

Armchair Adventures: A Join-in Story Podcast For Kids

A Big Bad Bacteria Busting 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!

Today I have some very special join-in-at-home Adventurers with me from the Cystic Fibrosis community, and they are...

Adventurers all say their names.

Connie: Hi everyone.

Adventurers: Hi Connie.

Connie: Did you know, Armchair Adventures also has a super fun, join-in-at-home quiz show called 'UNPACKED'. There's lots of funny games to play along with! So for all the grown-ups listening, click subscribe, and the next one will land straight in your feed when it comes out!

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 sea sounds and boat moving through the water.

Customers: Unfurl that mast! Help me over here. I feel a bit seasick! etc

Connie: Welcome back, everyone! In part one, me and the gang were learning how to become citizen scientists with my friend Liv from the Cystic Fibrosis Community.

Liv: Hi everyone! Cystic Fibrosis is a condition some children are born with that makes liquids inside their bodies too thick and sticky.

Hazel: We're in a super fancy lab... on a boat.

Keith: Below deck! How cool is that?

Customers: Yeah! This is so cool.

Pat: We learnt about bacteria that makes you sick.

Pauline: And phages - little viruses that can beat them.

Keith: Can somebody help me with this sail?

Anne: Just pull that rope, Keith!

Connie: The scientists told us that medicine has stopped working on some bacteria; those types of bacteria are called superbugs.

Hazel: But phages can still work on them.

Connie: The thing is, they're so small you can't see them, so the scientists used a growth ray to make them human-sized so we could meet one and see how it works.

Hazel: Wow, this boat really cuts through the water!

Pat: Look over there, can you see those dolphins?

Russ: And flying fish!

Linda: What can you see from the boat, Adventurers?

SFX Ding

Adventurer: A seagull trying to eat someone's chips.

Adventurer: A huge whale blowing out water!

Adventurer: Waves almost as big as the boat! Arrghhh!

Adventurer: Look at those surfers – very cool!

Connie: But I was rushing and not listening, so I ended up growing a superbug that doesn't have a phage to beat it... and worse still, it won't stop growing!

Russ: Lucky for us, the lab is on a boat because phages live in water all over the world.

Pat: So, we're on a hunt to try and find the right phage...

Hazel: That can beat the overgrown superbug before it escapes!

SFX dun, dun, dun!

Connie: We've set sail to some rock pools in Cornwall, to try our luck!

SFX the boat coming to a stop.

Keith: Land ahoy! We're here.

Connie: Great stuff, everyone off the boat!

SFX of the beach, waves crashing, the occasional seagull.

Anne: It's so pretty here.

Linda: I'm glad it's not raining.

Russ: The sound of the waves is so relaxing.

Connie: It is, but we haven't got time for that; we need to try and find a phage!

Liv: That we do! The scientists have given us this bit of kit.

Keith: You scoop water into it...

Linda: ...And then it scans the sample to check if it has the right phage to fight the big bacteria.

Hazel: They said it helps them test lots of samples much faster.

Pat: You get a nice beep if it's a match...

SFX positive ding

Pauline: Or a big old cross sound if it doesn't...

SFX negative sound

Connie: Sounds easy enough...

Liv: Because I have cystic fibrosis, the water we collect will have bacteria in it that could cause me to get an infection in my lungs. Could you be in charge of collecting the samples, Connie?

Connie: Of course, Liv, no problem!

Keith: There's a big rock pool over here, Connie, and the water looks deep!

SFX splash of him trying out the depth of the water

Keith: Yawwwwouchhhhhh! It's filled with jellyfish!

Pauline: Oh no, he's been stung!

Hazel: And the water is covered with them.

Connie: How will we get a sample now?

Linda: Hang on a minute, I heard stamping at the water's edge makes them clear out!

Adventurers stamp on the ground with us so we can collect the sample!

SFX Stamping

SFX Ding

Adventurer: Get out of here, jelly head!

Adventurer: Don't even think about stinging me!

Adventurer: This is actually a good workout.

Adventurer: I'm glad I've got my stamping boots on!

Connie: It's working! They're moving away!

Pat: Quick Connie, get the sample!

Connie: Here goes...

SFX water scoop

Russ: Now test it.

SFX button press and whirring, followed by the cross sound

Connie: Oh no, it's not a match...I knew it, I'm no good at this...

Liv: That's part of science; you don't always get it right first time...

Connie: But I need to fix this...hmmm. Maybe Cornwall was too safe...erm a desert? Oh, don't be silly, Connie - not much water! Could the jungle work? Hmm, maybe not... Ah-ha, I've got it: Antarctica! Everyone, back on the boat!

Linda: Are you sure Connie?

Anne: It's really far away...

Pauline: And cold!

Connie: I'm surer than sure! Come on you lot, there's no time for this!

SFX Connie running back to the boat

Hazel: Slow down, Connie, wait for us!

Pat: Adventurers, run back to the boat with us!

SFX Ding.

Adventurer: I won't need to do my exercises later.

Adventurer: This is a great workout for my lungs!

Adventurer: Last one there is a rotten egg!

Adventurer: Then eat my dust!

Connie: Just in time, you lot! Boat! Take us to Antarctica!

Comp Voice: Boat setting sail.

SFX boat setting off

Scene 2

SFX the atmosphere of Antarctica. Icy wind blowing, creak of ice.

Connie: Here we are, everyone.

Anne: There's such an icy wind.

Pat: White snow far as the eye can see.

Linda: Especially, on top of those huge mountains!

Keith: I think I can see some penguins over there.

Hazel: And walking on this ice is very slippery...

Pauline: If I'd known we were coming here, I'd have brought a thicker coat!

Customers: Brrrr! My teeth are chattering. You should have warned us! etc

Connie: Sorry! We'll be as quick as possible, everyone. (realising) Oh no, everything's frozen... I didn't think about that before I rushed us here! How will we get a water sample?

SFX- the roar of the big super bug from below deck

Connie: And that superbug sounds like it's getting super big!

Liv: Try not to worry, Connie, there's lots of tools on board. Why don't we dig a hole, like ice fishermen and scoop up a sample?

Connie: Great idea! Help me with this big drill, everyone.

Pat: Right you are, Connie.

Russ: Ooof, this is heavy!

Linda: It's going to put my back out!

Customers: It's so heavy! Give it a bit of oomph. Woaaahhh! etc

Keith: Adventurers help us carry this drill to the ice

SFX Ding

Adventurer: This weighs a ton!

Adventurer: Watch you don't drop it on my toes!

Adventurer: This drill is no match for my muscles.

Adventurer: Oooh, this is heavier than it looks!

Connie: Thanks, everyone. Right, let's start it up...

SFX push of a button and a loud drill

Linda: That's awfully loud Connie...

Connie: (can't hear them) It's making fast work of the ice!

SFX a rumble of snow starting to move

Pat: Do you think it's safe to use it here

Pauline: That rumble doesn't sound so good...

Connie: (Can't hear them) Almost there, everyone.

SFX a louder rumble of snow starting to move

Liv: Connie, I think the drill is causing an avalanche!

Keith: Connie! Turn the drill off!

Connie singing away at work, not hearing them.

Hazel: It's no good, she can't hear us!

Anne: And that's definitely an avalanche!

SFX The sound of an avalanche

Pauline: Adventurers shout for Connie to turn off the drill with us!

SFX Ding

Adventurer: Hey Connie, that drill is a nightmare!

Adventurer: Connie, you're causing an avalanche!

SFX The drill powers down, but the snow continues

Connie: Sorry, everyone, did you want me? Hole's ready now! But what's that rumbling noise?

Keith: That's what we have been trying to tell you!

Russ: The noise of the drill has caused an Avalanche!

SFX dun, dun, dun!

Linda: Quick, Connie, get the sample before it reaches us!

Keith: That Avalanche is snow joke!

SFX water scooping of the sample

Connie: Got it! Right, everyone back to the boat as quick as you can! You too, adventurers!

SFX Ding

Adventurer: That's A LOT of snow!

Adventurer: Arrgh, it's almost at our heels!

Adventurer: That would be the worst blanket ever!

Adventurer: Hurry up, everyone!

Adventurer: I don't fancy being a snow cone!

Customers: Keep running! Argh! It's hard to run on this snow! etc

SFX customers' feet running on the ice

Pauline: Phew, we made it!

Anne: That was a close one...

Customers: It was really close! Glad that's over. etc

SFX sound of the avalanche passing by

Pat: Test the sample, Connie.

Connie: Will do!

SFX button press and whirring, followed by the cross sound

Connie: (upset) Negative again... I knew I wouldn't make a good citizen scientist. I caused the problem to begin with, can't even pick the right place to look, and now I've caused an avalanche! That's it, I don't deserve this citizen scientist lab coat... I'm taking it off.

SFX rustle of her removing the coat and throwing it to the deck

Ada: Don't be like that Connie...

Pat: We just have to keep on trying together.

Customers: Come on Connie. It's not the end of the world. Try again! etc

Connie: Thanks, everyone, but I think we'd all be better off if I just stayed on the boat... I'm no scientist...

Liv: The thing is, Connie, you are. Science is all about trial and error. A lot of the time, you have to get things wrong before you get them right. You have to test things out. Right, Adventures?

SFX Ding

Adventurer: Yeah, sometimes a medicine works for one person with Cystic Fibrosis and not another.

Adventurer: Or sometimes you have to try different kinds of exercise and physio to see what works for you.

Adventurer: There are even times when you might help scientists try out medicines or types of physio.

Adventurer: Then they can see what works.

Liv: And it's all about lots of people working together to help do that.

Pat: That means not rushing off on your own to try and find the answer as quickly as possible, Connie...

Connie: Sorry, everyone, I never thought about it like that! We've just been doing our own science experiment with trial and error. Trying things that might not work before you find something that does!

Pauline: That's right, Connie, real science isn't as straightforward as the right answer on a test.

Connie: So, what do we do now?

Liv: We keep on thinking like scientists! But we slow down and do it together, sound good, everyone?

Customers: Yeah! Let's do it. Sounds good etc

Connie: Right, well, the rock pools didn't have a match, and Antarctica didn't have the right phage either. Where should we try next, everyone?

Steve: I remember the scientist saying still water was good for finding phages.

Connie: Hmm, so a place where the water has been sitting a long time...

David: Oooh like a swamp?

Connie: Great idea! Florida has some really big swamps. Shall we travel to the Everglades and try some smelly swamp water?

Customers: Yeah! Let's do it. Brilliant! etc

Connie: Then let's go! Boat, take us to the Everglade swamps!

Comp Voice: Boat setting sail.

SFX Sailing noises

Scene 3

SFX of the swamp. Buzzing of mosquitoes, slow movement of water, buzz of heat haze.

Cyril: Poo-wee! This place certainly smells like a swamp...

Teresa: Loads of mosquitoes buzzing in the air.

Lynne: The water looks very murky.

Pauline: Oof, and it's so hot! I should have brought my sun hat this time.

Liv: Ok Connie, where looks like a good spot to take the sample?

Connie: Right, take your time and think science, Connie... hmmm, I need still water. Which place looks the swampiest...hmmm... ooh, that spot over there, surrounded by logs! There's lots of flies buzzing around it and a scum on top!

Steve: Good job, Connie! Let's all hop along those harmless-looking, normal logs to get to the spot.

Connie: You too, Adventurers!

SFX Ding

Adventurer: Keep your balance, everyone - we don't want to fall in that stinky swamp.

Adventurer: It's really slippery...

Adventurer: I'm pretty good at this! I should join the circus as a tightrope walker!

Adventurer: Whoa, whoa, steady does it...

SFX jumping on the logs, the sound of them in the water

Chris: Hang on, something's up with these logs...

Pat: They don't look normal or harmless to me...

Steve: This one's moving...

Ada: This one's a bit scaly...

Pauline: And this one has teeth... it's smiling at me!

Keith: That's because they're not logs... they're Crocodiles!

Customers: Argh! Oh no. They're going to eat us! etc

SFX Dun, Dun, Dun

SFX snapping crocs

Keith: Yaaaaow! Ones just bit my bum!

Pauline: Quick, Connie, get the sample.

Connie: Right you are!

SFX water slosh as sample is collected

Pauline: Now jump on their noses all the way back to the boat!

Steve: That will shut them up.

Keith: And protect our bums!

Connie: Adventurers, jump on these snapping crocs' snouts with us.

SFX Ding

Adventurer: Take that, croc features!

Adventurer: Keep those teeth away from me!

Adventurer: I hope it doesn't sneeze!

Lynne: We made it back to the boat!

Customers: Phew! I don't want to do that again. I was almost a toothpick! etc

Teresa: Test that sample, Connie

SFX button press and whirring, followed by the tick sound

Connie: We got it, we found the phage virus that can defeat the giant superbug in the lab below deck!

Liv: Brilliant! Every time scientists find a new phage like this, they learn more about which bacteria it can fight. That's exciting for people with Cystic Fibrosis, because it means we're one step closer to new ways of fighting off infections in our lungs!

Customers: Yay! Yippee! Good job everyone etc

Russ: Let's zap it with the growth ray and tell it what it needs to do!

Pat: But just once this time, Connie...

Connie: Haha well remembered, Pat. Let's do it.

SFX a zap followed by growing noises

Phage 2: Hello everyone! Pleased to meet ya! I box bad bacteria for breakfast!

SFX jabs of boxing gloves

Connie: That's great news, because we have a super bug below deck that you are the perfect match for. Will you defeat it for us?

SFX roaring of the bacteria

Phage 2: That roaring is them, is it? Then let me at 'em! I'll sort it out in no time! let's go!

Connie: Slow down a second, maybe we should talk it over and make a plan...

Phage 2: This phage doesn't need any plans! I'm born for this! Take that - pow, pow, pow!

SFX more jabs of boxing gloves

Connie: Well, if you're sure...

Phage 2: Oh, I'm sure... Let's get below deck and into this lab!

SFX footsteps of the customers as they go inside

Customers: Bit overconfident. I hope he knows what he's doing! etc

Connie: Join us next time to help the new phage defeat the big bad superbug, adventurers! See you soon.

Music: Armchair Adventures theme.

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