

## **Armchair Adventures: A Join-in Story Podcast For Kids**

### **A Magical Mural Adventure - Part Two**

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: Good morning, good afternoon, or good evening wherever you're listening from, adventurers! And a big hello to all our adventurers on YOTO. Thanks for listening! The voices of today's join-in-at-home Adventurers are...

Adventurers all say 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 Fan Club on Patreon. Head to [patreon.com](https://www.patreon.com/armchairadventures) and search 'Armchair Adventures' for more info. 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*

### **Scene 4**

*SFX of the arctic and customers making oars, plastic being passed around*

*Customers making their oars*

Connie: Welcome back, adventurers! Last time we saw you, I was ordering lots of single-use plastic for an art party at school. And Pauline told me that wasn't a good idea for the environment.

Pauline: Connie wanted to learn more, and I needed some inspiration for my art too. So to help us both, we went on an armchair adventure to meet Caitlin at 'Plastic Shed'.

Connie: 'Plastic Shed' is a cool arts organisation that makes big pieces of art out of recycled plastic.

Steve: And other stuff like jewellery and wall tiles!

*SFX throwing of plastic*

Jan: When we arrived, Caitlin wasn't there.

David: And we saw a huge mural made of bottle caps...

Pat: That she was going to dismantle that afternoon.

Hazel: It shows the effects of single-use plastics on the environment.

Steve: There was a turtle trapped in plastic...

Linda: And a polar bear floating on melting sea ice...

Ada: A hermit crab on a trash island, wearing a plastic cone instead of a shell...

Connie: And the open doors of 'Plastic Shed' at the end.

*SFX big splash*

Cyril: Cyril, overboard! Help!

Nina: I'll pull you back up, grab this oar...

*SFX getting out of water*

Cyril: Phew, thank you!

Connie: While we waited for Caitlin to get back, we decided to travel inside the mural to learn more...

Pauline: We had just helped Turbo the sea turtle clean up some plastic from the sea...

Connie: When the world of the mural started to fall apart all around us!

*SFX The horrible dismantling sounds*

Connie: Caitlin had come back early and already started dismantling the mural...

Steve: With us still inside it!

*SFX Dun dun dun*

Cyril: We needed to move fast and see everything inside the mural...

Connie: Before it disappeared for good! Turbo the turtle raced us to the Arctic, where we met Mrs Polar Bear on a floating piece of ice. She had been separated from her cub, who was drifting away on another piece of ice...

Steve: And she couldn't swim fast enough to catch up to them...

Turtle: And the water was too cold for me to jet us all there, too!

Pauline: So, we are using the plastic we collected earlier to make some oars that can row us towards the lost cub.

Hazel: Right, everyone, have you made your recycled plastic oars?

*Customers – yeah, ready to go!*

Connie: Then it's time to get rowing! I hope this works...

Pauline: It has to Connie. Come on, team, let's row!

*Customers rowing.*

*SFX Rowing*

Steve: Adventurers, pretend to help us row this ice along!

*SFX Ding*

Adventurers: Heave ho!

Adventurer: Come on, put your back into it...

Adventurer: We're coming to save you, cub.

Connie: It's working! Well done, everyone!

*SFX Ice gliding quickly on the water with rowing sounds.*

David: We're going super-fast now.

Hazel: We've almost caught up to the cub.

Bear: Thank you so much, dears. I can see them just ahead... Hello, my darling cub, I won't be long!

Connie: I can see him waving back! But he's still far away. Keep rowing, gang!

*SFX a cracking of ice. A chunk of it floating off.*

Pauline: We've got a problem, Connie...

Cyril: All this rowing has started to break away the ice we're traveling on.

Lynne: And we're running out of room.

Hazel: If we keep going, there won't be any ice to carry us the rest of the way!

Bear: And it's still too far to swim...

Pauline: There must be something we can do, Connie...what have we got to hand?

Connie: Well, maybe we could reuse this plastic we collected again? Hmmm, we could make a huge rope out of plastic bottles. If we use some seaweed to tie them all together, it will be super strong! Strong enough to pull the cub towards us!

Pauline: Excellent idea!

Pat: But how will you get one end of the rope over to the cub?

Bear: Oh no, what will we do? There must be something! We are so close.

*SFX Water breach and a whale call.*

Connie: Is that...a whale!? Do you think he could help us?

Bear: That's Barry! I haven't seen him for a long time, I thought he'd moved! Hello Barry, it's me, Mrs Polar Bear...

*SFX A Short hello from Barry the whale in whale sound.*

Bear: Thank goodness you're here. I could really do with your help! Is there a way you could you get Connie over to my cub in the distance?

*SFX whale chatting with the bear*

Bear: Hmmm, yes I see...so just get her to climb up onto your back, right...

*SFX whale explaining further*

Bear: Stand her near your blowhole, right...

*SFX More whale explaining*

Bear: And you'll shoot her over through the air with a jet of water... Excellent idea, my dear!

Connie: Hang on a minute, you'll blast me over on a jet of water?! Urrm, I'm not so sure...

Pauline: You can do it, Connie. Can't she Adventurers?

*SFX Ding*

Adventurer: You can do it!

Adventurer: If anyone can, it's you!

Adventurer: It sounds really fun, too.

Adventurer: Just imagine you're at a water park!

Connie: Thanks, everyone. Right, let's do this! While I climb up, Barry, you make the recycled rope gang.

*Customers – affirmative!*

**\*promo swap\***

Connie: As I make my way up Barry the Whale, let's pause our journey of the imagination and hear about another podcast I think you might like.

**Ad plays**

Connie: Now, let's get back to our journey of the imagination and rescue that bear cub!

**\*promo swap ends\***

*SFX climbing the whale, slippery sounds followed by wind whipping around Connie.*

Connie: (some climbing effort and then shouting down to customers) Right, I'm at the top. Chuck me the bottle rope, everyone.

*Customers throwing the rope*

*SFX plastic rope sailing through the air and then a catching sound.*

Connie: (shouted) Got it, thanks everyone. Ok, Barry, I'm ready...

*SFX whale responding, followed by a blast of water and blowhole sounds.*

Connie: Waaaahooooooo! Pretend to fly through the air on a blast of whale water with me, adventurers.

*SFX Ding*

Adventurer: This is like an extreme jacuzzi!

Adventurer: I feel like I'm on a roller coaster.

Adventurer: Yippeeaaaa!

*SFX landing on the ice, followed by whimpering cub sounds.*

Connie: Hello, little cub, don't worry. We will have you back with your mum in no time! (shouting) Come on, everyone pull!

Pauline: You heard her, everyone. Pull that recycled rope.

*Customers pulling the rope*

Pauline: You too, adventurers!

*SFX Ding*

Adventurer: 1,2,3...PULL!

Adventurer: This is like sports day all over again!

Adventurer: Come on, team, we can do it.

*SFX Ice whizzing across the water*

Connie: We'll be there in no time, little cub. (shouting) Keep going, everyone!

*SFX The ice coming together with a crunch*

Connie: We've made it!

*Customers cheering*

*Polar bear cheering*

Bear: Thank you so much, everyone!

Pauline: How come the ice broke apart like that, Mrs Bear?

Bear: Well, my dear, global warming is melting the ice that we live on, and the way humans create plastic in factories is also heating the atmosphere. And because so much of it is being made, it's hard to recycle it all, so often it's burnt, and this heats the atmosphere too.

Connie: So, it's not just the plastic ending up in the sea; the way it's made and gotten rid of is also causing problems for nature and animals too...

Pauline: That's right, Connie...

Connie: It's definitely a good idea to be using less then. I bet there are much better ways to decorate my art party...

*SFX dismantling noise, the world is falling away again.*

Linda: Caitlin is a really fast worker; the mural is falling apart all around us again!

*Customers react.*

Pauline: We better get going, Connie, before it's too late.

Ada: Everything behind us is gone. Look.

*Customers concerned.*

Connie: We need to get to the trash island and meet the hermit crab.

David: It's just up ahead.

Nina: But how will we get there?

Steve: Think fast, we will be dismantled any second now...

*SFX chunks of the mural falling away again*

*Customers react.*

Pauline: Well, if Barry is up for it, I was thinking we should get a go of travelling by 'Whale Water Express'...

Cyril: You don't mean...

Pauline: I do, Cyril. We're going to be blasted to that island...are you up for it, Barry?

*SFX affirmative whale sound*

Connie: You heard him, gang, let's get climbing. You too, Turbo, Mrs Polar bear and little cub!

Teresa: Grab our seaweed net of plastic, and let's go!

*Customers climbing*

*SFX many people climbing the whale*

Connie: Right, Barry, let's do this...3...2...1...

*SFX Giant blow hole water blast and flying through the air sounds.*

*Customers flying through the air*

Cyril: Aargggggh!

Pauline: This is so much fun.

Hazel: Such a fast way to travel!

Pauline: Get ready, everyone. We're about to land on the crab's island.

*SFX everyone flying through the air and landing with a thump.*

## **Scene 5**

*SFX Wind blowing on the island, sounds of nature mixed with plastic moving around.*

Connie: This island is absolutely covered in plastic rubbish.

Ada: Big piles of it everywhere.

Teresa: You can hardly see any of the nature because of it.

Lynne: Just the palm trees sticking out of the mounds of plastic.

Connie: And where's the Crab?

*SFX tip toeing like a cartoon*

Lynda: What's that sound?

*SFX more tip toeing*

Hazel: Is that old traffic cone moving?

Connie: Arrghhh! It's coming right at me! Adventurers, pretend to dodge the cone with me!

*SFX Ding*

Adventurer: It's coming right at me.

Adventurer: Jump out of the way!

Adventurer: I'm just going to run away as fast as I can...

Adventurer: It keeps coming at me wherever I go!

Connie: Eeek, I can't dodge it.

*SFX Tip toeing and a crash, then the sound of a cone being lifted.*

Crab: (he's grumpy) Ey are, watch where yer going mate...oh you're not a crab...Sorry about that...it's this cone... I can't see anything with this thing on!

Connie: Don't worry, Mr Crab...

Crab: None of that, Mr stuff. The name's Crabby...Crabby by name, crabby by nature.

*Customers say hello to Crabby*

Pauline: What's happened to your home, Crabby?

Crab: Well, let me tell you! All this plastic keeps washing up on the island. More and more, all the time.

Pat: And how come you're wearing a traffic cone and not a shell?

Crab: Isn't it obvious, mate? Too hard for me and the other crabs to find shells to live in, with all this plastic everywhere. And there's less of the animals that leave them for us now because of all the damage it's doing to where we live...

*Customers – that's terrible, etc.*

Pauline: Well, we would love to help you clean it up...

Crab: That'd be great, but I don't see where it could all go...

Connie: We can take it with us to Plastic Shed, in our big seaweed net.

Pat: Great idea.

Jan: But how will we collect it?

Connie: Well, do you have lots of friends, Crabby?

Crabby: Dunno about friends...but there's loads of us that live here...

*SFX A whistle call and loads of little crabs scurrying forward*

Connie: You all have strong claws, right?

Crabby: Ey, too right!

*SFX claws clacking*

Pauline: Then why don't we make a big conga line with your friends to pass all the plastic into our net?

Crab: Well, I might be a bit of a grump, but if there's one thing that can bring a smile to a crab's face, it's walking sideways in a big crabby line up!

Connie: Then let's get in line and pass all this rubbish down into our seaweed net!

Crab: You heard her everyone, side-ways crab conga line, here we go!

*Customers pass the plastic down the line.*

*SFX The sound of the plastic items moving along, some claws clacking.*

Connie: You too, Adventures, move sideways like a crab to collect this plastic with us.

*SFX Ding*

Adventurer: I've always wanted to be a crab!

Adventurer: It's like a sideways dance move, grab the plastic cha, cha, cha.

Adventurer: You could be on Strictly Come Dancing!

Pauline: Great job, everyone! Here comes the last piece of plastic into the net!

*SFX Item whistling through the air and landing in the net*

Crab: Ooooh, look at the island, it's beautiful again.

*SFX sparkling atmosphere of a lazy beach, waves lapping, trees swaying in the wind.*

Hazel: And look at all the shells we found! You and all the other crabs can have new homes.

*SFX clinking of shells.*

Crab: Well, I'm feeling in a better mood already! Might have to change my name! Thanks for your help.

*Customers- our pleasure, etc.*

Connie: Nature is so beautiful. Humans really need to think about how we're treating it...When I was ordering my party supplies, I didn't realise throwing them away could make them end up here...

*SFX rumble of the dismantling sound*

Cyril: Oh no, everything's falling apart again!

Pat: We need to get out of here...

Steve: We're about to get dismantled!

*Customers worried*

Hazel: But how will we get out? We can't go back the way we came in, it's gone!

Ada: The end of the mural is just in the distance...

Linda: There's Plastic Shed; its doors are wide open.

Pauline: That's how we get out, through those doors!

Connie: But there's nothing but sea between us and the door to get out!

*SFX dun, dun, dun.*

Lynne: How will we get there in time?

Pauline: Connie? Any ideas?

Connie: Well, you can reuse this plastic over and over again rather than throwing it away, right?

*Customers – RIGHT!*

Connie: So why don't we use it again to help us...

*Customers – great idea, etc.*

Connie: The only problem is, I'm not sure what to do with it! Pauline, have you got any ideas?

Pauline: Well, Connie, this adventure has really got my creative juices flowing! Why don't we build a boat out of it and sail to safety...

Connie: Great thinking, Pauline!

Pauline: I'm going to call it the ARK - Always Recycle Kindly.

*Customers are impressed.*

*SFX The rumbling continues*

Pauline: The world is really falling apart around us now. We're gonna need some help to build the boat in time to escape...will you and your friends help us, Crabby?

Crabby: Too right, mate!

Connie: Come on then, team, let's get building!

*Customers cheering*

**Song: Row, Row, Come On Let's Go!**

**Scene 6**

*SFX a big wave of plastic bottle tops with everyone sliding on them*

*Customers and Connie sliding.*

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

Connie: Phew, we're back! Well done everyone.

*Customers cheer*

Pauline: And there's Caitlin. Hello there!

Caitlin: Hi Pauline. I thought you weren't coming. I didn't realise you were inside my mural!

Pauline: My friend Connie wanted to learn about the impact of plastic waste on the environment.

Connie: So, we popped inside your amazing mural while we were waiting for you. But it started to fall apart sooner than we thought.

Caitlin: Ah I see! I hadn't gone far, so I started early. I'm glad you made it out in time.

*Customers – us too!*

Connie: But why were you taking it apart? It was so beautiful...

Caitlin: Well, at Plastic Shed, we're all about reusing plastic, so these bottle lids are actually going to be reused to make a whole new picture in a different community.

Connie: Oh, right! That's so cool.

Caitlin: We can reuse this plastic over and over again. Rather than making more of it. Even if you melt it down to make something new.

Connie: Humans definitely don't need to be making more plastic. We should just think about how to reuse what we already have!

Caitlin: Exactly. Just remember if you're making art out of plastic, try to use the colours that they already are, because if you paint it, you won't be able to recycle it anymore.

Pauline: Good advice.

Connie: I'm hosting a party in the art department at school, and I was going to buy all new bunting and decorations but now I don't want to buy any more single use plastic. Have you got any tips for me Caitlin?

Caitlyn: Well, they're loads of things you could do to decorate. Plastic bags come in all kinds of colours, and they make great bunting that you can use in school. And actually you could use it over and over again.

Pauline: Great idea! You could make table decorations out of used plastic bottles too.

Caitlin: Maybe your party could even be under the sea themed? And it could help people start talking about plastic's impact on the ocean?

Connie: Ohhh yeah!

Pauline: (excitement of creating taking over) Ooo, then we could make hanging decoration animals! Yogurt pots would make great jellyfish! And you could do whales made of big plastic bottles!

*Customers enjoying this idea*

Connie: I've learnt so much about what plastic waste can do to the world around us Caitlin.

*Customers us too etc.*

Caitlin: It can feel a bit scary when you think about all the damage plastic waste is doing in the world. But there's loads of positive things happening to change it. There are even big meetings where lots of countries come together to change how we use plastic.

Hazel: So, there's a lot happening to try and help the problems we learnt about in the mural?

Caitlin: Exactly.

Pauline: And we can create awesome art like you Caitlin...

Caitlin: Aw, thank you, Pauline!

Connie: Actually Pauline, you came up with so many cool ideas for the party, I've a favour to ask...

Pauline: Sure thing Connie.

Connie: Would you help me build a plastic mural of my own for the art party?

Pauline: I'd love to. This journey has been so inspiring. It's helped me to see that sharing art with my kids was only part of why I loved creating so much. I've remembered that just the act of making art makes me feel

great too! Coming up with so many ideas to re-use the plastic was lots of fun!

*Customers all agree*

Connie: Thanks so much for helping me learn about plastic recycling and inspiring me to create some plastic art of my own Caitlin.

Caitlin: Ah, it's my pleasure Connie. And I didn't take apart everything in the mural. I actually kept the animals, I thought you might like to keep them.

Connie: Wow thank you Caitlin, they will be amazing for the party! I can't wait to start decorating it.

*SFX winking sound*

Pauline: Is it me or did that plastic turtle just wink at us?

*Customers react, laughing.*

Connie: Now it's time to end our journey of the imagination and get back to reality. Goodbye Caitlin.

Caitlin: Goodbye.

Connie: Goodbye everyone.

*Customers say goodbye*

Connie: Goodbye, adventurers.

*Adventurers say goodbye*

Connie: End call now.

*SFX Hang up phone.*

Connie: Ahh, lovely.

Connie: Did you know we have all our episodes on YouTube too, so you can follow the words whilst joining in with the action! Simply search Armchair Adventures in YouTube!

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