



Hope Travels, A Story Trails Production, Episode 3: Connections

NARRATOR: Hope Travels, a Story Trails Production episode three
Connections

HOPE: Dear journal, me again! Today I decided to visit Airedale
(sniffs) - sorry, think I might be coming down with something...
or maybe... anyway. I used a TRAIN this time. That's a special
long metal dragon-like thing. It made a sort of ch ch ch ch,
sound, which I quite liked.

BEAT

HOPE CONT: So big though... Everything in this world is, so, so big. I'm
used to being one of the smallest. But this is... different. No
other boggles to be small with.

BEAT

HOPE CONT: Maybe it's my discovery that's making me feel like this.
(Sigh) I had a go at one of the magic boxes. The big ones. No
one was looking so I tried it out. I had to jump from one
letter to another to spell out what I wanted... I looked up
'plaaastic'. You won't believe what I found. About plastic.

BEAT

HOPE CONT: (sighs) There's too much of it. Maybe that's why I found that
big pile on the ground... there's just too much? And so much of
it is going into the rivers and the seas. I don't understand
why humans are still making it. They don't seem to know what
to do. It explains a lot. The way I've felt tired... There is
so much story-magic here, I shouldn't feel tired at all. But I
am. Exhausted.

BEAT

HOPE CONT: Everything's connected. Everything. If one part of the world
is hurting, then the rest hurts too. If the human world is
hurting, then the enchanted place hurts too. We should never
have closed the gateways. We need humans and they need us. I
know it how it sounds, but it's like how trees help each other.
When one is poorly the others send it food through that
connection they all have. But what if the whole forest is
poorly - what then. That's the human world now. It's all
just... not well.

BEAT

HOPE CONT: After I looked up plastic, I found other problems. Problems
with the environment. So, then I found some books and did some
reading. It's a really big problem. So big, I'm not sure what
a boggle like me could do about it. I'm so small. I don't
even understand this world. What could I do to help?

BEAT

HOPE CONT: Maybe I should just go home. (sniffs)



BEAT

HOPE CONT: What would you do? What can anyone do about such a big problem? It all just feels... too much. Too big. Too impossible. I think I might have a little sleep now. If you have any ideas, I'd love to hear them.

END

Narrator: You've been listening to Hope Travels, an audio series funded as part of WordFest and Festival of the Earth, led by Wakefield Council through Creative Wakefield until October 2021 across the Wakefield district.

Hope Travels has been written, acted and produced by Beccy Dye (nee Stirrup) of Story Trails. See the Show Notes for a full list of sound effects, and a link to the episode script.

Hope is right that the environment is in trouble. But I don't think she's right that she can't do anything about it. Maybe you could help Hope by letting her know what you can do to help the environment...

Tweet @StoryTrailsUK or email info@storytrails.co.uk with your ideas or words of encouragement, and we'll pass the message on! If you're a small human, remember to ask a grown-up to help.

Join us for Hope's next adventure, as she starts to find herself again (despite a sticky situation)!

If you're enjoying Hope Travels, remember to book your place for the live storytelling show of Hope Returns across Wakefield libraries and in the WX all of this half-term!

Check out the storytrails website for more information:
www.storytrails.co.uk

Remember, a little hope can go a long way.

Episode One Sound Effects:

- **Library ambience:**
<https://freesound.org/people/Hourofmidnight/sounds/325672/Hourofmidnight, October 22nd, 2015>
- **Magic Diary on/off:**
<https://freesound.org/people/smokinghotdog/sounds/584244/smokinghotdog, August 21st, 2021>