

HOPE 1: (INTERVIEW 09)

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: WOODLAND

SFX: WALKING

HOPE: Oh hi? You really came out of nowhere then! Are you an explorer too?

(BEAT)

HOPE: Excuse me? You want to interview me? Why?

(BEAT)

HOPE: You what?

SFX: WALKING STOPS

HOPE: They're opening the way between worlds? (BEAT) Oh... Just thinking about it? Wow. That would be amazing! Oh... I'm Hope by the way. Hope the Boggle! I'm an explorer.

SFX: WALKING CONTINUES

HOPE: I've been exploring the enchanted trail for... Well I don't know how long! Did you just ask me what a Boggle is?

SFX: WALKING STOPS

HOPE: I suppose we are quite small to a creature like you... I came across Pan - that magicalist - and he tried to put me in a jar to 'keep me safe'. Keep me safe, I ask you!

SFX: WALKING CONTINUES

HOPE: Boggles live in rocks and pebbles and things like that. Not jars! We like painted stones best of all. My village thought that they were the only Boggles all across the enchanted trail until I began my expeditions!

SFX: WALKING STOPS

HOPE: You know, I wonder if there are any boggles in the human world? Now that really would be exploring... Going to the human realm... You know, I think I might petition the council. Better go! Think I can hear Pan coming!

SFX: RUNNING AWAY

SFX: WOODLAND 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 decorate a rock or stone. If you leave it out, a boggle might move in. Boggles make great neighbours! Take pictures of your creations and send them to: info@storytrails.co.uk or tweet to @StoryTrailsUK - remember to keep checking the website to see your work displayed at www.storytrails.co.uk. And 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 and the published book will likely be a bit different to the one you hear here. I hope you enjoy the following chapter.

SFX: SOUND

CHAPTER READING

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.