

ARMCHAIR ADVENTURES: An Ancient Egyptian Adventure.

## **Armchair Adventures: An Interactive Story Podcast For Kids.**

### **An Ancient Egyptian 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 our Ancient Egyptian adventure! The voices of today's join in at home adventurers are...

Adventurers: *Saying their names*

Connie: Hi Everyone!

Adventurers: Hi Connie!

Connie: You too can star in an episode of Armchair Adventures as one of our special guest adventurers. All you need to do is ask your grown up if you can join the Armchair Adventures fanclub on patreon. Simply head to patreon.com and search Armchair Adventures for more info!

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 everyone!

*The customers say hello to Connie*

Connie: We were on an adventure, all the way back in time to Ancient Egypt, remember?

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Jan: It's been a trip down memory lane for me, reminding me of my real-life once in a lifetime adventure to Egypt, to see the sights I'd always read about and obsessed over in my history books.

Hazel: I'm not sure we should be talking about real-life-once-in-a-lifetime adventures in front of Connie, Jan...

Linda: She's a bit sad about missing out on her special trip, remember?

Jan: Oh, I'm so sorry Connie, I didn't mean to be insensitive.

Connie: It's not your fault Jan. I shouldn't be dwelling on missing the trip to Paris, anyway. I should be thinking about Hatshepsut.

Steve: Bless you.

Cyril: No, Connie isn't sneezing. Hatshepsut is the name of an Egyptian Pharaoh, remember?

Connie: Hatshepsut was a total legend. And luckily Jan's friend Campbell from Manchester Museum is here with us on our adventure, to help us learn more about her.

Campbell: Thanks for having me along for the adventure, Connie!

Ada: We've been learning about the incredible monuments Hatshepsut built.

Cathy: Strong and grand.

*SFX Tools on stone*

Teresa: And about her successful trade missions.

Campbell: And she even brought back exotic animals... Apes, monkeys, birds, greyhounds, cattle, leopards, cheetahs, rhinoceroses, and giraffes.

*SFX Animal sounds*

Pauline: Sounds like you could even say she created the first zoo!

Linda: There were years of peace and prosperity while she ruled.

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Connie: The only problem is, when we met her, Hatshepsut didn't think any of that cool stuff mattered.

Hazel: In fact, Hatshepsut told us she doesn't want to be a Pharaoh at all anymore.

Ada: She was feeling underappreciated and like everything she does is going to be forgotten anyway.

Connie: So, we decided to travel forward in time to prove otherwise.

Joanna: We wanted to show Hatshepsut how her legacy lived on.

Steve: We travelled forwards through the sands of time...

*SFX Whooshing sounds*

Teresa: The only problem is we didn't go far enough.

Lynn: We landed a few thousand years later.

Nina: Still in Ancient Egypt.

Hazel: The ruler at that time was a Pharaoh called Thutmose the third.

Jan: He was Hatshepsut's stepson.

Campbell: And nephew, it's a bit complicated...

Steven: And we found Hatshepsut's statues being defaced and torn down.

*SFX Rhythmic, almost musical banging of tools against stone*

Cyril: We had to stop it.

Connie: Thankfully, we managed to distract the workers who were damaging Hatshepsut's statues.

Steven: We used some of our funky original moves.

Teresa: You know me, I can dance anywhere, any time.

Lynn: An audience soon gathered...

*SFX Conga music*

Hazel: And while they were all distracted, we managed to move at least some of the statues to safety.

Ada: We saved just enough statues for historians of the future to study and understand Hatshepsut.

Cyril: But we still need to convince Hatshepsut that she can't quit as Pharaoh.

Cathy: Otherwise, there won't be a reign to be remembered.

Connie: We need to get time travelling again, to find some evidence to show Hatshepsut that one day she will be appreciated. Come on everyone, let's go!

*Music: Armchair adventures theme tune.*

**Scene 2.**

Cyril: Does everyone remember how we travelled back in the sands of time?

Ronnie: Everyone grab a handful of sand...

Hazel: Feel it slipping through your fingers...

Ada: Now, add a bit of imagination...

Teresa: And blow!

*SFX Whooshing sounds.*

Lily: It's working!

Hazel: I can feel myself whirling and swirling...

Teresa: Years passing...

Connie: We're definitely going further forward this time... Look, adventurers can you see the years flying past? Can you describe what you can see?

*SFX Ding*

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Adventurer: The pyramids are still standing tall.

Adventurer: But everything is changing around them.

Adventurer: It's going so fast!

Adventurer: The clothes look a bit more modern.

Steven: We're slowing down!

*SFX Bump*

Ronnie: We've come to a stop.

Cyril: Do you think we've travelled for enough forward this time?

Cathy: And where are we?

Jan: I recognise this place – I came here when I visited Egypt. We're at Deir el-Bahri – Hatshepsut's temple.

Connie: Wow, when you said she built cool stuff, you meant it.

Nina: This place is magnificent.

Lynn: Spectacular.

Cathy: I've never seen anywhere quite like it.

Campbell: Deir el-Bahri is considered one of the architectural *wonders* of ancient Egypt.

Nina: No wonder. It's amazing!

Cyril: It looks like we're not the only ones exploring...

Hazel: You're right, there's a man over there, look.

Ronnie: He's a smart looking chap!

Steve: Bit over-dressed for the beach.

Lynn: He looks like Indiana Jones.

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Campbell: I think we've landed in the nineteen twenties, when interest in Ancient Egypt was booming. He looks like an Egyptologist to me.

Ada: An Egyptologist, that's fantastic!

Steven: I'm sure he'll have loads to say about Hatshepsut.

Connie: Let's go and talk to him. Then we can tell Hatshepsut all the brilliant things he says about her. That's bound to cheer her up. *(Calling)* Hello, hello Mr. Egyptologist?

20s Chap: What-ho? Talking to me are you, old chaps?

Jan: Yes, hello.

*All – hi, hello, nice to meet you etc.*

20s Chap: Fellow explorers, are we?

Cyril: You could say that.

20s Chap: Odd get-up, if you don't mind my saying. What in blazes do you have on your feet?

Hazel: These? They're Crocs. They're all the rage where we come from.

20s Chap: Well, I never. Takes all sorts I suppose. What-ho?

Connie: Are you here to learn about Hatshepsut?

20s Chap: Shocking state of affairs, what-ho? Statues, smashed, defaced, destroyed...

Ada: Not all of them, though.

Hazel: We – I mean - someone – salvaged some of them.

20s Chap: Some may have survived but it's still obvious what happened here. What-ho?

Cathy: Is it?

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20s Chap: Allow me to explain. Hatshepsut's step-son must have ordered this destruction when he became Pharaoh himself. He must have wanted Hatshepsut's memory erased, obliterated, totally wiped out, what-ho? Fuelled by resentment about Hatshepsut ruling in his place, no doubt. He must have hated her.

Lynn: I'm not sure about that...

20s Chap: (*Ploughing on, ignoring her*) Can't blame him, I suppose. A woman leader, whatever next? And her people must have agreed. Hatshepsut will go down in history as loathed, despised and detested. In other words, hated. What, what?

Connie: This is terrible! He's making out Hatshepsut was some kind of wicked stepmother!

Campbell: There were Egyptologists who thought that, especially where this one is from, back in the 1920s.

Connie: But he doesn't have all the facts, how can he judge Hatshepsut like that?!

Campbell: That's what history is, Connie, looking at the evidence you've got and coming up with explanations. The problem is, sometimes those explanations are influenced by a historian's own prejudices: the things they already think. That's why it's important to keep revisiting history and looking at it with fresh eyes.

Connie: In that case, we need to put forward a different explanation: one that explains Hatshepsut wasn't hated at all.

Ronnie: How do you mean, Connie?

Connie: We need to make sure the right version of Hatshepsut's story can one day be told...

Ronnie: Good thinking Connie!

Steve: If we can just plant some seeds of doubt in his mind...

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Ada: Make him believe that the destruction of the statues doesn't necessarily mean Hatshepsut was hated...

Lynn: The question is how do we get him to change his mind?

Teresa: I could do another dance?

Steven: The answer can't always be doing a dance, Teresa!

Cyril: I've got an idea, he seems the competitive sort...

Lily: He's a know it all!

Cyril: What if we pretend we know more than he does?

Hazel: Great idea, let's pretend we've found a clue he doesn't understand.

Nina: A secret message in hieroglyphics.

Connie: Good idea... Quick let's scratch a message in our own made-up ancient language.

*SFX Scratching sound*

Connie: Adventurers, can you scratch messages in a secret language too?

*SFX Ding*

Adventurer: I'm thinking of symbols he want recognise

Adventurer: I'd do cave pictures to confuse him

Adventurer: I've got a secret language with my secret best friend, we'll use that!

Ada: Steve, are you drawing a load of road signs?

Steve: They're symbols from our time, the future to him, so we can tell him they mean whatever they want.

Teresa: Good idea.

Hazel: We could draw our favourite emojis.

Jan: A diamond to represent the riches she brought to Egypt.



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Cathy: Cute animals to represent the zoos she created.

Hazel: And a thumbs up emoji!

Connie: Now, we need to make a big show of discovering something, so that he thinks we've found something he hasn't seen. Adventurers, can you show me your best surprise discovery expressions?

*SFX Ding*

Adventurer: I can't believe it!

Adventurer: Oh wow, would you get a load of this!

Adventurer: This is amazing

Adventurer: I can't believe what I've found

20s Chap: What's all this? Bit of a kerfuffle over there, what-ho?

Connie: That's got his attention.

Cyril: Now, pretend we don't want him to see.

Connie: Oh, it's nothing.

Nina: Nothing significant.

Hazel: Only of interest to us amateurs.

*The Customers react.*

20s Chap: I'll be the judge of that, what-ho? Let me see now.

Cyril: If you insist...

20s Chap: What is this, hieroglyphics? Not like any I've seen before...

Connie: Oh really, that is a surprise. When I was taught this particular language, I was told that only the most educated, best-informed students of Egypt would understand it... I'm surprised that doesn't include you.

20s Chap: What? But I am the best most informed student of Egypt.

Connie: Ah, so you must be able to understand it then.

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20s Chap: Oh yes, of course. Of course I do. Momentary memory lapse. Happens to the best of us, what-ho?

*A pause.*

20s Chap: You couldn't just remind me what it says, could you? There's some good chaps.

Jan: It says how honoured and respected Hatshepsut was.

Connie: And how Thutmose III had to destroy her statues to preserve his own legacy, but he never meant to damage her reputation...

20s Chap: Ah, now that is rather interesting... Rather interesting indeed... This is the kind of fresh new thinking that could make a chap's reputation.... I'll be famous for coming up with fresh new ideas.

Nina: I think we got through to him.

Campbell: That was a bit sneaky...

Jan: Effective though!

Connie: The problem is, we still don't have the evidence we need to show Hatshepsut she was loved, and she will be remembered.

Cyril: You know what this means?

Teresa: Back through the sands of time, everyone!

Lynn: Grab a handful.

Ronnie: One more big blow.

*SFX all blowing*

Hazel: And we're off, whirling through time.

Cathy: All this time travel is making me dizzy!

Nina: Is it me or are we spinning even faster?

Ada: This is the furthest and fastest we've travelled. Look!

*SFX Modern cars, busy roads, horns honking.*

Lynn: The cars are starting to look like modern cars.

Ronnie: I see a motorway.

Lily: And skyscrapers.

Steven: Watch out you're bumping into me.

Hazel: We're wobbling and wobbling all over the place.

Jan: Whoah, this feels a bit different.

Lynn: We're spinning out of control.

*SFX Crash landing*

Steven: Well, I think we've come far enough this time.

Hazel: Yes, but look around – with all that bumping and spinning, I don't think we're actually in Egypt at all anymore.

Jan: You're right, we're back in England. Look, that's my old primary school. It reminds me of how I became fascinated by Ancient Egypt as a girl.

Ada: It looks like they're having a history lesson right now.

Campbell: Look, that's a picture of Hatshepsut on the white board.

Connie: This is fantastic, we might have blown a bit off course, but we'll definitely be able to get the evidence we need here. Hatshepsut will be delighted that children in England, millions of years in the future, are learning all about her.

Ronnie: There's one problem though.

Nina: They look bored.

Lily: Really, really bored.

Cathy: You're right, they're yawning their heads off!

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Connie: This calls for an Armchair Adventure intervention to save the day. We need to get in there and help that class understand exactly how amazing Hatshepsut was. Come on everyone, time to go back to school.

*SFX Doorbell/ buzzer*

Teacher: Hello, can I help you?

Connie: We're the Ancient Egyptian experts.

Teacher: The who?

Lynn: The headteacher booked us.

Teacher: Nobody told me...

Connie: We're here to deliver a special interactive and totally awesome lesson on the legendary Hatshepsut.

Hazel: And all you need to do is sit back and watch us with your feet up.

Cyril: It's the Headteacher's treat to thank you for all the brilliant work you've been doing.

Teacher: In that case, they're all yours. It can be a bit difficult to get them engaged in history though.

Connie: We'll see about that!

*SONG: Hatshepsut!*

Connie: Well, adventurers, how was that for a lesson in Ancient Egypt?

*SFX Ding*

Adventurer: I liked learning about the exotic animals she brought back.

Adventurer: I learned you don't need to go war to be a great ruler.

Adventurer: I'm going to do eye make up like Hatshepsut.

Connie: Fantastic! Now, we just need to show Hatshepsut how inspiring children of the future will find her.

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Hazel: Come on then everyone, back through the sands of time.

Ada: Right back to Hatshepsut's palace.

Cyril: One problem...

Nina: We're not in Ancient Egypt anymore...

Teresa: No sand!

**\*Promo swap\***

Connie: Oh no, you're right, how are we going to time travel back without the magical sands of time? While we try and think of a way home, Let's pause our journey of the imagination to hear from another podcast I think you'd like!

**\*Promo swap plays\***

**\*Promo swap ends\***

Connie: So, any ideas? How are we going to get home without the sands of time?

Steve: We're in a primary school, aren't we?

Lynn: There's got to be a sand pit somewhere...

Ronnie: Good thinking!

Jan: Everyone grab a handful of sand from the sandpit. It's time for one last trip back through the sands of time back to Ancient Egypt.

*SFX Swirling sand*

Ada: For once, we've ended up exactly where we wanted to be.

Cathy: We're back in Thebes.

Campbell: And there's Hatshepsut.

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Hatshepsut: Oh, it's you again. I thought it was my advisor. I've been drafting my resignation letter.

Connie: But Hatshepsut, you can't quit now. You need to keep ruling, to guide Egypt through a twenty-one year reign of peace and prosperity.

Hatshepsut: What's the point? No one notices what I do.

Connie: They will eventually.

Hatshepsut: Really, how do you know?

Jan: They were learning all about you in a primary school we visited.

Ada: I filmed the whole lesson on my phone, look.

Hatshepsut: What? A recording device you can hold in your hand.

Campbell: There's a lot about our time that would surprise and amaze you.

Connie: But the important thing is even though we're worlds apart, children in our time are still fascinated by everything you achieved. Look!

*SFX A snippet of the song – played back as though through a phone.*

Hatshepsut: People really remember all that? They'll really talk about me in the future?

Jan: Not only talk about you. They'll go on coach trips to explore your temple.

Lynn: Your statues will be seen in museums.

Teresa: There will be picture books about you.

Hatshepsut: This is wonderful! Fantastic! It calls for a celebration! A feast!

Cyril: Great news, I'm starving.

Teresa: Those flatbreads look delicious.

Hazel: And look at those juicy pomegranates.

Steve: Ooo, delicious sticky honey.

Jan: And a drink of beer to wash it down with.

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Cyril: Let's tuck in.

Ronnie: This is a real party!

Connie: So it should be, Hatshepsut deserves to be celebrated.

Connie: What a fantastic end to a fantastic adventure. Thanks for coming with us Campbell.

Campbell: Thanks for having me! And if you want to carry on your Egyptian Adventures, and you don't have any magical time travelling sand to hand, visiting a museum can be like stepping back in time – especially if you bring your imagination.

*The customers all say thank you and bye to Campbell*

Jan: Did our adventure take your mind off missing that once in a lifetime trip to Paris, Connie?

Connie: It certainly did, but not just that, I've learned something from Hatshepsut: not everything can happen right away. But that doesn't mean it isn't going to happen. Even though it looked like her story might be lost, in the end she was remembered and celebrated.

Jan: 'What's for you, won't pass you by' as they say.

Connie: Exactly, hopefully I will get to Paris one day, but when the time is right.

Jan: I'm glad you feel that way, Connie. And I've had a wonderful time too. But right, now, I think it's time for a nice cup of tea and a sit down.

*The customers all say thanks for a great adventure etc.*

Connie: It's time to say goodbye to our journey of the imagination and get back to reality.

*The customers all say goodbye*

Connie: End. Call. Now.

*SFX phone down*

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Connie:       Lovely.

*Music: Armchair Adventures Theme Tune.*

This was a Made by Mortals Production, generously funded by the Arts Council of England.

**THE END.**