



Armchair Adventures: A Join-in Story Podcast For Kids

Making a House a Home Adventure - Part 3

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

The Adventurers all say their names.

Connie: Hi everyone!

Adventurers: Hi Connie!

Connie: Did you know all of our episodes are available on YouTube? That way you can read along with the action! They're easy to find too, just search for Armchair Adventures on YouTube!

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

SFX of people getting ready for a street party.

Uncle Chris: Hi adventurers, welcome back to part three of 'Making A House a Home Adventure'.

Matthew: In part one and part two, 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 war.

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

Katie: So, we are on an Armchair Adventure to help Connie learn how to make a house a home.



Danny: So Connie will know how to make a lovely home for the family near the Armchair Adventures travel agency in Manchester, England.

Matthew: As you can hear, we're preparing a welcoming party.

Gary: I hope the family hurry up, I'm starving.

SFX Tummy rumble

Uncle Chris: You haven't long had bean soup for lunch Gary. Why don't you be in charge of the BBQ?

Gary: Okay Uncle Chris, that'll take my mind off my rumbly tummy I suppose.

Connie: First, I thought it would be a nice area that made a house a home. This area has shops, and a school, and a park, so that was a good start. But it wasn't enough on its own, and when we got to the spot the house should have been, it was an empty plot.

Uncle Chris: Can someone hold this step ladder safe while I hang this welcome flag up from this lamppost please?

Habib: I will Uncle Chris.

Uncle Chris: Thanks Habib.

SFX Uncle Chris climbing a step ladder

Connie: Then, I thought it was bricks and mortar, floors, windows, doors, and a roof, that made a house a home. So our friend Cathy, here, the builder we met in part 1, helped us build a house and then fill it with the basic amenities the family will need.

Cath: Hiya adventurers, I'm back for the welcome party. Oh, I love a good party, me.

SFX Fanfare

Cathy: I said I love parties not fanfares. I hate fanfares, remember!

SFX Fanfare sorry

Cathy You're alright.

Connie: But the house still felt empty even after Cathy helped us add all the amenities, so John-Paul with the very expensive and fancy shoes here...

John-Paul: John-Paul, artist and visionary back at your service.

Connie: ...Helped us find the inspiration to decorate the house using a 'special things' box the family sent. So, the decoration in the family's new house, now represents the family's interests, passions, and energy. But it was missing one final ingredient to make a house a home...

SFX People getting ready for a street party still going on

Connie: ...people.

SFX Uncle Chris coming down the stepladder

Uncle Chris: Right that's the welcome flag up. It looks fabulous blowing in the breeze.

SFX Flag blowing in the breeze

Uncle Chris: What design would you do for a flag to welcome people that come to live here from another country, adventurers?

SFX Ding

Adventurer: Hands holding together.

Adventurer: A big smiley face.

Adventurer: Rainbow.

Adventurer: Yeah, lots of beautiful colours.

Adventurer: Two thumbs up.

Adventurer: Arms open wide

Uncle Chris: Great ideas, with a bit of Armchair Adventures magic, I'll bring each of your flag ideas to life and then hang them from the

lampposts up and down the street. That should help the family feel welcome.

Connie: Thanks Uncle Chris. Thanks Adventurers.

Uncle Chris: No problem Connie.

SFX Magic sound and speeded up and down ladders. Computer game-esque.

Chris: Connie, don't mind me, I'm just gonna whisk some egg whites to make some meringues for the whole welcome party. I'm in charge of pudding for the party you see, adventurers, and I'm an expert in mixing things.

Cathy: Oh good. I love a plain white meringue for my pudding, me! Make sure you make plenty.

Chris: Don't worry Cathy, I've put an extra-large bowl under this mixer.

Katie: Well be careful Chris, you fell in the concrete mixer in part one remember.

Chris: I know Katie, but that was just a one-off!

Katie: If you say so.

Chris: I'll pop these egg whites in this large food mixer here...

SFX Egg whites into a bowl. Plop.

Chris: And now switch it on.

SFX Food mixer turning on and then speeding up

Chris: (Shouting over the noise) I can't quite reach into the extra large bowl far enough with the whisk handle. I'll just have to lean right over the edge of the bowl and push..... Woooah... Wooooahhh... Wooooahhhhh!

SFX Plop into the egg mix.

Chris: Whoops. I've fallen into the food mixer. Help! Help!

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



Katie: Is this the right button?

SFX Faster food mixer

Chris: Arrghh! That's speeding it up Katie. Help!

SFX Whisk whirring down...

Katie: Sorry. Got it now. Let me help you out.

SFX Pulling Chris out of the food mixer. Pop!

Chris: Thanks, that's better. A bit sticky, but better.

Cathy: Now, stand still Chris. I have my power-hose at the ready.

SFX Power hose

Chris: Helpppp!

SFX Power hose

Chris: Ooo ow, is this really necessary Cathy?!

Cathy: What do you think?!

Chris: Fair enough. Thanks Cathy.

Cathy: You're alright.

Gary: I'm just firing up the barbie, Connie.

Connie: Okay Gary.

Gary: Oooh sausages, I love a banger on a barbie.

SFX Rumbling tummy as if brewing a fart.

Julia: I've got the buns Gary.

Gary: Thanks Julia.

Julia: What do you like on the BBQ, adventurers?



SFX Ding

Adventurer: Chicken.

Adventurer: Sausages.

Adventurer: Burgers.

Adventurer: Halloumi.

Louise: I'll make my homemade coleslaw from lots of different types of cabbages.

SFX Crunch of Gary eating cabbage.

Dan: Don't eat the raw cabbage, Gary.

SFX Tummy rumbling

Chris: Especially on top of all that bean soup.

Gary: Sorry.

SFX Clicky BBQ lighter and Gary blowing

Gary: I can't get this barbie to light up and I'm starving.

SFX Tummy rumbling.

John-Paul: Don't worry, I'll help you. BBQs are like art. All they need is a little spark, a gentle puff, and boom. Pass me the BBQ lighter.

Gary: Will do John-Paul.

SFX Clicky BBQ lighter.

SFX Gentle blowing.

John-Paul: Almost, almost. Just one more gentle puff.

SFX Fart- start quiet and gets loud.

SFX Clicky BBQ lighter.

SFX Boom. Explosion.

Gary: Whoops sorry. That was my gassy bum. Must have been all the bean soup and raw cabbage I ate.

SFX Flames.

Gary: But it's sure got the BBQ up and going. Someone pass me those sausages quick.

Chris: Argh! John-Paul's fancy shoes are also on fire.

John-Paul: Arghhh! My shoes, my precious shoes!

Cathy: Stand back. Did someone say they needed power hosing?

John-Paul: Not exactly.

SFX Power hose

John-Paul: Ooo, arghh... It's cold. Like really cold.

Chris: I told you.

Cathy: You're welcome.

John-Paul: Well, my shoes are completely ruined now.

Uncle Chris: But at least the party is ready to welcome the family. We have welcome flags, and BBQ food, and a table and chairs, and people and pudding. They should be here any minute now.

Connie: I'm sure we have forgotten something else important though. I just can't think what it is.

Dan: You know Connie, a welcome party is very well and good, but its everyday kindness and inclusion that really helps people feel at home.

Louise: Yes, local community can play a big part in helping to generate this

Gary: People rallying together to make new families feel welcome, no matter who they are or where they are from.

Robel: Things like...



Dan: Offering people a brew or offering them something to eat you've made at home.

Julia: Asking people questions and being interested in them.

Katie: Showing them around and giving them the info they need about the local area.

Robel: Lending people things they might not have yet as they settle in. Like a lawnmower or a spade or a...

Cathy: Power hose?!

Chris: Maybe not a power hose.

Danny: What would you do, adventurers, to make new people feel welcome and more at home?

Adventurer: Introduce them to my friends.

Adventurer: Take them to my clubs.

Adventurer: And I'll play football with them.

Adventurer: Smile!

Adventurer: Tell them funny jokes.

Adventurer: Find out things that we have in common.

Dan: They all sound wonderful adventurers. You know what Connie. I think I've worked out what we have forgotten for our welcome party.

Connie: What's that Dan?

Dan: Well, we all like music don't we?

The Community Theatre Company all react positively

Connie: Absolutely.

Dan: Our welcome party needs music.

Connie: Of course it does. Music brings everyone together and is a great way of making people feel welcome and make a house a home.



Song: What Makes A House A Home

- Connie: That was an amazing Armchair Adventure. I've learnt that there's lots of ingredients that make a house a home.
- Chris: A nice area with all the things people need nearby.
- Gary: A safe and sturdy well-built house.
- Matthew: Access to basic amenities for cooking, laundry, storage, information, and wifi.
- Habib: Decoration that represents people's energy and interests.
- Connie: But most of all, I've learnt that people make a house a home and local communities can play a massive part in making others feel welcome, safe, and loved. Homes are so special.

SFX beep beep

- Connie: That'll be my dad, ready to take us over to the house in the real world now. Thank you everyone. I am confident I know everything I need to help the family settle in.

The Community Theatre Company say goodbye

- Connie: End. Call. Now.

SFX phone down

- Connie: Lovely.

SFX Car pulling away

Music: Armchair Adventures theme tune

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