

Create Your Own Radio Play!

Year 1-2

- How Actors Train Their Voices For Animated Movies | Movies Insider - https://www.youtube.com/watch?v=qwptXx_2Fq4
- The Peanuts Movie: Voice Recording Behind the Scenes - Kid Actors Voices - <https://www.youtube.com/watch?v=-Dy4aqb4w6w>
- Radio Plays BTN - <https://www.abc.net.au/btn/classroom/radio-plays/10532028>
- The Magic of Making Sound - https://www.youtube.com/watch?v=UO3N_PRlgX0
- Special Effects and Sound BBC - <https://www.bbc.co.uk/programmes/p01gl7wc>
- Foley artist shows how sounds effects are made - <https://www.youtube.com/watch?v=E0pOLuklB4s>
- Where the Sounds From the World's Favorite Movies Are Born | WIRED - <https://www.youtube.com/watch?v=0GPGfDCZ1EE>

A **radio drama** (*audio or radio play, dramatized audiobook*) is a live or recorded performance of voice actors without any visual elements. It is usually heard on radio or published as audiobook. Radio drama is often described as "cinema for the ears" by painting a mental picture of the story. It does this by making use of talented voice actors, music scores and sound effects, produced by 'Foley artists', to create atmosphere. It had its greatest popularity in the Golden Age of Radio, before television was introduced.

A **Foley artist** is a person who creates sounds for film, video, and other media such as radio dramas during or after production to enhance audio quality. They replace or create sounds that cannot properly be recorded on set. These sounds include anything from the swishing of clothing, the breaking of glass, footsteps, or squeaking doors.

It is up to you to create your own Radio Play!

Record the provided script with your own dialogue, meaning, re-write the characters lines to make them sound better! You must use your acting skills to come up with different voices for each character, as well as using your voice to bring the correct emotions to the situations the characters are in. The more creative with your dialogue and expression, the higher your grade!

You must also experiment with and use items around the house to create Foley sounds to support your story (e.g. sound of straw house being blown over). The more sounds you can create, and the more realistic they are, the better!