

Introduction

Two short radio plays to help students understand tobacco-use prevention issues. We start with “Welcome to the Tobacco Carnival” where two young people watch as others try their luck on the tobacco wheel of fortune. Then we have the light-hearted “Adventures of Rex and Tippy”, Rex learns that his canine friend Tippy has lost the use of his smeller.

For step-by-step instructions on how to perform a radio play with students, refer to the “Radio Theater Cookbook, Recipes for the Imagination,” available from the Raven Radio Theater of the Air! This script is published with the following materials and information to help you prepare your students for their own radio drama presentation.

Master CD - a CD that contains the pre-recorded music and sound effects segments you will need to perform this play.

Master CD Index - lists the music and sound effect segments on the Master CD, their duration, and instructions.

Character List - tells you which characters are in the play, how many lines each one has, and which pages of the script to duplicate for each character.

Sound Effects Suggestions - ideas for finding or building the mechanical sound effects you will need to perform the play.

“Get-Ready” Cards - a master set of cue cards that you can copy onto card stock and use during the performance to cue sound effects crew.

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The Raven Radio Theater/Calling Crane Publishing offers a wide variety of scripts and books on radio theater and storytelling. If you would like more information or see our catalog on-line:

The Raven Radio Theater/Calling Crane Publishing
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Duplicating and Character List

"The Adventures of Rex and Tippy"

Announcer	Introduces play	7 lines	pp. 1, 4
Rex	A dog	21 lines	full script
Tippy	A dog	14 lines	full script
Doctor	Veterinarian	26 lines	full script

Master CD Index

With the music/sound effects *master CD* for "The Adventures of Rex and Tippy", you will be able to add audio texture and excitement to your radio drama production. The *master CD* includes **in sequence** the music and sound effects selections listed below. Record an individual cassette tape for **each** selection which will then be used at the appropriate time when performing and recording your radio play.

Master CD Segments

14. Theme music
15. City Street
16. Theme music

CLIPPITY-CLOP! SPLASH! PLOP! CRASH! BANG! WHOOSH!

Sound Effects

Bicycle - Place a bicycle upside down on the sound effects table and operate moving the mic closer and farther away to create illusion of bike passing by.

Footsteps - Walk in place or hold a pair of shoes with the hands and “walk” on a table. It is important to get a realistic rhythm to the footsteps. If walking in place, a “heel to toe” step is best but takes practice to master.

For footsteps inside use hard-soled shoes (leather are best) on a piece of plywood.

For the dogs steps use your own fingernails against a hard surface close to the mic.

Click of Light - Find a light switch that makes a loud click when used.

X-Ray - You can get discarded x-ray from a doctor or a hospital. When handled it makes a very distinctive sound.

Door - There was always a framed, half-size door in all the old radio drama studios. It either sat on a table top or, if larger, had castors so it could be easily moved around. The bigger the door and heavier the frame, such as one made of hardwood, the more realistic the sound it made. The handle was just a shade loose, so that it could be rattled a little as the door was opened. A variety of other door fittings were often installed on the door and frame including a lifting-type latch, a bolt, a knocker, etc. Sometimes the door doubled for window sounds with a sash window set in the back of the boxed frame.

If you build your own sound-door, or have a parent or local business donate one, it can be used over and over again in future radio drama productions.

Another solution is simply to use a real door close enough to be picked up by a microphone.

BICYCLE

Approach / Pass by / Fade-Away

STEPS (2 dogs & 1 woman)

Wait for Cue!

CLICK OF LIGHT

HANDLING X-RAY

Wait for Cue!

HANDLING X-RAY

Wait for Cue!

CLICK OF LIGHT

STEPS (2 dogs)

Wait for Cue!

DOOR OPEN & CLOSE

Duplicating and Character List

Welcome to the Tobacco Carnival

Kyle	Young person at a carnival	5 lines	p. 1-3
Cindy	Young person at a carnival	3 lines	p. 1-3
Barker #1	Carnival operator	4 lines	p. 1
Barker #2	Carnival operator	20 lines	p. 1-3
Man Sucker	Volunteer for carnival game	1 line	p. 1
Woman Sucker	Volunteer for carnival game	2 lines	p. 2

Master CD Index

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Master CD Segments

13. Carnival midway

1. Theme Music 9:00

CLIPPITY-CLOP! SPLASH! PLOP! CRASH! BANG! WHOOSH!

Sound Effects

Footsteps - Footsteps (most types) - Walk in place or hold a pair of shoes with the hands and “walk” on a table. It is important to get a realistic rhythm to the footsteps. If walking in place, a “heel to toe” step is best but takes practice to master.

For footsteps on gravel use a tray with medium to small gravel on it.

Coins - Buy fifteen or so 2” washers from the hardware store and drop them from above into a hand held against the stomach.

Wheel of Fortune - Cut a round disk out of plywood (the larger the better for a realistic sound) and suspend it on stand with an axle through center so it can rotate easily. Hammer nails at regular intervals around the circumference of the disk so that the nails brush against a playing card or piece of plastic at the top or bottom of the frame. You can also use a lazy-Susan operated horizontally or an old bicycle placed upside down on the sound effects table with a piece of plastic or a playing card held against the spokes of the front wheel. (A bicycle could also be used for “The Adventures of Tippy and Rex.”)

FOOTSTEPS (Gravel)

Wait for Cue!

FOOTSTEPS (Gravel)

Wait for Cue!

COINS

WHEEL OF FORTUNE

Wait for Cue!

COINS

WHEEL OF FORTUNE

FOOTSTEPS (Gravel)

“Welcome to the Tobacco Carnival”

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FADE-IN CARNIVAL MIDWAY

fade-in steps on gravel

Kyle: Boy, this is some carnival, Cindy?

Cindy: Yeah, they sure have a lot of things to look at.

more steps and stop

Barker #1: Come inside, everyone, see the amazing Joe Camel. He is no ordinary dromedary. No sir, ladies and gentlemen! This amazing camel can play the saxophone. He can shoot pool and fly a helicopter. Come inside and watch him smoke a real cigarette. I guarantee you won't believe your eyes! Only \$2 to witness this marvel of the natural world.

Kyle: What do you think? Want to go inside?

Cindy: No, it's just a stupid freak show for kids. Let's go.

more steps on gravel

Kyle: Look, there's something going on over there. Let's go see what it is.

steps in gravel and then stop

Barker #2: (voice gets louder as Kyle and Cindy approach) Step right up, ladies and gentlemen, and try your luck on the Tobacco Wheel of Fortune. You there, mister, do you want to look cool and win all the girls? Of course you do! A mere two dollars is all it takes.

Man Sucker: Yeah, sure, I'll try my luck. Here's my money.

coins being poured into palm of hand