

ARMCHAIR ADVENTURES

DIGGING INTO THE PAST ADVENTURE PART 2.

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

Music: Armchair Adventures theme tune

Connie: G'day, afternoon or bonne nuit wherever you're listening from adventurers and welcome back to part two of A Digging Into The Past adventure! The voices of today's special guest adventurers are...

Alia

Oscar

Jessica

Noah

Ava

Alissa

Louis

Jodie

The adventurers say 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: Hi gang. I hope you are ready to carry on with our adventure!

The customers respond excitedly

Connie: In the first part of our digging into the past adventure, I was feeling a bit anxious about moving out of the flat I've lived in all my life. Packing up my room was making me really nostalgic. I kept finding things that reminded me of the happiest times at primary school. Sports days....

SFX Cheering and crowd noises

Connie: School shows.

SFX Applause

Connie: All those memories got me thinking about how I felt about leaving primary school: excited but scared, not knowing what to expect. That's how I feel about the move too. So, Walter suggested an Armchair Adventure to take my mind off things. We ended up on an archaeological dig...

Pauline: We thought we might be going to Egypt or Ancient Greece.

Keith: But we ended up at an archaeological dig right here in Manchester.

Hazel: We met Campbell – the Curator of Egypt and Sudan from Manchester Museum.

Campbell: Hello!

Linda: He told us how archaeology can connect us to people from the past, through the objects they left behind.

Pat: A new road was being built...

SFX construction & digging sounds

Jan: Wider, with more cycle lanes...

Lynda: And the construction company agreed to let archaeologists see what they could find underneath the ground before their building work was completed.

S.Manager: We agreed the dig wouldn't take too long though – this new road can't wait for ever.

Pauline: We found loads of cool stuff.

Jan: A first world war medal.

SFX construction & digging sounds cross fade with,,,

SFX Military parade

Pat: A beautiful Victorian candlestick.

Cyril: May I have this dance?

SFX Victorian ballroom music and dancing

Anne: A Roman sandal.

SFX Marching

Keith: Even a fossilised Viking poo.

SFX Yuk, gross etc

Connie: It made me a bit sad though, thinking about how much gets lost and forgotten over time.

Pauline: But then Walter showed us something surprising...

Ronnie: Drones.

Pat: Satellites.

Linda: Very high tech.

SFX Beeping, whirring, buttons being pressed etc.

Connie: We learnt how archaeologists use new technology to get a different perspective on the sites they are studying...

Campbell: It's known as space archaeology.

SFX Dramatic space music

Connie: And so now, we're going to have a go at space archaeology for ourselves.

Hazel: Just one question though, how are we going to get up there?

S.Manager: And how long is it going to take?

Walter: This is an Armchair Adventure, isn't it? We can get up there however we like.

Keith: I'm going to use a kite, fly away from it all.

Ronnie: A jet pack for me.

Jan: My own space rocket.

Pat: Jet powered boots.

Anne: I'm going to hold tight to a really, really, really big bunch of balloons.

Pauline: I want to be fired into space like a human cannonball.

Connie: What do you reckon join-in adventurers, how should we travel into space today?

SFX Ding

Adventurer: I'm gonna ride a pink unicorn with a rainbow main

Adventurer: I'll teleport from my time-travelling car

Adventurer: My magical comfy flying bed

Adventurer: I'll fly on an emoji!

Adventurer: I'm going to imagine that I have wings.
Adventurer: I'll just blast off in a rocket.
Adventurer: I'll ride on the cow that jumped over the moon!
Connie: Those are great ideas.
Walter: Everyone ready?
Campbell: Time for some space archaeology.
Walter: Let's go.
S.Manager: Come back soon!

SFX rocket blasting

Pat: Up, up and away!

SFX Floating/whooshing sounds

Linda: Up we go!

As the gang drift higher and higher into space, the Site Manager calls after them, his voice distant and far away.

S.Manager: (As if shouting from far away) Did you hear me? I said don't be too long, otherwise the construction work will carry on, dig or no dig. It'll have to.

Keith: Did the site manager say something?

Anne: Telling us to have a nice time probably.

Jan: Getting higher...

Lynda: And higher...

Ronnie: This is amazing.

Hazel: Do you think this is how they felt – all those years ago, on the very first flight?

Pauline: Doing something no one else had ever done before...

Hazel: Venturing into the unknown.

Anne: Terrifying.

Walter: But exhilarating.

Linda: We're leaving it all behind us...

Jan: Higher and higher – up through the clouds.

Anne: I can see my old school!

Ronnie: Children having a kickabout in the yard just like we used to, when we were kids.

Keith: Some things never change.

Pat: Look, can you see down there? It's the Armchair Adventures travel agency.

Connie: My home, wow! It looks so small from way up here.

Lynda: I can see the canal.

John O'G: The old factories.

Linda: They've mostly been refurbished and are used as flats or offices now.

Pauline: It looks like a toy town from up here.

Connie: Join-in adventures, what can you see as you travel higher and higher, up through the sky and into space?

SFX Ding

Adventurer: I can see the tops of the trees

Adventurer: I can see my house

Adventurer: Twinkling bright stars

Adventurer: An alien in a UFO!

Connie: It's beautiful up here.

Walter: We're coming out through the clouds and into space.

Music: Space

Linda: I can see shining stars.

Lynda: Look at all the planets.

Hazel: I've always been fascinated by space. Mystifying, mesmerizing.

Campbell: People have always been fascinated by space and the stars. In the 1970s, archaeologists were exploring a cave in Germany when they found the oldest known star chart carved onto a 32,500-year-old ivory mammoth tusk.

Pat: What a find!

Pauline: Do you know when I was a little girl, 2023 sounded like the future. I thought space travel would be normal by now.

Pat: Me too. I imagined that we'd be popping into space for our holidays.

Ronnie: Picnics on the moon.

Connie: That sounds fun. Shall we act it out now? Let's all imagine a picnic on the moon.

SFX Ding

Adventurer: Everything's floating away.

Adventurer: These moon rocks taste like cheese!

Adventurer: My Mars bar's floating to Mars....come back!

Connie: What did the rest of you imagine the future might be like?

Keith: I thought we'd have robot butlers to do all the house work for us.

Anne: I wish.

SFX A robot speaking in beeps and buzzes.

Pat: I thought we'd be whizzing about the place on hover boards.

Connie: I like the sound of that – let's try it.

SFX Ding

The customers and adventurers act out whizzing around by hoverboard.

Connie: What else did you imagine about the future? Did you predict anything about how the world actually is in 2023?

Hazel: There's so much about how the world is today I could never have imagined.

Lynda: Worrying things – but good things too.

John O'G: Like the internet, how easy it is to stay connected.

Walter: You can't predict the future.

Pat: It might be worse than you expect it...

Keith: But it might also be better...

Jan: In ways that might surprise and delight you.

Connie: I think I know what you mean. Like, before I started at my secondary school, I thought it would be awful: I'd heard all these stories that big kids would flush my head down the toilets, that never happened once.

Keith: There were rumours like that when I was young too.

Connie: What about you join-in adventurers? Have you heard anything about what high school might be like?

SFX Ding

Music: Space cross fades with

SFX High school playground/corridor sounds

Adventurer: I've heard the teachers are way stricter!

Adventurer: I've heard the chips in the canteen are amaaaazing!

Adventurer: I've heard there's loads of homework....

The other adventurers grumble and groan...

Adventurer: I've heard the school play is always amazing!

Music: Space

Connie: I heard loads of rumours like that. Some of it turned out to be true, like there really were a lot of new rules to learn but it was nothing like as scary as I had built it up to be in my head.

Hazel: The thing I didn't expect was that everybody else was nervous too, so we were all in it together.

Anne: I was a shy little thing at primary school, I thought I'd get swallowed up at secondary school but I came out of myself, made new friends, joined loads of clubs, I hadn't been expecting that.

Walter: This house move might be better than you're imagining too, Connie.

Connie: Maybe. I'm still scared though...

Pat: It's natural to be scared of new things.

Lynda: But your worries aren't necessarily going to come true.

Jan: It can help to talk about your feelings.

Pauline: Or even to write them down privately, to get them out of your head and onto paper.

John O'G: Doing your research might help too.

Hazel: You could find out about the area you're moving to, where the nearest park is, any local takeaways you can look forward to.

Connie: That's true: when I started High School the transition days helped me, I was still nervous but it helped that I had chance to ask questions and find out more about the new subjects I was going to learn.

Linda: Knowledge is power.

Connie: Have you got any tips join-in adventurers? What helps you deal with those nervous feelings?

SFX Ding

Adventurer: I'm gonna practice the route to my new school.

Adventurer: You count to 5 in your head. Just take deep breaths while you're doing it and it helps a lot.

Adventurer: I try to focus on the positives and think of the things I'm looking forward to.

Adventurer: Calm yourself down and look around and see if anyone's there to help you.

Connie: This adventure is helping me feel happier and more relaxed too. Being up here, floating in space.

Walter: I'm glad Connie, that's what I hoped would happen.

Connie: Hey, what's that down there?

Walter: This is what I wanted to show you.

Anne: It's the archaeological site.

Pauline: I can see the diggers waiting to get back to work...

Campbell: We should maybe think about getting back, you heard the site manager, if we stay away too long, they'll start to build over our archaeological dig before we've had time to finish excavating...

Connie: Maybe we should stop them, chain ourselves to the diggers or something...

Pat: But they're trying to do a good thing, Connie.

Hazel: They're going to make the transport system greener and more efficient.

Connie: But what about what was there before?

Walter: Those objects, those lives, they're not lost – they're right there beneath us. Look, from up here you can see it all laid out beneath you...

Lynda: The United Kingdom.

Pauline: And our city, Manchester.

Ronnie: That's Old Trafford there.

Pat: The football stadium?

Ronnie: That's right.

Anne: Home of Manchester United.

Walter: And see that, just there near the Stadium that's the road called the A56...

Pat: Chester Road.

Campbell: That's a Roman road, that is.

Connie: No way.

Walter: Roman surveyors planned that straight route, sometime after 79AD. Right there!

John O'G: The Romans would have cut that road through a wilderness.

Lynda: Back then, there will have been wolves, boars and bears, roaming right there.

Music: Space cross fades with

SFX wading through grass, bear and wolf sounds

Music: Space

Pauline: And then later, under that same landscape they discovered a rich seam of coal – fuelling the industrial revolution.

Music: Space cross fades with

SFX factories, coal burning

Music: Space

Walter: And today, we still drive our cars along that same straight Roman road.

Music: Space cross fades with

SFX cars, lorries, motorbikes on a busy road

Music: Space

Lynda: Soon, when the construction work's finished, we'll be riding our bikes on the brand new cycle lanes.

Pat: And maybe one day, we'll be whizzing down it on our hoverboards.

Music: Space cross fades with

SFX hoverboard zooming past

Music: Space

Ronnie: The thing is Connie, the past is always there.

Keith: We can choose to leave some things behind us.

Anne: A fresh start, if we want one.

Hazel: But we can take our memories with us.

Jan: Our experiences are part of us.

Linda: They shape us.

Connie: I think I understand.

Music: Space cross fades with

Music: Present Moments

Music: Space

Campbell: This has been wonderful, but I really think we should get back to Earth...

Connie: You're right. I've got packing to do.

Campbell: And I need to finish the dig before that road is built...

Ronnie: How will we get back though?

Anne: I think the space craft has run out of fuel.

Connie: This is terrible – we're not prepared.

Walter: Hey, hey – don't panic.

Hazel: I know you're worried – but our worries don't necessarily come true, remember?

Connie: You're right.

Pat: So, how are we going to get back down to Earth?

Pauline: I've got an idea, how about we hitch a lift on a shooting star?

Connie: I've never done that before. It sounds scary...

John O'G: But exciting....

Hazel: Remember Connie, sometimes, when something's new and scary you have to focus on the positives.

Pat: Imagine how free you'll feel floating down.

Walter: Come on, Connie – let's take a leap into the unknown...

Anne: It might be even more thrilling than you can imagine.

Connie: Okay.

Lynda: Here comes a shower of beautiful sparkling shooting stars...

Connie: Hold on tight everyone, going down... And you adventurers...

Music: Space fades out

SFX Ding

SFX whoosh sounds

The customers and adventurers hurtle down from outer space

SFX thud as the customers and adventurers bump down to Earth

SFX quiet street sounds, the odd car passing etc.

Pauline: We made it!

Keith: What a thrill.

Walter: Feeling better, Connie?

Connie: Much, thank-you.

Pat: That was quite some adventure.

Connie: And it really made me think too – I'm still anxious about the move, not knowing what to expect, but the not knowing can be exciting too – it's an adventure, right?

Hazel: And you're certainly used to those.

Connie: Plus, I won't be leaving my happy memories behind, they'll be coming with me.

Anne: Exactly.

Campbell: I should get back to the dig, finish excavating the site so the construction can carry on with their work. You'll come and see me at the museum sometime?

Pauline: Definitely.

Hazel: I love finding out more about the lives of the people who came before us.

John O'G: The way their lives are different to ours

Keith: And the way they are the same. No fossilised poo though is there?

Campbell: Lots of interesting objects, but no, no fossilised poo at our museum.

Keith: In that case, I might call in.

Campbell: And you know if any of you guys have any time between all your adventures, the museum welcomes volunteers to help tell the stories of our objects.

The customers thank and say goodbye to Campbell

Walter: And thanks Connie. It's been another brilliant adventure.

Connie: Wait, before we say goodbye, see this patch of wall by my bed, where the wallpaper has all peeled away – I thought maybe we could all sign our names?

Linda: What a lovely idea.

Walter: One day, someone might peel back the layers of wallpaper and see all of our names.

Pat: Like messages from the past.

Pauline: That reminds me of signing each other's shirts on the last day of school.

Connie: Oh, I've still got my jumper signed from primary school. Look.

SFX pulling a jumper out of a box

Anne: What a lot of names!

Pat: Are you still in touch with any of them?

Connie: Loads of them actually – my friends didn't all go to the secondary school as me, but we stayed in touch. It wasn't the same as seeing each other everyday, but we'd send each other messages checking in and arranged cinema trips and stuff. So, the friendships were different but just as special.

Hazel: Friendships can be different on the surface, but the same underneath.

Connie: Like the Roman Road.

Lynda: Like after this move, we'll still be having our adventures.

Connie: Of course we will.

Walter: Right, then – you won't be moving anywhere if you don't get packed. We should leave you to it...

Pauline: After we've signed our names, remember?

SFX pen writing on a wall

Ronnie: Ronnie woz ere.

Keith: Shall I do our names together Anne, with a love-heart?

Anne: You big softie.

Pauline: Pauline - Y2K23

Lynda: Lynda - IDST...If destroyed Still True.

John OG: John OG for life.
Pat: Keep dancing – Pat.
Hazel: Hazel loves you all.
Linda: Look to the future, love from Linda.
Ronnie: Ronnie rules!
Connie: Come on then adventurers, let's all sign our names on the wall.

SFX Ding

SFX more pen writing

Music: Armchair Adventures Theme Song fades in

Connie: Thanks guys. I've had a lot of happy memories in this little flat but I'm excited to move somewhere new and make some more happy memories – experience things I can't even predict. And now it's time to say goodbye to our journey of the imagination and get back to reality.

The customers and adventurers all say goodbye

Connie: End. Call. Now.

SFX phone down.

Connie: Lovely.

Music: Armchair Adventures Theme Song