



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

### **Making a House a Home Adventure.**

#### **Part 1**

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! The voices of today's join-in-at-home Adventurers are...

*The Adventurers all say their names*

Connie: Hi everyone!

Adventurers: Hi Connie!

Connie: And a big shout-out to all our listeners on YOTO! If you have a YOTO player, why not explore some of our other adventures on it as well? There are loads to choose from!

#### **Scene 1**

Connie: Hi, adventurers. My family are super good friends with a family that come from a country that isn't safe for them to live in anymore. The country they live in is at war with another country, and they have to leave. They're moving to Manchester, England, not far from the travel agency actually. My dad will be here soon 'cos we're going over to the family's new house to help get it ready for their arrival. The problem is, I want to know what makes a house a home before we go. It's so important that they feel at home as soon as they arrive after what they've been through. I need an Armchair Adventure to help me. I'd better get my Uncle Chris on a call, his community theatre company are experts at making people feel welcome and at home.

*SFX Phone dialling tones*



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*

The Community Theatre Company all say hello

Connie: Hi everyone! I need your help. I need to know how to make a house a home and fast. Family friends are fleeing from a war-torn country and they need our help to settle in here. They sent their stuff by boat a week ago. And they are coming by plane today!

Uncle Chris: Don't worry Connie, me and my community theatre company will help you. Won't we gang?!

Comm. Theatre: (Reactions) Absolutely, too right, no problem.

Dan: We are experts at making people feel at home.

Chris: We are a community theatre company after all.

Robel: It's kinda in the title.

Katie: It's kinda our job.

Uncle Chris: A home you say... hmm... how about we make them a castle!

Chris: With slides.

*SFX Whizzing down slides*

Gary: Or how about a massive treehouse?

Louise: With rope swings through the trees.

*SFX Rope swings through the trees*

Uncle Chris: No, I've got it! An igloo, made of snow and ice.

*SFX Freezing cold landscape*

Uncle Chris: What imaginative homes would you like to build adventurers?

*SFX Ding*



Adventurer: A pink palace.

Adventurer: A luxury super yacht.

Adventurer: A magical mansion.

Adventurer: A house made out of pianos.

Adventurer: A water pool house!

Dan: I'm not sure they're quite right for the family that are coming.

Connie: Yes, they do sound super fun everyone, but I agree with you Dan.

Dan: How do we want the family to feel in their new house? How would you like to feel if it was you and your loved ones?

Danny: Well... safe

Julia: Welcome...

Robel: Happy...

Louise: Comfortable...

Matthew: Loved.

Dan: How would you like the family to feel in their new house adventurers?

*SFX Ding*

Adventurer: Warm.

Adventurer: Excited.

Adventurer: Like they belong.

Adventurer: Happy.

Connie: That's it! That's what I want for them when they arrive. I want to make their house into a home so they feel like that. An Armchair Adventure to learn how to make a house a home, here we come!

Music: [Short Armchair Adventures theme underscoring to transition](#)

## Scene 2

*SFX A nice urban area: birds, trees, shops, a market, hustle and bustle.*

Connie: This is a lovely area.

Katie: I can see shops.

Habib: And trees.

Matthew: Look there's a school.

Dan: And a community allotment for growing veg and flowers.

Julia: And look at all the people.

Gary: Of different ages.

Danny: And races.

Habib: And religions.

Chris: So much atmosphere.

Robel: So much life.

Uncle Chris: What can you see in this neighbourhood, adventurers? Use your imagination to describe it.

*SFX Ding*

Adventurer: A park with swings and slides.

Adventurer: A Polish Deli.

Adventurer: A nice coffee shop with cake.

Adventurer: A Dosa Express.

Adventurer: A Mini Market.

Connie: Maybe it is living in a nice area with everything you need close by that makes a house a home. Let's get to their house and find out. Which way is it?



Uncle Chris: Just round this corner Connie. Let's race. Last one there buys everyone an ice cream. See you later losers.

*SFX Racing off, cartoon whizzing*

Uncle Chris: (*Mid run*) Mine's a mint chocolate chip...

Connie: Don't let my Uncle Chris beat us Adventurers. Let's get to the house and quick.

*SFX More racing off, cartoon whizzing.*

Chris: Wait for me everyone.

Katie: Keep up.

*The community theatre company are all out of breath*

Danny: It wasn't far, but I'm pooped.

Connie: So where's the house.

Uncle Chris: Hmm well... it was supposed to be here.

Connie: What?! It's just an empty plot of land.

*SFX Tumbleweed*

Connie: There's nothing on it. Zip. Nada. A nice area alone is definitely not enough to make a house a home. What are we going to do?

*SFX Dun, dun, dun...*

Connie: Oh no, the family and their stuff will be here soon. It's so important they feel at home after everything they've been through, and they've not even got a house.

Danny: Don't worry Connie. Here comes a friend of ours.

*SFX Van pulling up*

Gary: Cathy.

Louise: She's a builder.



Community theatre company say hello to Cathy

Cathy:            (*Northern lass*) Aye up everyone. I'm Cathy. Did someone order a builder? Also, I've got a load of yummy ice creams in the truck from the ice cream parlour round the corner, help yourself. I've got all the flavours...

Uncle Chris: Yippy!

Cathy:            Except mint choc chip. Mint ice cream's not natural.

Uncle Chris: Awww...

The gang get ice creams from the truck and eat them.

Cathy:            Give us that vanilla. Vanilla is my favourite. Delicious that. Why mess with the classic of the genre I ask ya?!

Connie:          Sorry to be rude Cathy, but I don't really have time for ice creams. There's supposed to be a house. Well... right there.

### *SFX Tumbleweed*

Cathy:            When you're a builder like me Connie and you're looking at an empty plot of land like this, you have to use your imagination. Picture the house you want to see. So stand here. Look at the empty plot and imagine. You too adventurers. Imagine.

### *SFX Twinkling magic*

*SFX Tumbleweed merging into morning sun, birds, light breeze, and trees, and doors opening and closing, and TV sounds, and family laughing, life.*

Cathy:            Can you see it?

Connie:          I can.

Cathy:            When you're building a house from scratch, you want something that fits in nicely with the rest of the area but has a bit of its own character. Je ne sais quoi, if you will.

Danny:          What do we need to do first then Cathy?



Cathy: Well, we are going to need some building materials. Let me make a few calls.

Connie: Of course. It's obvious now I think about it. What makes a house a home is simple: it's bricks and mortar...

Actor: Anyone order some bricks and mortar?

Connie: Floors...

Actor: Wood for the floors?

Connie: Windows...

Actor: Where shall I put these windows?

Connie: Doors...

Actor: Lovely set of doors `ere!

Connie: ...And a roof.

Actor: Where you want this roof putting, Cathy?

Katie: That was quick Cathy.

Cathy: What can I say?! I'm a persuasive woman.

Matthew: Look, we have everything we need to build a house now.

Cathy: We sure have. If we put all these things together, we will have successfully made a home for the family to live in on this empty plot.

Uncle Chris: And as this is an Armchair Adventure, we can build it together in record time. What's first?

Cathy: First, we dig the foundations. Foundations are important to make the house strong and sturdy. So get digging.

*SFX Everyone digging*

Julia: Put your back into it.

Louise: You too adventurers.



Robel: Pretend to dig with us.

*SFX Ding*

Adventurer: I love digging, me.

Adventurer: Pass me the spade, I'm super strong.

Adventurer: This is proper hard!

Katie: I think I'll keep digging all the way to Australia.

*SFX Didgeridoo*

Cathy: No need to dig that far, chuck. A metre or two will do it.

*SFX Didgeridoo cut short*

*SFX Everyone digging*

Cathy: There. That'll do the trick. Now let's build the walls. Get that concrete mixer fired up will you?!

Chris: Yes Cathy. I'll do it. I'm a great mixer. I'm always mixing things. I make a mean mocktail.

Cathy: I'm not a fan of mixing drinks, a glass of plain whole milk is more my scene, but if you say so, Chris.

*SFX Concrete mixer*

Cathy: And get them logs cut up into planks will ya?

Gary: Yes Cathy. On it.

Cathy: Ta.

*SFX Electric saws*

Cathy: Now get building everyone. And you adventurers.

*SFX Ding*

*SFX Building sounds*



Adventurers: Pass me the bricks.

Adventurer: This is easy peasy, it's just like Lego.

Adventurer: I wish these bricks came in pink!

Dan: I'm going to build a wall as long as the Great Wall of China.

*SFX China*

Cathy: Don't overdo it pal. Maybe not that long eh?!

Dan: Sorry Cathy.

*SFX China suddenly cut short*

Cathy: You're alright.

*SFX Chris stuck in the concrete mixer.... Arrrrrr!*

Chris: Arrrrrrrr... help...

Cathy: What now?

Chris: I've fallen in the mixer! I'm stuck.

Cathy: Someone turn it off and get him out quick.

Katie: I'll do it!

*SFX The mixer running super fast*

Chris: That's the speed up button Katie. Not the power down button. Arrrrr....  
Double help!

Katie: Whoops, sorry.

*SFX Powering down*

Chris: Thank goodness for that. Thank you. Now help me out will ya?

*Katie helps Chris get out of the mixer*



Chris: Oh no. I'm covered in concrete. Am I going to turn to stone? I'm going to turn to stone. I've always wanted a statue of me but I was imagining I wouldn't be in it. Help. Arrrr.....

Cathy: Don't panic, ya daft plank. Stand still and I'll hose you off.

*SFX High-powered hose*

Chris: Arrr, oooo, that's a bit cold Cathy...

Cathy: Nonsense. It's good for you. Pretend to spray Chris with a high-powered hose Adventurers. It's dead fun!

*SFX Ding*

Adventurer: Stand still.

Adventurer: This is fun.

Adventurer: You've missed a bit.

*SFX High-powered hose*

Chris: Arrr, oooo, that's really really cold... thanks adventurers.

*SFX Electric saw*

Louise: Is this enough wooden planks for the floors Cathy?

Cathy: Yes, I think so.

*SFX Putting the floors in. Banging, Screwing*

Cathy: 'Perfic'. Now cop hold of the other end of this roof, will ya?! And you adventurers, help us pick up this roof and place it gently on top of the building we've made.

*SFX Ding*

Adventurer: This is really heavy.

Adventurer: Come on guys, we can do this.

Adventurer: To you!



Adventurer: Easy now, easy

*The Community theatre company carry a roof.*

Robel: I'm sure this isn't how roofs are done?

Cathy: It is in an Armchair Adventure mate. Now get on with it!

Robel: Fair enough.

Danny: Almost there. Stretch high. Now carefully does it.

*SFX Roof fitting perfectly in place. Like a positive computer game sound.*

Julia: We did it.

*The community theatre company react positively.*

Connie: Thanks so much, it is looking great.

Cathy: Windows and doors next.

Uncle Chris: Leave that to me. Entrances and exits are just my thing!

Cathy: Eye, dramatic ones. Go on then Uncle Chris. Work your magic.

*SFX Uncle Chris whizzing round putting the windows and doors in place*

Uncle Chris: Duh darr!!! And the crowd go wild....

*SFX Theatre audience applause*

Uncle Chris: (*Oscar speech*) Thank you, darlings. I'd like to thank my mums, my agent, and all those people that make it happen behind the scenes.

*SFX Cathy gives a slow hand clap*

Cathy: You've put widows where there should be doors and the doors where there should be windows.

Chris: And you've put them on back to front Uncle Chris.

Dan: The family won't know if they're coming or going.

*SFX Joke on the drums*



*SFX Theatre crowd booing*

Uncle Chris: Oh dear. My bad. Give me a minute to get into character and I'll try again...

*SFX Uncle Chris doing a voice warm up*

Cathy: We've not got time for that. Give us that hammer will ya?! Watch this.

*SFX Four clear hammer hits followed by a magical sound*

Cathy: There you go. Windows and doors sorted. With no need for fanfare.

*SFX Fanfare*

Cathy: I said, NO NEED FOR FANFARE!

*SFX A fanfare saying sorry or winding down mid-flow*

Cathy: You're alright.

*SFX A mini fanfare noise*

Cathy: Don't push it. I hate fanfares.

*SFX A fanfare squeak*

Cathy: Grrrr!

Connie: Thanks Cathy. Let's have a look around the new house, shall we? And you adventurers.

### **Scene 3**

*SFX People looking round an empty echoey house. Echoey footsteps.*

Connie: What do we think?

*SFX Ding*

Adventurer: It's a great start.

Adventurer: It's a bit empty though.



Adventurer: Yeah, it's a bit boring isn't it?

Adventurer: And cold.

Adventurer: Not really a home yet.

Connie: Yes, sorry Cathy. Sorry everyone. I think the adventurers are right, it's just a shell, really. Bricks and mortar, floors, windows, doors, and a roof, are not enough to make a house a home after all. There's definitely more to it.

Dan: Well Connie, the house doesn't have any basic amenities in it yet. Every family needs access to cooking facilities, laundry, storage space, access to information...

Habib: And Wifi. Don't forget Wifi.

Dan: Yes, and Wifi.

Connie: Maybe that's what's needed to make it feel more like a home then.

Cathy: I'll make some more calls.

*SFX dialling tones*

Connie: Please hurry though Cathy, the family and their things will be here really soo.../

*SFX Beep beep. Vans arriving. Deliverers*

Actor: Excuse me Connie.

Actor: Oven and hob?

Actor: Someone order a washing machine?

Actor: Where do you want these cupboards putting, mate?

Actor: Wifi's arrived! Information anyone?

Connie: Wow. That was really quick Cathy.

Cathy: Charm, and a lightness of touch, is the trick, Connie. Right, you lot, let's get all this fitted. Quick sharp. And you adventurers.



*The community theatre company carry in the amenities and fit the wifi.*

*SFX Ding*

Adventurer: Where shall I put the modem?

Adventurer: Kids can't live without internet.

Adventurer: These storage cupboards will be perfect under the stairs.

Adventurer: Where's the washing machine going, guys?

Cathy: Thanks, adventurers. That's all in place now Connie. What do you think?

Connie: The house does feel more like a home now, but it doesn't feel fully like a 'home home' if you know what I mean?! It still seems cold and lacking something.

Dan: I know what you mean Connie. Basic amenities are really important, and every family has the right to access them, but the house is still missing something.

Connie: Oh no, what are we going to do? The family will be here really soon, and it's super important that we make them feel at home after what they have been through.

Cathy: Well, that's as far as I can take you, Connie, if you want to make this house into a home, I think you're going to need some more help. Let me make one more call.

*SFX dialling tones, then a flash and a puff of smoke as John-Paul appears*

John-Paul: Did somebody call?

Connie: That was quick. Record-breaking.

Cathy: This is John-Paul everyone. He's a painter decorator.

John-Paul: Artist and visionary, you mean.

Cathy: If you say so John P. He loves his art and design and fashion. And he always has a pair of very expensive and fancy shoes on, so be careful with them, he can be a bit touchy about them.



*The community theatre company say hello to John-Paul.*

Robel: Love the shoes,

Julia: Very fancy.

Louise: They're real showstoppers, those shoes.

John-Paul: Greetings my fine friends. I thank you for such kind and of course, accurate words about my prized green, red, suede, white leather-topped, vintage shoes.

Uncle Chris: What would your fancy shoes look like adventurers?

*SFX Ding*

Adventurer: Fluffy and pink with pompoms on.

Adventurer: What about purple shoes with butterflies down the sides?

Adventurer: Mine will have football stickers on.

Adventurer: Crocodile skin shoes.

John-Paul: Insightful ideas Adventurers. I can see you will be excellent creative collaborators in our artistic endeavour together.

Cathy: I'll leave you in John-Paul's capable hands then.

Connie: Thanks for everything Cathy.

Cathy: You're alright.

*The community theatre company say bye to Cathy.*

John-Paul: So, you need to make a house a home do you?

Connie: We do, and fast, the family and their things will be here soon.

John-Paul: Okay, I see, and our friend, Cathy, has provided us with a blank canvas no?

Julia: You mean the house?



John-Paul: Exactly. A big job, right?

Connie: Right.

John-Paul: Wrong. All we need is a little inspiration.

Uncle Chris: Well, that's the end of part one Adventurers. Tune in next time to find out what happens next. Thanks for listening.

[Music: Armchair Adventures theme](#)

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**End of part 1**