[whistle]

Speakers: Lingokids.

[background music]

Elliot: Cowy will never find us here.

Lisa: Yes, Billy found us the perfect hiding spot.

Billy: [chirps]

Speaker 3: Billy says thanks. He is a hide-and-seek expert.

Lisa: Shh, be quiet, or Cowy will find us.

Speaker 3: Welcome to Stories for Kids by Lingokids, where we discover fascinating facts about the world around us and the fun of play learning. This is part three of a four-part story series about Cowy and her new Al friend, Penelope. In today's episode, the friends are playing hide and seek when Cowy runs into a problem that her Al friend cannot solve. What will she do? Let's find out.

Lisa: I have a question.

Elliot: Okay, but ask it quietly. Remember, we're hiding.

Lisa: Oh, right. Do you like hiding or seeking more?

Elliot: Oh, definitely hiding. I like being super sneaky.

Lisa: I like seeking the best, because I love to find my friends. What about you,

Billy?

Billy: [chirps]

Speaker 3: Billy says he usually likes hiding and seeking, but not today.

Lisa: Why not? What's wrong, Billy?

Elliot: Yes, Billy, what's wrong?

Billy: [chirps]

Speaker 3: Oh, Billy is feeling upset because Cowy said that her Al friend Penelope was the perfect friend. He's worried that makes him the not-so-perfect friend.

Lisa: Well, I don't think Penelope is perfect at all. She's just a computer program. She doesn't have hands, feet, or even a heart. She's not real.

Speaker 3: That's a good point, Lisa. Al is made by people, but it is not a person. It's a computer program.

Elliot: Penelope does seem to know a lot of things. Maybe that's why Cowy likes her

so much.

Billy: [chirps]

Speaker 3: Billy says that Penelope can fix anything. Penelope does have a lot of information, but she can't really fix without someone to--

Elliot: Cowy really likes Penelope's jokes.

Lisa: She likes Penelope's music better than mine.

Billy: [chirps]

Speaker 3: Billy says that Cowy likes Penelope better than us. Billy, I can understand why you feel that way, but remember that Penelope is just a program--

Cowy: Found you, found you.

Lisa: It's Cowy. Run, run, everyone.

[laughter]

Cowy: Tag. You're it, Elliot.

Elliot: How did you find us, Cowy?

Lisa: Yes, Billy found us the best hiding place.

Cowy: It was easy. Penelope helped me.

Lisa: Penelope strikes again.

Elliot: Really? She doesn't have eyes or feet.

Cowy: Oh, she doesn't need them. I just asked Penelope to tell me where good hiding places are in the park, and it worked.

[buzzing sound]

Did you hear that?

Elliot: I did. It sounds like a--

Cowy: Wait, I'll ask Penelope. Okay, Penelope, what is this sound?

Speaker 3: Cowy, you may want to look up from the screen. I think there's a--

Elliot: Cowy, watch out.

Cowy: Ouch.

Lisa: Oh, no. Cowy, did you get stung?

Cowy: [sobs]

Elliot: Poor Cowy, bee stings hurt.

Speaker 3: Are you okay, Cowy? Billy says not to worry. We will all help you.

Cowy: Penelope will know what to do. Okay, Penelope, I got stung by a bee. Help

me.

Penelope: Sure. First, check first a stinger and remove it carefully.

Lisa: On it. I don't see a stinger in there, Cowy, and I'm looking really carefully.

Speaker 3: Good job Lisa.

Penelope: Next, put ice on the sting to stop swelling.

Cowy: Penelope, I don't have any ice. There's no ice in the park.

Elliot: I'll find some ice. Don't worry, Cowy, I'll be right back.

Speaker 3: Cowy, I'm sorry you got stung, but luckily, you are not allergic to bee

stings, and your friends will take good care of you.

Billy: [chirps]

Speaker 3: Oh, it sounds like Billy has a joke to cheer you up. Do you want to hear

it?

Cowy: Okay, I do like jokes.

Billy: [chirps]

Speaker 3: What do you call a train that sneezes?

Cowy: I don't know. What?

Billy: [chirps]

Speaker 3: A choo choo train.

[train sounds]

Cowy: [chuckles] I get it, because a sneeze goes achoo, and the train goes choo

choo.

[train sounds]

Billy: [chirps]

Cowy: That was a funny one, Billy.

Elliot: Ice. Ice, where can I find ice in the park? Think. The ice cream cart. I have an

idea.

Speaker 3: Look, Cowy, here comes Elliot, and it looks like he found ice.

Elliot: Here you go, Cowy. It's really cold.

Cowy: Thanks, Elliot.

Elliot: Is the ice helping?

Cowy: Yes, it helps a lot.

Elliot: I know something else that will help.

Cowy: You do?

Elliot: A hug. Come on, everyone, Cowy needs a hug.

Cowy: Yes, bring it in, people. That did help. The sting is not as stingy anymore. I

forgot how much I like hugs.

Elliot: Does that mean you like us?

Cowy: What do you mean? Of course, I like you. You are my best friends.

Billy: Are you sure? Even if we're not perfect?

Cowy: Perfect?

Billy: [chirps]

Speaker 3: I think Billy was feeling sad because you called Penelope the perfect

friend.

Cowy: Oh.

Speaker 3: That made Billy and the others feel, well, not so perfect.

Cowy: Oh, I didn't mean it like that. It's just that Penelope's really amazing.

Billy: She didn't figure out where to get ice, Elliot did.

Cowy: That's true. Actually, Elliot, how did you find ice?

Elliot: Simple. I found an ice cream cart in the park, and the ice cream man gave it

to me.

Billy: [chirps]

Speaker 3: Billy says that was pretty intelligent, and it was also very caring, Elliot.

Lisa: See? Like a real friend, not like some Penelope. You don't even need

Penelope. You have us.

Cowy: Yes, but sometimes you don't want to play, and Penelope's always there.

Lisa: That's exactly why she's getting on our nerves.

Elliot: Everybody, everybody, I have another really good idea.

Speaker 3: What is it, Elliot?

Elliot: We should stop arguing and go get ice cream.

Cowy: Elliot, you are full of ideas today. Let's go. Come on, Penelope.

Speaker 3: Lingokids listeners, when Cowy got stung by a bee, she needed her real friends to help, and she found out that playing with her AI program all the time was upsetting her friends. Cowy loves her friends, but she also really likes using AI. What will she do? Let's see how it ends in the fourth and final episode. If you are ready for interactive play learning time, explore our Lingokids app.

It offers fun and educational songs, and games to help kids ages two and older learn and develop important skills, such as communication, collaboration, critical thinking, and creativity. That's the power of play learning. See you in our next episode.

[00:08:29] [END OF AUDIO]