



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

### **Making a House a Home 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!

Adventurers: 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*

Uncle Chris: Hi adventurers, welcome to part two of Making a House a Home Adventure. In part one, we found out that Connie's family is friends with a family that comes from a country that isn't safe for them to live in at the moment because of a war.

Habib: So the family must leave and find a new place to live, and fast.

Dan: Connie and the gang are on a mission to find out how to make a house a home, so she can make a lovely home for the family near the Armchair Adventures travel agency in Manchester, England.

Louise: The family have been through so much in their own country.



Habib: And there isn't much time.

*SFX Lorry pulling up.*

Removal: Hi everyone, I'm from the moving company. I'm here with some of the family's things straight from the boat.

John-Paul: Don't just stand there people. Give this man some help, moving the family's things into the house. And keep an eye out for any inspiration while you're at it. Connie needs our help in deciding how we should decorate. This house is still very much a blank canvas.

Connie: That was John-Paul, adventurers.

Chris: A painter-decorator.

John-Paul: Artist and visionary, you mean?

Danny: Just nod and smile.

Dan: John-Paul is also obsessed with his very fancy shoes.

Chris: So be careful of them. He can be very touchy apparently.

Removal: Thanks for offering to help move the stuff everyone.

Danny: No problem mate.

*SFX Comm. theatre unloading furniture into the house*

Removal: Just in time as well, my gaffer's just text. The family's plane has landed at the airport, apparently.

Dan: Their plane has landed, that's gonna stress Connie out. The house is nowhere near finished yet.

Connie: Oh no. Did you hear that, adventurers? They've landed already. What are we going to do?

Uncle Chris: The area is really nice Connie, with shops, and a school, and a park. The house is all built and filled with basic amenities.

Connie: I know Uncle Chris, but it still doesn't feel like a home.

John-Paul: Do not panic Connie. Pressure is the pathway to genius.

Julia: What's he talking about?

Danny: Not a clue.

Louise: Nod and smile.

John-Paul: Get hold of that big box will you, Danny?

Danny: Eh? What? Me?

John-Paul: Like yesterday.

Danny: Yes, John-Paul sir.

*SFX Danny picking up a big box. Effort noises throughout below section.*

Danny: Oh, ah, eee, this big box is getting really really heavy already.... I'm gonna drop it, I'm gonna drop it..... Please tell me where shall I put it?

John-Paul: I don't know. I'm very busy looking for inspiration to strike. You're a strong man, are you not?! Just keep hold of it.

Danny: Okay, John-Paul. If you say so. Can you pretend to help me hold this really heavy box please adventurers? I think I need the help. Be careful not to drop it. Especially on John-Paul's very fancy shoes.

*SFX Ding*

Adventurer: This thing's heavy.

Adventurer: I think my arms are getting longer.

Adventurer: Don't tickle me! Don't tickle me!

John-Paul: So we need to ask ourselves, what kind of things would the family like? What kind of colours are we working with here? What wallpaper would they like me to hang for them? What would they like on the floor - shagpile carpet? Vinyl? Polished mahogany?

Louise: Mahoga-who?

Connie: Yes, the house needs to represent the family. Their interests. Their passions. Their energy. So, it feels like a home. I get that now.

John-Paul: Exactly, Connie.

Connie: Well, I know a few things about them from our letters and video chats together, but I don't know nearly enough to say what they'll want in terms of decoration. What am I going to do? They'll be here soon. It is so obvious now; it's the decoration that makes a house a home.

John-Paul: Don't worry Connie, inspiration can strike from the strangest of places.

Danny: Mr John-Paul sir, this box is getting very very heavy now. Isn't it adventurers?

*SFX Ding*

Adventurers: (Struggling) Yesss it iss!

John-Paul: Do be quiet you lot. We're working here. Just stand here and hold it.

Danny: Okay. Sorry.

*SFX Ding*

Adventurers: (Struggling) Sorrrrrryyy!

Removal: Well, that's all the stuff they've sent moved into the house now, Connie. I'm off. Good luck with everything.

*Comm. Theatre say goodbye*

*SFX Removal lorry pulling away.*

Dan: The house is still looking a bit bare to be honest, not quite a home yet.

Habib: Most of the stuff, the family have sent ahead of them by boat, is just your basic furniture really, nothing personal.



Julia: So, there's no inspiration, for the decoration, I'm afraid.

Louise: The only box we've not looked in is the box Danny and the adventurers are holding.

Robel: The one with 'special things' written on the side.

Habib: And there is a letter here for you Connie that came with the 'special things' box.

Danny: I'm sorry, we can't hold it anymore. It's really very heavy. We're going to have to put it down.

Chris: You can hold it Danny. You can hold it adventurers.

Julia: We believe in you.

*The Comm. Theatre shout encouragement.*

*SFX Grunts and effort from Danny*

Danny: We've got it. We've got it. No problem. We are the strongest. We have got it.

Danny: Whoops. We ain't got it.

*SFX Big box landing on a foot with a bang.*

John-Paul: Arrr my shoes, my precious shoes. You've put the box squarely on my shoes. And you've scuffed the green red suede and dented the white leather tops. You imbeciles. Vandals. Sacre bleu. This is an omen. We'll never find any inspiration now

Danny: Sorry Mr John-Paul sir.

*SFX Ding*

Adventurer: Sorry Mr John-Paul sir.

Adventurer: We didn't mean it.

Adventurer: Sorry - it was an accident!

Adventurer: Sorry!



Connie: Wait a minute John-Paul. The letter.

*SFX Opening letter in a hurry.*

Connie: Dear Connie, here is a box of our special things. Please can you place them around our new house to help us feel more at home when we arrive? Perfect. These 'special things' can inspire us with ideas for decoration.

John-Paul: This is perfect Connie. 'Special things' boxes are very special.

Uncle Chris: What would you put in a 'special things' box, adventurers?

*SFX Ding*

Adventurer: A scarf with red poppies and pink as the background.

Adventurer: My favourite shoes.

Adventurer: My football shirt.

Adventurer: All my family pictures.

Uncle Chris: Great ideas adventurers.

John-Paul: Yes, very good. 'Special things' boxes can also be magical. They are packed with inspiration. Connie, take the first object out of the family's special things box and see where the inspiration takes us.

Connie: Okay, I will.

*SFX Taking out of the box.*

*SFX Magical sound*

Connie: It's model of a Ferrari, a 1957 Testarossa roadster, in bright red.

*SFX Magical sound*

*SFX Ferrari racing. Car engines. People chatting.*

Habib: Where are we?



Connie: The girl of the family mentioned this to me in one of our calls. We're at a classic car event. She is a big car racing fan. Her father bought her the model as a souvenir from the event.

Uncle Chris: Let's pretend the model is real and we are racing a Ferrari around a track, adventurers.

*SFX Ding*

*SFX Racing sounds.*

Chris: I'm going so fast everything's a blur! Wahee!!!

Adventurer: This is fun!

Adventurer: It's so fast!

Adventurer: Woah – this is crazy!

*Cut back to house.*

John-Paul: This is the perfect inspiration. We will paint the girl's bedroom walls Ferrari red and place her model in pride of place on her bedside table.

*SFX Magical sounds.*

*The Comm. Theatre company react to looking newly decorated room "oooo" "lovely" "the red really goes well" "She's gonna love it".*

John-Paul: Now Take out the next object from the special things box, Connie, and see where the inspiration takes us next.

*SFX Taking out of the box.*

*SFX Magical sound*

Connie: An old book in words from another language. The book is very delicate, so I need to be very careful handling it. Pretend to handle a very old and delicate book with me, adventurers.

*SFX Ding*

Adventurer: It's very precious.



Adventurer: And beautiful.

Adventurer: I don't want to drop it!

Adventurer: Careful.

Adventurer: I'm going to put white gloves on to handle it.

*SFX Magical sound.*

*SFX Rocking chair. Fire burning. Clock ticks. A cat purrs. Gentle snoring.*

Robel: Where are we?

Connie: This must be the boy's great grandfather. He is fast asleep in his chair near the warm fire. Look at all the books in his room. And look the special book from the special things box is on his lap. He must have been reading it before he fell asleep. I remember the family telling me about their great grandfather in one of their letters. He was a very clever, very caring and very brave man. The boy must have inherited this book from him. No wonder it's special.

*SFX An old man waking up. The cat jumps down.*

Uncle Chris: Oh no Connie, he's waking up. We need to try and gently get the great grandfather back into a deep sleep.

Chris: I've got this, no problem. (*Like a hypnotist*) Listen to my voice. You are getting very sleepy...

Connie: That's not gonna work, give me a go. (*To the tune of a lullaby*) Go to sleep, little Great Grandfather, rest your head....!

*SFX An old man waking up more.*

Danny: That singing's definitely not going to work. Adventurers, try rocking his rocking chair and gently humming with me.

*SFX Ding*

*Adventurers hum together*

*SFX Lullaby gentle music*



*SFX Gentle rocking*

*SFX Old man going back into deep sleep.*

Dan: (Whispering) You've done it. Well done, adventurers.

*Cut back to house*

John-Paul: More great inspiration. I'll put a rocking chair in the boy's room. And plenty of bookshelves so he can put books on them just like his great-grandfather.

*SFX Magical sounds.*

*The Comm. Theatre react to looking newly decorated room "oooo" "lovely" "perfect" "Loads of room for books" "He's gonna love it".*

John-Paul: Take out the next object from the special things box, Connie, and see where the inspiration takes us.

*SFX Taking out of the box.*

*SFX Magical sound*

Connie: A big floppy hat covered in shells.

*SFX Magical sound.*

*SFX Seaside abroad.*

Louise: Where are we?

Connie: We are by the beach on a family holiday. This must be the mum's hat. She bought it to keep the sun off her head and the kids collected shells and shiny pebbles and together they sewed them to the hat.

John-Paul: This holiday destination is beautiful. Collect inspiration for the decoration adventurers.

*SFX Ding*

Dan: I'm going to be inspired by the blue from the sky.

Julia: I'm going to be inspired by the colour from the golden sand.



Adventurer: Beautiful shells.

Adventurer: Flecks of white from the waves.

Adventurer: The warmth of the sun.

Adventurer: Shiny pebbles.

*Cut back to house*

John-Paul: So much rich inspiration to work with. I will paint the hall and landing sky blue with golden carpets. I will hang sea blue wallpaper dotted with flecks of white in the main bedroom. The hat will hang from the ceiling and shells and pebbles will be placed around the room. I will fix a large lamp high up in the corner to cover them in warm light.

*SFX Magical sounds.*

*The Comm. Theatre Company react to looking newly decorated room "oooo" "lovely" "perfect" "So beautiful".*

John-Paul: Now, take the final object out Connie.

*SFX Taking out of the box.*

*SFX Magical sound*

Connie: A photograph from the evening celebrations at a wedding.

*SFX Magical sound.*

*SFX Outside. Music playing. Dancing. Crickets.*

Julia: Where are we?

Connie: We are at a family wedding. All the family's extended family and friends are here. Everyone is smiling and dancing. Everything is draped in beautiful, shimmering white and silver cloth, and the stars are twinkling in the night sky.

Uncle Chris: Let's pretend to dance at a wedding celebration, adventurers.

*SFX Ding*

*SFX Music.*

Chris: I'm throwing some shapes on the dancefloor.

Louise: I'm twizzling round and round like a ballerina.

Adventurer: I'm doing some cool moves.

Adventurer: I'm dancing like a robot.

Adventurer: Wow you're great!

Adventurer: Watch me floss.

*Cut back to house.*

John-Paul: This is exactly the kind of inspiration we need to finish the decoration in the house. Photographs are so important to people. We will hang the photograph in the sitting room, and we will decorate the room with beautiful shimmering wallpaper and lots of fairy lights to remind them of the stars on that special day.

*SFX Magical sounds.*

*The Comm. Theatre Company react to looking newly decorated room "oooo" "lovely" "look at the walls shimmer" "the lights are so wonderful" "They are gonna love it".*

Connie: The house looks amazing John-Paul.

John-Paul: Thank you Connie. And thank you everyone.

Connie: But it still doesn't quite feel like a home, does it?

John-Paul: I think you are right Connie.

Connie: The house is in a nice neighbourhood, with shops and a school nearby. It has walls, floors, windows, doors, and a roof. Each room is decorated to match the family's passions, interests, and energy, so what's missing?

John-Paul: People Connie, people are missing.



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

Connie: Until I see you next time, why not check out our other adventures wherever you get your podcasts?

*Music: Armchair Adventures theme tune*

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