

Armchair Adventures: A Join-in Story Podcast For Kids

A Magical Mural Adventure - Part One

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

Music: Armchair Adventures theme

Connie: Good morning, good afternoon, or good evening wherever you're listening from, adventurers! And a big shout-out to some of our fan club members on Patreon...Hello Amy, Josh, and Nabil, we hope you enjoy the Adventure! The voices of today's join-in-at-home Adventurers are...

Adventurers say hello

Connie: Hi everyone!

Adventurers: Hi Connie!

Connie: You can be a Fan club member too! All you need to do is ask your grown-up if you can join the Armchair Adventures Fan Club on Patreon. Head to [patreon.com](https://www.patreon.com/armchairadventures) and search 'Armchair Adventures' for more info.

Scene 1

Connie: On this week's episode, we're going on an adventure with...
drumroll, please!

SFX drum roll

Iiiiiiiiiit's Pauline!

Pauline: Hello, Connie! How are you?

Connie: Good, thanks! I'm just ordering all the stuff for an art party at school. It's going to be so fun, but there's lots of stuff to get hold of! Cups, banners, bunting- not to mention all the food and drink!

Pauline: That's an awful lot of plastic you're ordering there; what will you do with it after the party?

Connie: I guess we'll just throw it away...

Pauline: That's not a good idea, Connie. Single-use plastics, like cups and bunting, aren't good for the environment. When we throw them away, they often end up in the ocean or piled up in places that harm the earth and the animals around it, called landfills.

Connie: I didn't realise, Pauline. What do you think I could use to decorate it instead?

Pauline: I'm not too sure, Connie. I've been trying to create some art myself, but I'm not finding any inspiration at the moment. I'm hoping an adventure could help me out.

Connie: Oh no Pauline! What do you think has happened?

Pauline: Well, I've always loved creating and the way it takes you on your own journey. But the best bit for me is sharing your creativity with others, I especially liked making art with my children. What do you like about creating art, adventurers?

SFX Ding

Adventurer: When I do art it makes me feel calm.

Adventurer: I love painting.

Adventurer: I love colouring in.

Adventurer: I love all the bright colours.

Pauline: That's lovely to hear. The thing is, my children are all grown up now, and without them to share it with, I've not been creating as much art these days. I can't seem to get going with it on my own.

Connie: Then I'd definitely like to help you with an adventure, Pauline. Where would you like to go?

Pauline: Well, there is this amazing arts organisation, 'Plastic Shed', I'd like to visit. It's run by an artist called Caitlin, and she makes art using recycled plastic. They do lots of stuff in the community, so everyone creates together. I'd love to visit her and try and get some art inspiration.

Connie: That sounds like a great place to go. I bet I could learn something about how plastic waste affects the environment, too.

Pauline: And I think we'll definitely get some ideas for decorating your party.

Connie: Sounds great; let's get the gang on the line! Because 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. Start. Call. Now.

SFX phone ringing

Hi everyone!

Customers say hello

Linda: Are we off on an adventure, Connie?

Connie: We sure are! We're off to 'Plastic Shed' to find out about how to recycle and reuse plastic so that it's better for the environment.

Pauline: And see how we can use it to create beautiful pieces of art!

Customers positive reaction

Hazel: I'd like to learn more about helping the environment.

Nina: And I'm always looking for new ways to get creative.

Connie: Then it's time to travel to 'Plastic Shed', a journey of the imagination, here we come!

Customers cheer.

Scene 2

Music: Short Armchair Adventures theme for transition

SFX atmosphere of 'Plastic Shed', there are machines whirring, melting sounds, buttons being pressed and ding sounds of things being ready.

Connie: Wow, it's so cool in here! Look at all the amazing machines; it looks like a big recycling playground.

Ada: Ooh, there's lots of earrings and bracelets made of recycled plastic.

Nina: There's a picture here made from plastic bags.

Cyril: And look at this wall covered in tiles made of plastic, there are so many different colours.

Customers ooh and ahhh.

Steve: There's a machine here that melts down plastic so you can use it for something different.

Hazel: It makes it all wobbly-wobbly again.

SFX a hiss, a melt, and a wobble to describe the above.

Pauline: Can you pretend to be wobbly wobbly like the plastic adventurers?

SFX Ding

Adventurer: I'm melllllting!

Adventurer: It's making my walk very wobbly.

Adventurer: I feel like a cheese string!

Connie: And look at this incredible mural...

Linda: Wow, it's huge! Is it made completely of bottle tops?

Lynne: It is, there's so many bright colours!

Ada: There's a sea turtle surrounded by plastic rubbish...

Pat: The frozen arctic showing a polar bear floating on a chunk of ice...

Lynda: A hermit crab, using a plastic cone instead of a shell on an island of rubbish...

Steve: And right at the end, there's 'Plastic Shed' with its doors wide open.

Linda: It looks like this mural is showing the impact of plastic waste on the environment...

Connie: I think you're right, but where's Caitlin?

SFX opening a letter

Pauline: She's left us a note. It says she will be back in 30 minutes...

Ada: ...and then she'll start dismantling the mural...

Pauline: ...and to have fun in the workshop while we wait.

Connie: I wonder why it's being dismantled. It's so beautiful.

Customers can't believe it – I wonder why Etc.

Pauline: I've got an idea! Connie, you want to know more about plastic waste and the environment...

Steve: ...and seeing as we have 30 minutes before Caitlin starts to take it apart, why don't we adventure inside the mural to learn more?

Connie: Oh yeah! But how will we get inside?

Pauline: It's an Armchair Adventure, remember, Connie? We can do anything we like! All we need to do is dive in! Come on, everyone.

Customers dive in.

Pauline: You too, Adventurers!

SFX Ding

Adventurer: Look out below!

Adventurer: Just you watch me, woohoo!

Adventurer: Let's go, can't wait!

Adventurers: Wahooooo!

SFX magical sounds and then some sea atmosphere, waves and seagulls.

- Linda: Wow, now we're inside the mural, the sea looks very real. It's not made of bottle tops anymore!
- Nina: Waves going on for miles.
- Steve: And you can see from one end of the mural to the other, really clearly.
- Ada: There's the polar bear in the distance...
- Cyril: And just past that, the crab's island...
- Connie: And all the way at the end, you can see 'Plastic Shed', but it looks tiny from here.
- Teresa: But hang on a minute, we've not splashed into the water after our dive.
- David: You're right, Teresa. What *have* we landed on?
- Connie: Oh no, it's a big pile of plastic rubbish that's floating in the sea...

SFX plastic knocking together, as if it's floating around them

- Pauline: Theres loads of it polluting the water...
- Ada: So many plastic bags...
- Linda: Hundreds of water bottles...
- Pat: Not to mention all the yoghurt pots...
- Jan: Crisp packets...
- Lynda: And shampoo bottles.
- Connie: I wish we could help to clean it all up somehow...
- Turtle: Please do...
- Linda: Argh! Who said that...

SFX A splash as the giant turtle raises its head

- Turtle: Me, Turbo the sea turtle!
- Pauline: This isn't a mound of plastic we've landed on, it's the giant turtle from the mural.

Customers in disbelief

- Turtle: I used to be super speedy, crashing through the waves like a rocket...neywaaaaoooh. I was jetting around to see how fast I could go when BLAM! I got completely tangled in all this plastic waste that humans have dumped into the sea!

Steve: Oh, that's terrible. Let us help you get free!

Customers all agree

Ada: We will have all this plastic off you in no time! You, too, adventurers, help to pull this plastic off our turtle friend.

SFX Ding

Adventurer: Quick, pull those plastic bags off his flippers.

Adventurer: I'll get this bit of plastic here.

Adventurer: Help me pull off these plastic nets that are holding him down!

Adventurer: We're nearly there! Keep going, everyone...

Connie: Great work, team!

Turtle: Thanks, everyone. I was worried I'd never get untangled...

Connie: How come there's so much plastic in the sea, Turbo?

Turtle: Well, humans are making so much of it, and a lot of it they only use once. So, if it doesn't get recycled, used again, or thrown away properly, it often ends up here.

Steve: I never realised just how much ends up in the sea.

Lynda: This looks like a plastic island.

Customers all agree and say how sad it is.

Connie: Well, now you're free, why don't we help to clear away the rest?

Teresa: We could take it all back to 'Plastic Shed' with us!

Turtle: Super idea, but how will you do it?

Pauline: Oooh, I used to love weaving when I was creating art. We could use some seaweed and weave it into a big net...

Cyril: Then if we swim really fast toward the plastic Turbo, we can scoop it all up!

Turtle: Good plan! Ok, everyone, get your hands in the water and gather up the seaweed...

Customers - affirmative!

SFX splashing hands in the water

Connie: You too, Adventurers

SFX Ding

Adventurer: Come here, seaweed!

Adventurer: It's really slippery.

Adventurer: I've got loads look...

Adventurer: This big piece will make a great rope!

Lynne: Wow, now that's a lot of seaweed!

SFX huge seaweed piles landing on the turtle's shell

Pauline: Grab a big piece, everyone, and start making this net.

Customers start to weave

SFX weaving of the seaweed mixed with the customer's action above.

promo swap

Connie: While we make this seaweed net, let's pause our journey of the imagination and hear about another podcast I think you might like.

Ad plays

Connie: Let's get back to our journey of the imagination and collect that plastic!

promo swap ends

Connie: Now that is an impressive net, everyone! It's huge!

Customers pleased with themselves.

Turtle: Ok, you lot, throw it over the back of my shell and let Turbo take care of the rest! I'll jet you through this mess so fast it will be filled in no time!

Pauline: Ok, let's throw the net behind him!

Customers grabbing their sides of the net.

Connie: 3,2,1...

SFX big splash

Turtle: I hope you're ready... It's time for Turbo Turtle super speed!

SFX water slashing past, like a jet ski to underscore.

Connie: Wooooooooooooahhhhh, this is so fast I can't feel my face!

Cyril: Yikes! I nearly flew off.

Nina: Me too!

Pauline: We're doing such a good job, everyone, it's nearly all in the net!

Connie: Adventurers, pretend to scoop up that last bit of plastic at super turtle speed...

SFX Ding

Adventurer: We're going so fast, quick get that bottle!

Adventurer: This is so much fun! Woahhh!

Adventurer: I can't see what I'm picking up; it's all a blur.

Ada: Good job, everyone. Is that the last of it?

Turtle: Sure is! Wow, look at my home, just as it should be! I can race around as much as I want now! Neeeeyaowwwhhhh.

SFX beautiful out at sea atmosphere, birds chirp, waves lap.

Connie: This has really got me thinking about my party and throwing things away...

Turtle: That's good to hear Connie, because there is no such place as *away*. When we throw plastic out, it has to go somewhere else, and often, that place is the sea.

Pauline: We can recycle some of it, but humans are making too much of it. If things stay the same, in twenty years, we will be making three times as much plastic...

Connie: That really is a lot...

Turtle: Yeah, man, and if that happens, lots of lovely nature will start to disappear...

SFX rumbling sounds all around us.

Cyril: What's that horrible noise...

Teresa: It sounds like everything's breaking apart...

SFX feeling of an earthquake mixed with plastic being crushed.

Hazel: Because it is. The mural's breaking apart all around us. Look!

SFX plastic being crushed

Customers react - a bit of fear, etc.

Jan: And with every sound, more and more pieces of the mural are falling away!

SFX chunks of the mural are falling away, more distorted plastic-like sounds

Pauline: Oh no, everyone. Caitlin must have come back early...

Connie: And she's already taking the mural apart.

Cyril: With us still inside!

SFX dun, dun, dun!

Customers panic

Connie: There's no turning back now, either. Look behind us. The way we came in has already been taken apart, it's gone!

Linda: Then we need to see everything inside this mural quick before it disappears.

Hazel: The next part is straight ahead, I can see the polar bear in the distance.

Connie: But there is a lot of sea between us and them, how will we get there before we get taken apart?!

Turtle: Well, I don't fancy being dismantled either, everyone! Why don't I rocket us over there TURBO style? Neeeeeyaowww!

Connie: Yes, please, Turbo.

Pauline: Don't forget to take our seaweed net with us, we can't leave all this plastic here.

Customers agree

Turtle: Hold tight, everyone...super DUPER giant turtle speed, here we go! Blam!

SFX The turtle jetting off

Customers react to being on the jet ski

Hazel: Wahoooo! This really is fast!

Connie: Pretend to be riding the giant turtle with us adventurers!

SFX Ding

Adventurer: I feel like my hair is going to come off!

Adventurer: It's like I'm in the Formula One.

Adventurer: We will escape that noise in no time!

SFX the turtle comes to a stop, then arctic atmosphere, cold wind blowing, the crackling of ice.

Scene 3

Turtle: Here we are, everyone...

Nina: Oooh, it's much colder here...

Ada: You can tell we're in the Arctic.

Turtle: Yeah man, much too cold for me! It will freeze my flippers! Let's jump onto that ice before my newooooowwwh is a newwwomp!

Jan: Right, you are Turbo!

Pauline: Jump onto the piece of ice, everyone, and let's meet the polar bear.

Customers jumping onto the ice.

SFX jumping and landing onto ice. Include the sound of Turbo's flippers.

SFX polar bear sniffing and roaring with tears.

Bear: (roar crying) ...Ragggggh-ha ha ha How will I ever get back to my cub...

Teresa: This poor polar bear seems very upset...

Pauline: I wonder what's happened?

Hazel: Go and find out Connie love.

Connie: Urrm me? She sounds scary! What if she eats me...

Pauline: She's not angry, Connie; she's upset...

Connie: Oh no, ok then...

SFX- Connie's cautious steps on the ice.

Connie: (Cautious) Hello, Mrs Polar Bear. Is everything ok?

Bear: (Ugly crying roar then suddenly stopping on Oh) Ragggggh ha ha...Oh, hello there, dear. No, not really. The sea ice my cub and I were sleeping on has broken away while we were napping, and now they've drifted so far away on their piece I can hardly see them. I've tried to swim, but it's just too far...

Nina: Oh, that's terrible...

Pauline: Is there anything we can do to help?

Bear: (defeated) I don't know. Maybe if you could move this ice we're on we could catch up to them...

Connie: I bet we could!

Bear: Really?

Connie: Yeah!

Bear: Oh thank you so much, but how will you do it?

Pauline: What do we think, everyone?

Customers having a think

Connie: Errrm, I know. Let's try blowing really hard behind us to create a wind to push us along! Come on, everyone!

Customers all taking a huge breath and trying to blow.

SFX a creak of ice, not much movement at all

Pauline: That hasn't worked, Connie. Any other ideas?

Bear: Please hurry. I can hardly see my baby!

SFX a distant cry in the distance of the cub

Connie: Come on, everyone, we need to think of something!

Customers panic

Hazel: How about we use our hands to paddle? There are loads of us, surely that will get us moving!

Customers – good idea, etc.

Connie: Let's do it! Hands in the water, everyone!

SFX frantic Hands splashing in the water

Cyril: Yawwwwo, my hands are frozen already!

Jan: Oh no, this won't work either!

SFX a distant cry in the distance of the cub

Bear: Please hold on, my baby! We are coming, I promise!

Turtle: I'd offer to jet us across, but I'll be an ice block in seconds!

Connie: I'm so sorry, Mrs Bear. I don't know if we can do it.

Bear: Oh no, please, there must be something we can do.

Pauline: Hang on, Connie, what about the adventurers? We haven't asked them yet!

Connie: Oh, good thinking, Pauline! Adventurers, what shall we do?

SFX Ding

Adventurer: We've collected loads of plastic in the seaweed net.

Adventurer: Why don't you find a way to reuse that?

Connie: Of course! Great idea, adventurers. But what shall we make?

Customers unsure

Pauline: I've got it! Let's reuse the plastic we collected to make oars.

Ada: Great idea, Pauline! There's so many of us, we will row this ice along in no time!

Customers – too right! Look at my muscles, etc.

Bear: And I can use my big paws to steer us at the front!

Pauline: Perfect!

Customers - hubbub of them, customers sorting through the plastic.

SFX Plastic being rifled through.

Bear: I do hope this works...

Pauline: Don't worry, Mrs Polar Bear- we've got this...I promise.

Connie: Will the recycled plastic oars work? Will we rescue Mrs Polar Bear's cub in time? Join us in part two Adventurers, to find out! Goodbye for now!

Music: Armchair Adventures theme tune

Connie: And don't forget there are loads of fun activity sheets that you can download on our website to keep your imaginations going until our next episode! And they're completely free! Just search for Armchair Adventures and click on activities and resources!

Blueprint: This episode was funded through the Energy Saving Trust Foundation's Youth Climate Action Fund. With special thanks to Caitlin from Plastic Shed.