

Story Trails: The Interviews
Episode 01: An Interview with Derek the Dragon

DEREK 1: (INTERVIEW 01)

SFX: MUSIC

NARRATOR: You're listening to Story Trails: the interviews - a micro-series preceding the complete series launch, by Beccy Stirrup.

SFX: MUSIC - FADES

SFX: CAFE (WOODLAND)

DEREK: What's that? You're so tiny - you need to speak up...
Oh... Derek. Derek the dragon. What's me job? Just told you, I'm a dragon.

(BEAT)

DEREK: Course it's an 'occupation'. Find treasure. Take it to lair. Job done. *Job*. Ergo... Occupation (sniffs). Do you have any treasure?

SFX: STOMACH RUMBLING

DEREK: Don't mind that... bit peckish... you look well fed...
yeah... Nice and plump...

(BEAT)

DEREK: What was that? The Guide wants to open up the trail for human tours? No, I hadn't heard. What do I think? I

don't know... A few humans might er... make a nice change to the er... menu, I mean to the view... the view... yes. Might have to clear up a bit though...

(BEAT)

DEREK: What, me?! I'll have you know that I *never* leave my dung lying around... no, that's er... that's some other... some other dragons... from somewhere... that do that. Not me.

SFX: STOMACH RUMBLES

DEREK: You want to come for my lunch? I mean lunch. Just lunch. Lunch that we *share*... Not that you'd *be my lunch*... No... No matter how tasty you look... Where are you going? Oh come back... I was only going to have a nibble!

SFX: FADE OUT

NARRATOR: You've been listening to Story Trails: the interviews - a micro-series preceding the full-series-launch of Story Trails: the ultimate package holiday - a podcast for grown-ups and children to enjoy together. This micro-series has been developed specifically to provide families with something fun to do during these tricky times. Each episode: introduces a character from the enchanted realm, gives you a creative mission that, should you choose to accept, may result in your wonderful creations being displayed on the story trails website, and includes a chapter from the latest draft of my book: The Not-Bird. Keep listening for this week's creative mission and the chapter from The Not Bird.

SFX: SOUND

NARRATOR: This week's creative mission is to create a dragon lair, complete with treasure. Then email pictures of your creations to: info@storytrails.co.uk and visit www.storytrails.co.uk to see your lairs displayed! Keep listening for this week's chapter from The Not Bird.

SFX: SOUND

NARRATOR: The Not Bird is intended for children from the ages of 8-10, but some younger and some older children may enjoy it. The story includes themes of family, separation, friendship and identity. Towards the end of the book, it also includes some violence and death. It is a journey of discovery and found-family. These chapters are taken from the latest draft of the novel (which has now been edited around 8 times). This draft will be edited again, involving some structural changes, suggested by the latest reviewer. I believe that the book is a good read as it stands, or I would not be sharing it here, but I also agree that the suggested changes will make it better - so I will be making them, and the published book will likely be a bit different to the one you hear here. I am reading this version to provide another source of entertainment and engagement during this time, and to engage any creative folk listening with the idea of editing. First drafts are rarely the final draft. Keep on working on your own creative endeavours and you will grow with the making.

SFX: SOUND

CHAPTER READING (If you would like the transcript for this part of the episode, please email info@storytrails.co.uk)

SFX: SOUND

NARRATOR:

I hope you've enjoyed this episode of Story Trails: the interviews. A micro-series preceding the upcoming series: Story Trails: the ultimate package holiday. This episode was created and acted by Beccy Stirrup, the wonderful music was provided by the talented King Rich. For a full list of sound effects and credits, please see the show notes. And thanks for coming on this journey with me, remember that words are magic, that's why putting letters in order, is called spelling.