

MAKING WAVES: PLANNING PACKET

“What is an effective radio broadcast?”

Step 1: [Rubric Creation](#)

Step 2: [Script Creation](#)

1. Listen to Colton Shone’s three radio broadcasts, one at a time, and complete the three tables below.

- Features: List a feature that that should be included in an effective radio broadcast.
- Evidence: Describe how the radio broadcast has included the feature. Your description can be in your own words or in direct quotes. (Make sure that each feature’s number matches up to the same number for evidence.)

2. After, call upon all of your information in order to create a [definitive list](#) of features that should be included in an effective radio broadcast. Once each group has shared their information with the class, the teacher will synthesize all of the work in order to create a project rubric.

Arizona Scream Farm

Features	Evidence
1. Feature	1. Evidence

Cruise Ship Mystery

Features	Evidence
1. Feature	1. Evidence

Shrek Comes to Phoenix

Features	Evidence
1. Feature	1. Evidence

Definitive List

Features

At this point in time, the teacher will synthesize all of the student work in order to create a project rubric.

- 1.** Choose a historical event. Find two noticeably different written accounts of the event. The teacher must approve of both the event and the accounts.
- 2.** Synthesize the information from the two accounts in order to create an on location radio broadcast of the event. Refer to the project rubric for requirements.
- 2a.** Before recording your broadcast in GarageBand, create a script. Refer to the sample script (below) for guidance. The teacher must approve of your script prior to its recording.

Your Script

How to Write a Script

Mr. Cooper: When you write a script, you should always begin by typing, bolding, and underlining the name of the person who is speaking. Then you can type what you want them to say.

Caroline: Mr. Cooper, what should I do when it is a new character's turn to speak?

Mr. Cooper: That's a great question, Caroline. Make sure to hit the Enter or Return button twice. Then type the new character's name, bold it, underline it, and type what you want that character to say.

Andrew: (*confused*) What if you want to make sure a character says something in a particular way? For example, what if the character is frightened?

Mr. Cooper: If a character is sad, scared, happy, or any other emotion, you can put that emotion in parenthesis and italicize it right after the character's name. That way, the character knows how to say his or her line properly.

Katie: (*excitedly*) I'm so excited to do this project, Mr. Cooper!

Riley: (*impatiently*) Wait a minute. What if you just want there to be a sound effect or music? How do you show that?

[The fire alarm sounds.]

Mr. Cooper: When you want there to be a sound or music, simply hit Enter or Return two times, and then place the sound effect or music inside brackets in bold print. Then hit Return or Enter twice again for another character to speak. Boys and girls, we better line up for our fire drill now.

Emma: (*yawning*) Not another fire drill!

[Musical interlude]

Radio Announcer: We are now back from our fire drill.

Mr. Cooper: One thing to keep in mind is that when you type a script, you type the characters' names, not your names. For example, if one of your character's names is Lloyd, type "Lloyd". If Mason is going to be the voice of Lloyd, do not type Mason's name. Mason will just need to remember that he needs to speak when he sees Lloyd's name.

[Chatter and excitement in the classroom]

Sean: I think I'm ready to start working now, Mr. Cooper!

Mr. Cooper: (*excitedly*) Ok, get started fourth graders!