

Armchair Adventures

A Friendship Fixing Adventure

Part 2

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 and Welcome back to part two of our friendship fixing adventure! The voices of today's join in at home adventurers are...

Children: Saying their names

Connie: Hi Everyone!

Children: Hi Connie!

Connie: On an Armchair Adventure 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. Restart. Call. Now.

SFX phone ringing.

Connie: The last time you were here adventurer, Kenny was taking us on an Armchair Adventure to the Repair Café, so that I can try and fix my friendship and my necklace!

SFX drama class

Connie: I had a falling out with my best friend, Sura...

SFX squabbling

Connie: I broke her trust, and then we broke our matching friendship necklaces.

SFX breaking sound of something delicate landing on the floor

Connie: Now I'm with the gang and we're on our way through a massive, pretty magical park to the Repair Café.

SFX trees rustling, stream trickling, birds tweeting, squirrels squirrelling

Connie: We've faced a grizzly bear...

SFX bear growling

Connie: And then I tried to cross a rapid river on the ricketiest bridge...

SFX river running rapidly

Connie: Which fell apart beneath me!

SFX bridge wobbling, wood falling in the river

Connie: Kenny is trying to fix the bridge now. How's it going, Kenny?

Kenny: Not too bad.

Connie: Let's give Kenny a hand building the bridge, adventurers. Get your hammer and nails ready.

SFX Ding

SFX Banging about of hammers on wood

Kids: I'm really good at building stuff

Kids: We'll have this bridge done in no time.

Kenny: This bridge might look different to how it was, but it'll still do the job. I could do with some long pieces of material. Could everybody pass me their belts and scarves please?

Ronnie: Well, if I give you my belt, my trousers will fall down!

Linda: You keep yours, then, Ronnie.

Ronnie: Thank you!

SFX productively constructing a rope swing

Connie: If this doesn't work, we'll have to think of something else. How would you get across the rapid river, adventurers?

SFX Ding

Kids: I would ride a crocodile!

SFX splashing swim sounds and snapping crocodile

Kids: I would build a raft.

SFX tapping of hammer on wood and river rapids

Kids: I'd jump from tree to tree

SFX leaping sounds, rustling of trees

Kids: I'm a really strong swimmer so I'll just swim.

SFX swimming in a river

Connie: I don't fancy swimming it, that river has a mind of its own!

Ada: We could make a human bridge. Hold onto each other's feet to stretch across the river.

SFX stretching and grabbing each other's feet

All: Oww, oww, oww! Watch me foot! This isn't going to work!

Cyril: We could build a massive kite?

SFX Kite in the wind

Pauline: Or a hot air balloon?

SFX blast of fire from a hot air balloon

SFX hammering in the final nail in the new 'bridge'

Kenny: No need. This is ready!

Connie: Excellent, well done, Kenny! Thanks for fixing the...

Walter: It doesn't look like a bridge to me!

Kenny: Well, it's not a bridge, anymore, but it will get it us across.

John R: How?

Kenny: It's a rope swing. We'll need to do a running jump...

SFX running feet

Kenny: Then it'll launch us across to the other side!

SFX swinging rope sound

Kenny: Weeeh!

Connie: Ok!

Lily: Who's going first?

Connie: I will! It's because of me we're heading to the repair café.

Kenny: Ok Connie, grab this.

Connie: Got it!

Kenny: Then just run up...

SFX running

Kenny: And juuuuuump!

SFX swinging sound

Connie: Weeeeh!

SFX landing sound

Connie: I made it!

SFX applause

All: Whoops and cheers. Well done!

Connie: Adventurers, do you want to have a go? Run and jump with the rope swing, get to the other side!

SFX Ding

SFX Rope swing

Kids: Weeeee!!!!

Connie: You're all so brave! Ok gang, are you joining me?

All: Yes!

Ronnie: I'll go next!

Connie: Come on, Ronnie! It's not as far as you think. Ready?

SFX running, then swinging sound

Ronnie: Weeeeeeh!

PROMO SWAP

Connie: Adventurers at home, while the others make it across the river with the rope swing, 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....

Ad plays

Scene 4

Connie: Last one now. Ready Pat?

Pat: I'm a bit scared!

Connie: Honestly, you'll be fine. We're all here to catch you.

Pat: Ok.

SFX running

Pat: Arghhhhh!

SFX swinging sound

Connie: Come on Pat!

Pat: I can't reach! I'm going to end up swinging back the other way! Help!

SFX swinging sound

Connie: No, you won't! You can do this, reach your arm to me.

Pat: I'm trusting you Connie, you won't let me down, will you?

Connie: No Pat, you can trust me.

Pat: *(stretching her arm)*

Connie: Got you!!

SFX landing on the ground

All: Cheers, well done etc.

Connie: Everyone's made it. Well done, team!

Pat: Thanks to you, Connie. If you hadn't grabbed me, I'd have been in that river!

Connie: I wasn't going to leave you when you needed a hand, Pat.

Christine: That's a good friend, Connie.

Steve: Somebody who's there for their friends when they need them.

Connie: Anyone would've done it. Let's keep going.

SFX walking, countryside sounds

Kenny: Not far now.

Pauline: There's the sign!

Kenny: "2 miles to go!"

Ada: You are very trustworthy, Connie.

Connie: I'm not sure Sura would agree. There's one more thing I haven't mentioned that happened in drama class this morning.

Jan: What was it?

SFX walking fades out and into drama class, children chatting etc

Connie: We were running through our lines together for the upcoming show. We're supposed to have learned them. But Sura doesn't know hers very well. I don't know why because we've had them ages! I shouted at her and made her feel like she was behind. I know I was impatient; I know I upset her.

Jan: I see.

Connie: I don't know if she'll ever forgive me and want to be my friend again.

SFX walking and countryside sounds

All: Huffing and puffing, aching bones, sore feet.

Linda: We've been walking for a while now.

Pauline: Can we slow down a bit?

Ronnie: We're going a bit fast for me.

Christine: Come on, we're nearly there!

Keith: We don't want to stop yet, it'll be going dark!

Anne: We've not walked that far, let's keep going!

Connie: Yeah, come on guys, we've only the last little bit to go!

Linda: I can't keep up with your pace, I'll have to sit down for a bit.

Pauline: Me too, I need a rest.

Connie: But we're so close! Could you maybe make it another mile, guys? I'm worried the Repair Café might close before we get there. We can have a good rest when we arrive, and a cup of tea and everything.

Linda: I can't, I'm sorry, Connie. My feet are too sore.

Pauline: I haven't walked this much in ages!

Ronnie: We won't hold you back, you keep going.

Connie: No, no. Let's stop now. You're right, you know. We have been walking a while. And I'm shattered after that rope swing, I don't know about anybody else!

Christine: Come on, we'll get there sooner if we carry on!

Connie: No It's ok. I'll stay here with those who want to. We can eat some of the snacks!

Christine: Ooh, yes. I forgot about the snacks.

Anne: Me too! That changes things!

Keith: Yeah, what's the rush?

SFX zips opening, rustling through bags, snacks being emptied out

All: Mmm, yummy, bit peckish now, so hungry, ooh, aah.

Connie: We'll still get there in good time.

Steve: I'll lay out some picnic blankets.

SFX blankets flapping & being laid out

Ada: Let's see what we've got.

Connie: Adventurers, are you hungry? What's in your snack bag?

SFX Ding

SFX of munching and drinking sounds while below dialogue is heard

Kids: A peanut butter sandwich

Kids: Unicorn biscuits.

Kids: A big bottle of fizzy drink.

Kids: Energy bars

Kids: Some tangy crisps.

Kids: Some popcorn!

Kids: Cookies!

Connie: Delicious! Let's get stuck in!

SFX Ding

SFX eating sounds

Ronnie: This chicken is very tasty!

Linda: This pork pie is just what I fancied.

Cyril: Mmm mmm.

Pauline: Some beef spread, mmm.

John R: A big chunk of cheese.

Ada: Lovely fresh fruit.

Jan: This is a 3-course banquet!

Hazel: I feel much better already!

Linda: That was very empathetic of you to wait for the others, Connie.

Lily: You considered everybody's feelings.

Connie: Thanks guys. I'm not sure I considered Sura's feelings this morning.

Pat: You've been friends for too long to let a silly argument come between you.

Connie: How do I try to become friends again? Adventurers? How do you make up with your friends?

SFX Ding

Kids: I would help them

Kids: I'd ring them up for a chat.

Kids: Take them to the park.

Kids: I'd say sorry.

Kids: I'd try to talk to them.

Kids: I'd write her a card with an apology inside.

Connie: They'll all brilliant ideas!

Anne: Sura will listen if you apologise, Connie.

Hazel: And you listen to her.

Keith: Ask her if you can meet up and talk about it.

Ronnie: Talk about what went wrong.

Cyril: See how Sura feels. Be open to what she has to say.

Lily: Be honest about what happened.

Ada: She's had some time to think about it now.

Christine: Offer an olive branch.

Walter: Or some cake! Get together over food.

Pauline: I bet you decide it was just a misunderstanding, nothing to lose a friendship over.

Kenny: If you apologise now, you can put it behind you.

Connie: Thanks for all those ideas, but I'm not sure it will work. You didn't see her face, she was so angry. But at least I can get my necklace fixed.

Kenny: Let's get to the Repair Café!

SFX people tidying up the picnic

Christine: Last one there's a rotten apple!

SFX fast walking footsteps

Connie: Wait for meeee!

Scene 5

SFX footsteps, inside the shop, people fixing things.

Kenny: We're here! The Repair café!

All: Cheers, whoops, hurray!

Laura: Hello everybody!

Kenny: Hi Laura! Everybody, this is Laura, she manages the Repair Café.

Laura: Hello.

All: Hello Laura. Hi. Hiya!

Kenny: Laura, this is Connie. She's the Head Travel Agent at Armchair Adventures!

Laura: Hi Connie. Did you make it through the magical park ok?

Connie: Yes! We did in the end! What is it about that place?

Laura: It's bonkers! Everybody's journey is different... but you usually get to the other side a bit wiser.

Connie: That's true.

Laura: I thought you'd like a cup of tea, so I've made a big pot. Please help yourselves.

SFX people pouring tea

Connie: Lovely, thank you. Adventurers, would you like a cup of tea?

SFX Ding

SFX Slurping

Walter: This place is great!

Ada: Look at all these tools!

Laura: Those belong to the fixers. Anybody can bring in something that's broken or no longer working, and the fixer will take a look, then show the owner how to repair it.

Connie: That's brilliant.

Laura: It's great, isn't it? And when the things have been restored, they're spared from going into landfill!

Connie: That's great! What kind of things do they fix?

Laura: Everything! Toasters, vacuum cleaners, chairs, clothing, coffee machines...

Steve: Is there somebody here who could look at my.../

Pat: /Old jewellery box that's falling apart?

John: /Chain that my father gave me?

Christine: /Clock that was my dad's? It's not making bird noises anymore and I miss them.

Anne: /Watch that no longer tells the time.

Keith: /Christening bracelet that has been passed down through the generations?

Ronnie: Could anybody here fix me?

Jan: Have we forgotten that we're here to get Connie's necklace fixed?

Connie: Thank you. Here it is.

SFX handing necklace with chain

Laura: We have a jewellery fixer who'll definitely be able to help!

Connie: That would be amazing! While they're doing that, adventurers, do you have anything you'd like to be fixed?

SFX Ding

Kids: My book's broken.

Kids: My car.

Kids: My playstaion.

Kids: My Xbox.

Kids: My scooter's broke.

Kids: The strap on my bag.

Kids: My favourite coat has a hole in it.

Connie: I really hope they can all be fixed, too!

Laura: Here's your necklace, Connie. All fixed for you!

SFX handing necklace with chain

Connie: That's so brilliant! Thank you so much!

Kenny: Excellent. Do you feel better now, Connie?

Connie: A little bit.

Laura: We had another necklace come in this morning that was the mirror image of that one!

Kenny: That will have been Sura!

Laura: That's right!

Connie: Oh, wow!

Ada: The necklace is just as important to her, Connie.

Steve: And so is your friendship!

Connie: I hope so. Do you have a fixer for friendships, Laura?

Laura: The fixers start by looking at what the problem is... what is the problem between you and your friend?

Connie: I am a bad friend.

Linda: I don't think so. We've seen what kind of friend you are.

Cyril: A good one!

Hazel: When that bear came at us from out of nowhere...

SFX bear growling

John R: You stood up for us.

Lily: That took courage.

Steve: When we couldn't make it across the river...

SFX rapid river

Hazel: You took the risk and went first.

SFX rope swinging

Connie: (Flashback) Weeeh!

Pat: And you held onto me to make sure I made it, too.

Walter: You showed us just how trustworthy you are.

Ada: And when some of the group were impatient with the others...

SFX Flashback

Christine: Come on, we'll get there sooner if we carry on.

Steve: You showed us patience, even though you really wanted to get here quickly.

SFX Flashback

Connie: I'll stay here with those who want to.

Cyril: You never let us down, Connie.

Jan: Sura will forgive you.

John R: You must forgive yourself, too.

Anne: Everybody makes mistakes!

Connie: Thank you, guys. I guess you're right. Maybe we were just having a bad day, both of us. It doesn't mean we have to throw away our friendship.

Steve: It's too good to waste!

Connie: Yes! I'm going to give her a call to see if we can make up.

Keith: Go on, Connie!

Pat: She'll appreciate it.

Connie: Ok. Here goes...

SFX making phone call

Connie: Hello? Sura?

SONG

I miss our friendship,
I'm sorry if I hurt you.
Can we talk about it?
Think of the memories,
Our friendship is stronger than this.
'Cause you're the best friend I've ever had,
Sura.

I'll always be there to listen to you,
I'm someone you can trust.
And you're there for me whatever I do,
Through the bad times and the good.

Best friends can be your umbrella,
Against the stormy skies,
So when you find it hard to say sorry,
Just remember I'll always be there by your side.

Best friends forever,
Best friends forever and ever.
We'll be best friends together,
The way we used to be.

I'll always be there even when we're apart,
'Cause that's what friends are for.
You are the family I chose with my heart,
And I love you for who you are.

Best friends can be your umbrella,
Against the stormy skies,
So when you find it hard to say sorry,

Just remember I'll always be there by your side.

Best friends forever,
Best friends forever and ever.
We'll be best friends together,
The way we used to be.

We're gonna be best friends forever,
Best friends forever and ever.
We'll be best friends together,
The way we used to be.
Best friends!

Connie: It's been so good to speak to you, Sura! I'm sorry again. Thanks so much for understanding.

SFX chipmunk voice

Connie: See you tomorrow, then. Bye!

SFX putting call down

Cyril: All sorted?

Connie: Yes! Thank you, guys. You've reminded me about the qualities that are needed in a friendship.

Lily: Being there for your friend.

John R: Trust.

Walter: Patience and understanding.

Connie: Exactly!

Hazel: It's reminded me just how important friendships are.

Ada: And that they aren't disposable. They need to be looked after and cared for.

Linda: I'm going to get in touch with a friend I met years ago when I first started working. We haven't spoken in a long time, but I'd love to know how she is.

Jan: I'm going to see if my old navy pal fancies coming to stay this weekend.

Pauline: I'm going to meet my friend this week and tell her how much it means to me to share a cheese toastie with her.

Connie: (*Laughs*) That's great, guys! I've also realised that I got into the wrong mindset about getting rid of things. I've been throwing things away without thinking, when they could have been fixed. From now on, I'll be more like Kenny. Mending anything that's ripped or broken.

Kenny: Good plan, Connie.

Connie: And if I can't fix it myself, I'll bring it to the Repair Café! Thank you so much for your help, Laura.

Laura: No problem! I'm so glad your necklace is fixed and your friendship is back to how it should be!

Connie: Me too! It's time to head back to the Armchair Adventures Travel Agency. Bye Laura!

Laura: Bye everyone.

All: Goodbyes.

Connie: Ok adventurers, it's time to say goodbye to our imaginary journey and get back to reality. See you next time everybody.

All: Goodbyes.

Connie: End call now.

SFX phone down

Connie: Lovely. So adventurers, this is the last full episode in Series 3 of Armchair Adventures. This series we've been on a poetry adventure...

Short extract from poetry adventure

Connie: A camaraderie adventure.

Short extract from camaraderie adventure

Connie: We've adventured with a magical mirror in a charity shop

Short extract from charity shop adventure

Connie: And we've tackled the biggest obstacle course on earth!

Short extract biggest obstacle course on earth adventure

Connie: What has been your favourite episode, adventurers? Let us know by rating and reviewing on the Apple app.

We'll be back in September with series 4! But in the meantime, don't worry! Uncle Chris and the gang have been working on some fab bonus episodes for you to enjoy over the Summer. They'll be released on the first Thursdays in July and August. I can't wait! Love you guys!

Armchair Adventure Theme Song:

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

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

The End.