

Armchair Adventures: An Interactive Story Podcast For Kids

A Midsummer Night's Dream 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: G'day, afternoon or bonne nuit wherever you're listening from adventurers! The voices of this episode's special guest adventurers are...

The Adventurers say their names

Connie: Hi everyone!

Adventurers: Hi Connie!

Connie: You too can star in an episode of Armchair Adventures as one of our special guest adventurers. All you need to do is ask your grown up if you can join the Armchair Adventures Fanclub on patreon. Simply search Armchair Adventures on patreon.com.

Music: Armchairs Adventures theme to transition

SFX phone ringing

Scene 1

SFX nighttime forest sounds

Connie: Hi adventurers! The last time we met, we were in the world of A Midsummer Night's Dream, the magical and mischievous play by William Shakespeare. I have to make a presentation at school tonight, in front of all the parents, about some of the themes in the play.

Unc. Chris: ... a lesson or a message in a story!

Connie: Luckily, my Uncle Chris and his community theatre company are experts on Shakespeare! So, we came on an Armchair Adventure into the world of the play so that we can learn everything we need to! The themes we're looking for in the magical forest are mischief, magic, reversal...

Unc. Chris: ...Undoing a transformation and changing the thing back to how it started.

Connie: Exactly! And the last theme I need to learn about is Love.

Everyone says ahhhh

Connie: We have been meeting the characters from the play, including the master of mischief, Puck!

SFX wind rush and leaves rustling as Puck enters

Puck: You called? I am Puck. What fools these mortals be?

Connie: Puck and their boss, Oberon, the King of the fairies, put a spell on Oberon's wife Titania, the Queen of the fairies, so that she'd fall in love with the first creature she saw...

SFX twinkling magic

SFX Titania snoring and waking up

SFX donkey braying

Connie: And that creature was a man whose head has been changed into the head of a donkey!

Puck: Please, worry ye not, adventurers. Everything will be returned to how it should be, in good time!

Connie: Puck has also been using the love potion on other characters in the play, some lovers. But they put it on the wrong lover, so now it's all got very confusing about who loves who.

SFX four lovers squabbling in the distant forest

Connie: And we really need to find out about the last two themes very, very quickly!

Puck: Worry ye not. Come with me, I'll show you what happens next.

Scene 6

SFX Magical twinkly windchime sound

SFX footsteps

Dan: Here are those lovers we saw squabbling earlier.

Katie: Helena

Matthew: Hermia

Danny: Lysander

Habib: And Demetrius.

SFX Helena and Hermia's argument is further away from the listeners, who are with Connie and co and Puck

Helena: Injurious Hermia! Most ungrateful maid. Have you conspired?

Dan: (whispering) Helena thinks that her best friend Hermia is playing a trick on her. Helena thinks the two lads are pretending to love her.

Unc. Chris: And now she's getting angry!

Puck: Oops! Silly old Puck! I put the love potion in the wrong lover's eyes.

Hermia: I scorn you not, Helena! It seems that you scorn me.

SFX Helena and Hermia continue to argue

John: Eek, this is getting uncomfortable.

SFX rustling of leaves as Chris steps in

Chris: Woah, woah, woah! Please, Helena, Hermia, don't fight.

Katie: You're supposed to be friends!

Ann: Is it really worth it?

SFX two sets of footsteps coming closer in leaves

Hermia: Who are you?

Connie: We're... (goes to speak, but is interrupted).

Helena: Are you here to mock me, too? Is this you again, Hermia? Did you put them up to this?

Hermia: I am your friend, Helena.

Helena: Have you no modesty, no maiden shame?

SFX Helena runs at Hermia and they fight, pulling each other's hair

Danny: Oh, no! Fisticuffs!

Gary: Stop it!!

Julia: Separate them!

SFX rustling leaves as Dan rushes in

Dan: Come on now, don't fight, it'll all work out...

SFX They turn on Dan and start whacking him

Dan: Hey, get off! What did I do?! Stop hitting me!

Connie: Come on, please. That's enough!

SFX the pair separate, huffing and puffing and dusting themselves down

Helena: I will not trust you!

Hermia: I am amazed. And know not what to say.

Helena: I'm not listening to you anymore. I'm going this way and you must not follow me! Hmph.

Hermia: Don't you worry, I want to be far away from you, 'friend'. I'm going this way!!

SFX Hermia and Helena exit

Gary: Wow!

Matthew: That was awkward!

Oberon: This is thy negligence!

Unc. Chris: (whispering) Now Oberon is telling off Puck, because it's all their fault.

Puck: I mistook.

SFX Oberon exits in a flurry of rustling leaves

Connie: Puck, you have to sort this out!

Puck: I didn't do it on purpose!

John: But you have to fix it!

Michelle: Come on, Puck!

Puck: I will. The third theme you need to learn about is reversal, is it not?

Connie: Yes, changing things back to how they were.

Habib: Reversal is an important theme because it gives the play a happy ending!

Puck: Then come with me.

SFX footsteps

Puck: Here. Watch as these lovers lie down and sleep.

SFX further away, yawning and sleep sounds from 4 characters. Listeners are with Connie and co.

Puck: On the ground, sleep sound;
I'll apply to your eye, gentle lover, remedy.

SFX twinkly sound for magical potion application

Unc. Chris: A second attempt at putting the potion onto the squabbling characters' eyes.

John: Then they'll wake up loving who they should love.

SFX twinkly transformation

Everyone says ahhh

Unc. Chris: And Oberon undoes the love potion he put on his wife, Titania, too.

SFX twinkly sound for magical potion application

Katie: So that she'll no longer love a man with a donkey's head!

Ann: Listen!

SFX Oberon and Titania are further away, listeners are with Connie and co.

Oberon: Now, my Titania, wake you, my sweet Queen.

SFX twinkly transformation

Titania: My Oberon! What visions I have seen!

Chris: She thinks she dreamt that she was in love with a donkey! (laughs).

SFX Chris makes a donkey sound

The community theatre company laugh

Connie: So, we learned about reversal – putting things back to how they were. And now everything is as it should be. That's a relief!

Unc. Chris: Only one more theme to go. Love!

The community theatre say ahhhh

Connie: This is going to have to be really quick. My presentation will be starting any minute!

Puck: I've used my magic for good, rather than mischief, and now everyone loves who they should. So, for your final theme, love, we're going to see these four lovers get married!

Julia: Ooh yes!

Katie: That'll be nice!

Ann: I love a good wedding!

Matthew: Did I bring my fancy hat?

Dan: Do fairies wear hats at weddings?

Unc. Chris: I don't know, do you, adventurers? What do fairies wear to weddings?

SFX Ding

Adventurer: Glittery dresses!

Adventurer: Flowers in their hair.

Adventurer: Sparkly bow ties.

Adventurer: They plait leaves together to make their clothes.

Unc. Chris: Ooh, that sounds very smart!

Kim: Look! Here they all come...

Habib: Coupled up!

Michelle: Ready to tie the knot...

SFX wedding fanfare

Connie: (whispers) While the weddings take place, let's pause our journey of the imagination to hear from another podcast I think you'd like!

ADVERT

Connie: Let's get back to our journey of the imagination and see them all after they've been married!

Scene 7

SFX Magical twinkly windchime sound

SFX wedding bells

The community theatre say ahhhh

Julia: Ah, that was a lovely double wedding!

Connie: It was a very happy ending to the play! We learned about love with two pairs of lovers loving each other and nobody loving anybody who doesn't love them back!

The community theatre say ahhhh

Unc. Chris: Love's an important theme in Shakespeare's plays and in almost every other story.

Gary: Most people can understand it, they have felt love for or from someone.

Michelle: It makes sense to people of any age.

Julia: Love conquers all.

Chris: And it makes people do CRAZY things!

Dan: Tell me about it! I'm glad they stopped arguing and fighting, that was hard work!

Chris: I felt like a referee!

Dan: You weren't the one who got caught in the middle!

Ann: I'm happy everyone's friends again!

Julia: Yeah.

John: A Midsummer Night's Dream is a comedy and Shakespeare always gives his comedies a happy ending.

Kim: All's well that ends well!

Connie: And, now that we've seen our last theme played out, luuurve...

The community theatre say ahhh

Connie: ...I have everything I need for my presentation! Just in the nick of time!!

Unc. Chris: Fantastic! Do you feel ready for your presentation, now?

Connie: Definitely! I can't wait to get there to do it!

Unc. Chris: Then we should say goodbye to our friends. Puck, Oberon, everyone, thank you for having us in your magical world.

Oberon: We hope you enjoyed your time here.

The community theatre say 'we loved it'!

Unc. Chris: We did! Very much, thank you!

The community theatre say thanks

Unc. Chris: We'll leave you to the merriment.

Oberon: One last thing before you depart...

SFX Magical twinkling sounds

Puck: If we shadows have offended,
 Think but this, and all is mended,
 That you have but slumber'd here,
 While these visions did appear.

Dan: (whispering) Puck says that if we think the play was rubbish, just
 remember it was only a dream!

Matthew: A very fun dream it was, too.

Connie: We'd better go. I need to be at school for the presentation... NOW!

Scene 8

SFX applause at the school event

SFX Teacher at the presentation

Teacher: Hello, I'm Connie's teacher and I'd like to thank Connie for stepping in
 at the very last minute to talk to you about the themes of A Midsummer
 Night's Dream. Thank you, Connie.

Connie: Thanks, Miss.

Song: A Midsummer Night's Dream

SFX applause at the school event

The community theatre all cheer and clap

Connie: Thank you!

John: Your presentation included everything about the themes that we saw on our adventure.

Connie: It was a great way to learn more about the play!

Habib: It was wonderful to see the characters in their own world!

Ann: And to get involved in some of the action!

Connie: Yes, that was great! Thank you Uncle Chris, and thank you everyone from the community theatre company. I can't tell you how much you helped me prepare for my presentation.

Gary: You did a great job!

Connie: And now it's time to say goodbye to our journey of the imagination and get back to reality.

The community theatre all say goodbye

Connie: End. Call. Now.

SFX phone down

Connie: Lovely.

Music: Armchair Adventure's theme

Credits: This was a Made By Mortals production generously funded by the Arts Council of England.

THE END