken leg, Ronnie!

Ronnie: Never mind, there's more where that came from. You saved the day!

Cyril: You showed that bear who was boss!

Connie: Phew! Ok, let's keep moving.

PROMO SWAP

Connie: Adventurers at home, while we carry on walking to the Repair Café, let's pause our journey of the imagination as there's something I'd like you to listen to. It's another podcast I think you'd enjoy....

Promo swap Ad plays

Scene 3

Connie: Right, which way now?

Kenny: *(Reading from the sign)* Repair Café 4 miles. This way!

Connie: Off we go!

SFX the group walking along. Stream trickling alongside them, countryside sounds.

Keith: You really stuck up for us back there, Connie.

Connie: I didn't do anything, really.

Ada: You were brave.

Christine: You stood up to that big bully bear.

Connie: I guess so. I didn't stick up for Sura, though. It was such a bad morning.

Pat: What else happened?

SFX drama class. Kids larking about

Connie: It was in the same class. I was talking with one of our other friends.

SFX whispering, others in the class being noisy in the background

Connie: I didn't even think. But I ended up sharing something that Sura had told me in confidence. I suppose I thought our other friend already knew. But Sura overheard and was really upset with me.

SFX Back in the park. Trickling of the stream, countryside sounds.

Pauline: It sounds like an accident, Connie.

Connie: I thought I was trustworthy. I don't think anyone will trust me ever again.

Ada: Trust is so important.

SFX trickling stream builds to a more ferocious river

Cyril: That stream has picked up a bit.

Steve: That's no stream anymore, it's a river. With rapids!

Connie: It does look a bit wild! We'll have to get across it, I can't see any other way around.

SFX creaking of an old, wooden bridge being shaken slightly in the breeze

Walter: I'm not sure I like the look of that bridge.

Connie: Hmm. It is a bit rickety.

Lily: And wobbly.

Steve: I'm not confident that those ropes are very strong.

Linda: Oh-oh!

Hazel: I'll go first!

Connie: Are you sure, Hazel?

Jan: It doesn't look safe!

Hazel: Hmm, and there are a few slats missing, aren't there? Maybe not then.

Pat: If we go this way, we could avoid the river altogether?

Keith: Or this way?

Hazel: But they both could be a very long way round!

Connie: We might have to give the bridge a go, after all. I don't mind going first.

Walter: Be careful, Connie!

Connie: It's ok. I'll take it steady.

SFX slow footstep on a creaky rope bridge

John R: It's taking your weight!

Connie: Ok so far.

SFX another slow footstep on a creaky rope bridge

Ronnie: Go on, Connie!

SFX another slow footstep on a creaky bridge. It really starts to wobble

Connie: Woah!

Cyril: I can't watch!

Connie: It's ok, I'm ok.

SFX another slow footstep on a creaky bridge. A tearing sound.

Connie: Wah!

All: Gasps.

SFX another slow footstep on a creaky bridge. A tearing sound.

Connie: Woah!

All: Gasps.

SFX another slow footstep on a creaky bridge. A tearing sound.

Connie: Wooooo!

All: Gasps.

SFX another slow footstep on a creaky bridge. A much louder and longer tearing sound.

Connie: Oh no!!!

SFX loud plop as a slat from the bridge falls into the river

All: Connie! It's breaking! You're going to fall in! Oh no! Argh!

Connie: *(Running back along the bridge)* No I'm nooo-ooot!

SFX Connie runs back along the slats on the bridge

Linda: Well done, Connie! You made it! I thought you were going in then!

Connie: Phew! I didn't fancy an early bath. The ropes on that rope bridge snapped one by one and I almost fell in! Now what are we going to do? With no bridge, we're going to be stuck here forever and I really want to get to the Repair Café!

Kenny: Don't worry, Connie. Anything can be repaired... I'll have a look.

SFX wood and tools banging about.

Connie: Thanks Kenny. Hope you can do it quickly though, we really need to get there now!

Kenny: I'm going as fast as I can, Connie!

Connie: Ok, thanks Kenny. *(Sighs)* I wish my friendship with Sura could be mended with a hammer and nails.

SFX Kenny hammering

Connie: Adventurers, will Kenny be able to fix the bridge so we can get across to the other side? Will the Repair Café help me fix my necklace? And can I ever fix my friendship with Sura? Find out in the next episode... and see where our adventure takes us next!

SFX Kenny hammering.

Kenny: Here Ronnie, hold that still for me please?

SFX loud bang of hammer on thumb

Ronnie: Owww! That's my thumb!!

Kenny: Oops! Sorry!

Armchair Adventure Theme Song:

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On an armchair adventure imaginations fly.*

Ian: This episode of Armchair Adventures was funded by Suez Recycle 4 Greater Manchester Community Fund. Thank you!