

Armchair Adventures: A Join-in Story Podcast For Kids

A Journey into the Unknown 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: 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!

Children: Hi Connie!

Connie: Did you know you can find loads of fun activity sheets to go along with each of our episodes? Better still, they're all free to download on our website! I hope you enjoy them!

And 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 1

SFX jungle-like 8-bit music of a computer game

Connie: Welcome back, adventurers! Last time we were together, we travelled inside Teresa's smartphone, with my lovely customers, to help her learn how to use apps!

Teresa: Hello, adventurers! I'm on speaker outside the phone! I needed to know how to use the NHS app for my doctor's.

John: So, we helped her to download it.

Connie: But when she came to open it, she pressed the wrong app, and we ended up in a phone game called 'The Slime Zone!'

Voice: Level one is about to begin!

Pauline: Oh dear, no turning back now...

Teresa: It's one my grandson has loaded on my phone without me knowing, and I pressed it by accident!

Voice: Level one start!

Hazel: It's starting, everyone. What do we have to do?

Connie: Well we have to finish level one so we can save and exit, to get out of here! That means jumping across the bubbling slime pit on the rope swing...

SFX bubbling slime

Pauline: Don't fall in everyone. I think I can see bones floating in it!

Cyril: I like my skeleton where it is!

Connie: Then we need to jump across the floating blocks, while the sloppy crocodiles snap below!

SFX Slimy snapping crocodiles

Steve: Nothing sloppy about those teeth...

Connie: Then there are some boulders to bash, to get into the castle and end the level!

Ada: Let me at 'em!

SFX boxing fists

Connie: And Teresa, you will need to help us from out there, by swiping and pressing the touch screen!

Teresa: (s) Oh ok, well I'm not too sure but I'll do my best...

Ada: Don't worry, Teresa, it just means putting your finger on the screen and either pressing down or sliding your finger across. You'll be fine...

Nina: It's just like when you go through your photos.

Teresa: Ooooh, right! That doesn't sound too hard, Leave it with me!

SFX A slobbery, slimy roar of a monster

Hazel: What on earth was that?!

SFX Dun, dun, DUUUNNNNN!

Connie: Oh yeah... I forgot to mention, we have to do it all with a slime monster chasing us and trying to eat us...

Customers panic!

Hazel: Then let's get going, come on, you lot run and jump onto that rope with me!

Steve: You don't have to ask me twice!

Lily: Or me!

SFX Customers running and grabbing onto the rope

Ada: You too, adventurers! Pretend to grab onto this rope with us!

SFX Ding

Adventurer: Yippee! Watch me go!

Adventurer: Geronimo!

Adventurer: This is just like P.E class.

Adventurer: Budge up, will you, I'm almost falling off!

SFX The rope creaking, and a slobbery roar up close

Linda: What now? How do we move?

Ada: That slime monster's snapping at my heels.

SFX slime monster snapping

Connie: Teresa this is on you, swipe the rope forward, and when I say NOW we jump!

Teresa: Right ok, here goes nothing...

SFX Swipe sound followed by a rush of wind as the rope moves

Russ: We're flying through the air!

Cyril: I feel like Tarzan!

Linda: Woo-hoo, I love this! Woohoo

Connie: Right, it's time to jump to the other side...you too, adventurers...one, two, three NOW!

Customers jumping

SFX Woosh of the customers in the air

SFX Ding

Adventurer: I hope we make it.

Adventurer: Woohoo look at me go!

Adventurer: Waahhhh, don't fall into the slime.

SFX landing on the ground

Nina: We made it! Well done, Teresa!

Customers celebrate

Connie: But it's not over yet, it's time to jump these boxes over the snapping slime crocs before that monster catches up!

SFX bubbling slime and crocs gnashing their teeth

Hazel: There's three jumps we need to make, but the middle box is moving!

Connie: That's right, Teresa, you need to press the middle box to stop it moving, so we can jump on it, ok?

Teresa: Well, I'll do my best...

John: Right, you lot, jump to the first box!

Customers affirmative

John: You too, adventurers.

SFX Ding

Adventurer: Easy peasy!

Adventurer: This is a bit scary!

Adventurer: It's ok, let's jump together.

Adventurer: Look out below!

Connie: Right, when we jump onto the next box you need to press it, so it stops moving, ok, Teresa?

Teresa: Right!

Pauline: Ready, everyone! Jump!

SFX jumping and landing sound.

Pauline: We made it! But why are we still moving down?

SFX box moving down

Connie: Teresa, you need to press the box to stop it moving!

Teresa: I am aren't I? I'm touching the screen like Ada said?

SFX Teresa tapping the screen, multiple taps.

Connie: Sort of, but you just need to press it, not tap it?!

Teresa: What do you mean? What's the difference?!

SFX Snapping

Hazel: I hate to interrupt, but we're almost at the crocodiles!

Connie: (starting to panic) Oh no, err, right, I can explain it...just give me a second to think...

Ada: Connie, let me try. Hi Teresa, look, don't panic, take a deep breath with me.

SFX deep breath

Now, all you have to do is press the box *once*. Just like when you pressed the icon that sent us in here! That will stop it from moving, so we can all jump across. Tapping it over and over will just keep starting it up again, you see.

Teresa: Oh, I understand now. One press is enough!

SFX we hear one tap then the box stopping

Ada: You knew how to do it; we just needed to take the time to explain things.
Jump up to the next ledge, everyone!

Customers jumping

SFX jump and land

Teresa: Thanks for that Ada. I think I was just panicking.

Ada: My pleasure.

Connie: Now we need to smash up all these rocks so we can get to the castle.

Cyril: No problem!

SFX a big punch a crash and then a boing sound like when the frying pan hits tom in the face

Cyril: Yawwwwwwoh! My hand!

Connie: Are you ok, Cyril?!

Cyril: Yeah...I think so...

Connie: This is actually one for you again Teresa...

Teresa: Ok, but tell me exactly what to do this time, please!

Connie: Yes, sorry Teresa, you have to tap as fast as you on the rocks to break them, so we can escape to the castle.

SFX big slime monster roar

Nina: Go for it Teresa! The monster's here!

Teresa: Let's do this.

SFX Tapping and rock smashing

John: You're doing great!

Steve: But that monster is still snapping at our feet!

SFX snapping, roaring slime monster

Linda: Let's throw the rocks Teresa has broken up at it. Keep it back!

Ada: Great idea! You too, adventurers, pick up the bits of rock and throw them at the slime monster with us!

SFX Ding

Adventurer: Take that!

Adventurer: Don't mess with me, slimy!

Adventurer: Have some rock for lunch, you big meany...

Adventurer: Stay back, sloppy head!

SFX rocks flying through the air, hitting the slime monster

Customers throwing rocks

Lynn: It's working!

Hazel: How long do you think til we can get into the castle, Teresa?

Teresa: I'm blasting the last rock.. right...NOW!

SFX Big tap and rock smashing

Steve: Right, leg it into the castle, everyone!

Customers agree!

SFX Customers running followed by 8-bit success music

Voice: Level complete!

Connie: We did it! Great work, everyone!

Customers celebrate.

Voice: Would you like to continue?

Customers: NOOOOO!

Teresa: So, how do I get you all out of here?

Connie: You need to click the cross on the screen.

Teresa: What do you mean a cross? There's only a box that says continue?

Connie: Don't press that; you need to find the cross to get us out.

Teresa: But I can't see one? I don't know what you mean.

Connie: The red cross that's on the continue box, it's right there!

Linda: Teresa, don't worry, we'll help you, won't we everyone?

Customers affirmative!

Linda: The cross will be red and really small.

Steve: They always make them so small you can hardly see them!

Customers agree

Hazel: Can you see it? It's tiny, right in the corner of the continue box.

Teresa: Oh yeah, I can see it now. It really is tiny! You'd need a magnifying glass.

Pauline: Just give that a press and it should exit the game.

Teresa: Right you are.

SFX Teresa tapping the cross and a closing sound

Voice: See you next time!

SFX The whooshing transporting sounds from before.

Scene 2

SFX futuristic phone sounds, a world inside the phone.

Russ: We've made it back to the main screen!

Cyril: Well done, Teresa.

Customers agree

Teresa: Thanks, everyone, but that was very stressful. I'm just going to tell my friend not to come over. I was excited to learn about the app, but I will just carry on with phone calls, letters and in-person visits to the doctor's instead.

Connie: Oh, please don't Teresa. You did really well, and honestly, when we do the next part, you'll see how easy it is!

Teresa: I'm sorry, Connie, it might be easy for you, but I feel like you've rushed through everything, and it hasn't helped at all. If anything, it feels worse than before we started. I'm going to get some fresh air...

SFX Footsteps walking away.

Connie: Oh no, I feel so bad, everyone. Where did I go wrong?

Linda: Well, Connie, when something comes easily to you, sometimes you can rush through things and don't take the time to go over the details.

Hazel: Especially when it's second nature to you.

Steve: And us oldies need things explaining a little differently, particularly when it comes to technology.

Customers agree

Cyril: You have to slow down and let us practice it a few times.

Connie: (realising) Like you and Ada did when we were trapped in the game...But I didn't just get that wrong, did I...I got frustrated when Teresa didn't pick it up like I thought she would. I kept saying it was easy when it wasn't for her.

Ada: It can be easy to get frustrated teaching someone something new.

Steve: Yeh, Ada gets frustrated with me all the time when it comes to technology!

Customers laugh

Ada: (leading) It's true, but that's easily fixed, isn't it, Connie?

Connie: Yeah, it is. I owe Teresa an apology. Adventurers, will you help me shout Teresa back so I can put things, right? Shout her back with me.

SFX Ding

Adventurers: Teresa, come back!

Connie: Thanks, adventures, I can hear her rushing back!

SFX quick footsteps returning.

Teresa: Is everything ok? What's all the shouting for!

Connie: No, everything's not ok Teresa. I'm really sorry I didn't listen to you when you were asking me to slow down and take the time to explain things properly. But I'm especially sorry for getting frustrated when you didn't get what I meant.

Teresa: Ah, thank you for saying that, Connie. It can be hard to try new things even when you really want to learn them. I feel much better after some fresh air, too.

Connie: If you'll let me, I'd like to try and be a better teacher so you can help your friend later?

Teresa: Yes, please, Connie. Let's do it.

Customers cheer

SFX battery alarm again

Lynne: Oh no, the battery is at five percent now.

Pauline: Will we have time to help Teresa and get out before the phone powers off?

Cyril: And we're all trapped in the phone!

Customers worry

Connie: We definitely do have time. Now I know exactly what to do and how to help. Teresa, we will have you confident with apps and all of us out of this phone, no problem! Join us next time, adventurers and see if we can get out of here before the battery runs out!

Music: Armchair Adventures theme tune

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