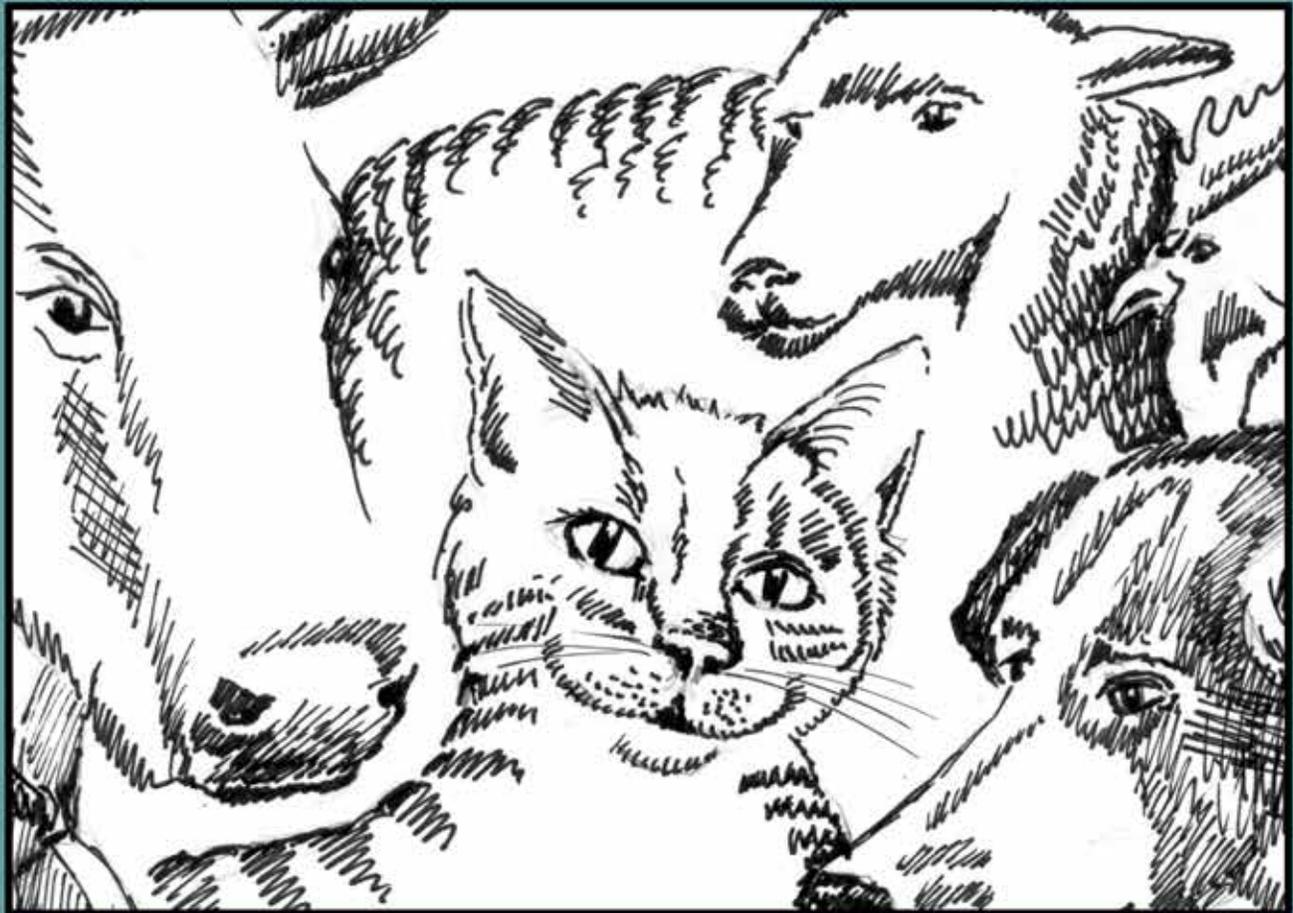


**The Raven Radio Theater Presents!**

# **The Noisy Night Visitors**



Written by Joe McHugh

# Introduction

The *Noisy Night Visitors* is a wonderful play to perform with beginning readers. A mother and her four children decide to leave the city and build a new home in the country. The children decide they would like animals on their farm, but what to do with them when a terrible storm comes.

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 theater presentation.

**Mp3 Playlist** - lists the Mp3 music and sound effect segments that is included with your script, 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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**[www.ravenradiotheater.com](http://www.ravenradiotheater.com)**

# **“Noisy Night Visitors”**

## **Character List**

<b>Announcer</b>	10 lines	Radio show announcer
<b>Narrator</b>	46 lines	Storyteller for the play
<b>Mother</b>	22 lines	The children’s mother
<b>Cindy</b>	17 lines	Young child
<b>Bob</b>	13 lines	Young child
<b>Dennis</b>	12 lines	Young child
<b>Robin</b>	14 lines	Young child
<b>Chickens</b>	3 lines	2 or 3 chickens needed cluck
<b>Dog</b>	3 lines	Family dog bark
<b>Cat</b>	3 lines	Family cat meow
<b>Cow</b>	3 lines	Family cow mooooo
<b>Sheep</b>	3 lines	2 or 3 sheep needed baaaa
<b>Rooster</b>	1 lines	Cock a doodle do

**Casting Notes:** There are 7 speaking parts in “Noisy Night Visitors” and 8-10 animal parts. Having a strong reader for the part of the Narrator can be very helpful as it helps establish the timing and expression of the young readers. Remember you are casting by voice alone, not by appearance. Become familiar with the script and try and match the reader to the voice of the character. The idea is to inspire the readers to bring as much life to their characters and the action of the story as possible. You will need 8 to 10 students for the sound effects crew.

# Duplicating List

<b>Announcer</b>	pages 1,9-10
<b>Narrator</b>	Full Script
<b>Mother</b>	Full Script
<b>Cindy</b>	Full Script
<b>Bob</b>	Full Script
<b>Dennis</b>	Full Script
<b>Robin</b>	Full Script
<b>Chickens</b>	pages 5-8
<b>Dog</b>	pages 5-8
<b>Cat</b>	pages 5-8
<b>Cow</b>	pages 5-8
<b>Sheep</b>	pages 5-8
<b>Rooster</b>	pages 5-8

## Mp3 Playlist

With the music/sound effects Mp3 files for “Noisy Night Visitors”, you will be able to add audio texture and excitement to your radio theater production. The Mp3 playlist includes in sequence the music and sound effects selections listed below as they are numbered in the script.

- 1. THEME MUSIC**
- 2. CITY SOUNDS**
- 3. BIRDS**
- 4. BIRDS**
- 5. RAIN**
- 6. BIRDS**
- 7. THEME MUSIC**

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

# Sound Effects

**Animals** - Many animals sounds such as a cat and a dog can be made vocally with a little practice.

**Shuffling Cards** - Shuffling cards is a very distinctive sound. Use any standard playing cards.

**Digging Dirt** - This effect is done by using one or more small garden hand trowels and a shoe box-size container of dirt. Put some pebbles in with the dirt to make more sound. With a mic nearby, repeatedly push the trowel slowly into the dirt, lifting some up and pouring it back, to simulate the sound of a large shovel digging in hard ground. Be careful not to hit the sides of the box while you do this.

**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 inside use hard-soled shoes (leather are best) on a piece of plywood. For footsteps on gravel use a tray with medium to small gravel on it.

**Sawing** - Take a small hand saw and a scrap of wood. Lightly just to make sound, not to cut, move the saw back and forth across the wood.

**Nailing and Hammering**- Pre-set long nails into a scrap of wood. Hit the nails as you would hear on a building site.

**Pouring Paint** - Take a pitcher and fill it with water. Pour contents into a metal can. Experiment. Try buttermilk, it might have a thicker consistency.

**Plates and Silverware** - Porcelain plates and metal silverware are the best for this effect. Clear dishes as you would from the table, then place them in a dishpan 1/2 full of water. Move dishes around in the water to achieve acquired effect.

**Hinges** - Various kinds of hinges may be mounted individually on two small blocks of wood. Only hinges that are rusty or bind when twisted will make any noise. A smooth-working or well-oiled hinge is useless. Add a cow bell for the bell 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.

**Thunder** - Go to a sheet metal shop and try different pieces of scrap metal until you get one that makes exactly the sound you want (18 gauge works well). Bolt a piece of wood along the top and a piece of leather for a handle to the bottom. You can hang the thunder-sheet or have it held up by two people while a third shakes it. (Be careful when laying it down afterwards you don't make any unwanted noise.) Students who handle the thunder-sheet should wear leather work gloves as sheet metal often has sharp edges.

Another way to make thunder is to buy some lead shot from a sporting/hunting goods store ("OO-buck" is best). Put a handful into a heavy balloon and blow it up. Shake the balloon next to the mic to simulate thunder. A little practice will get it right. If you shake it too hard the balloon may break.

**Wind** - A "wind machine" is made by hanging a piece of heavy canvas with lead fishing sinkers sewn in a seam along one end over a large, cylinder made of wooden slats and turned on a frame with a hand crank. The rubbing of the canvas against the slats makes the sound of wind.

You can also simulate wind by pulling a length of silk-like material across two or three upright wooden boards. The strength of the wind can be increased or decreased by varying the amount of drag. For wind in the trees agitate a handful of old recording tape in front of the microphone

**Crash** - Experiment with different items and use your imagination! Stack up a lot of cans and push them over when the sound of crash is needed. A carpeted floor changes the sound. Fill a metal box with nuts, bolts, various metal objects and drop it to simulate the crash.

p. 1-2

**SHUFFLING CARDS**  
**FOOTSTEPS** Approach

1

*Wait for Cue!*

**DEALING CARDS**  
**FOOTSTEPS** Fade Away

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p. 3

**DIGGING**

2

*Wait for Cue!*

**SAWING**

*Wait for Cue!*

**HAMMERING**

*Wait for Cue!*

**POURING PAINT**

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p. 3-4

3

**DISHES PICKED UP**  
**DISHES WASHED**

p. 4-5

**DIGGING**

4

*Wait for Cue!*

**SAWING**

*Wait for Cue!*

**HAMMERING**

*Wait for Cue!*

**POURING PAINT**

*Wait for Cue!*

**GATE/BELL**

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p. 5-6

**WIND** ENTIRE SCENE

5

*Wait for Cue!*

**THUNDER** ENTIRE SCENE

**KNOCK ON DOOR**

**FOOTSTEPS**

*Wait for Cue!*

**DOOR OPENS/CLOSE**

**FOOTSTEPS**

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p. 6

6

**KNOCK ON DOOR**

**FOOTSTEPS**

*Wait for Cue!*

**DOOR OPENS/CLOSE**

**FOOTSTEPS**

p. 6-7

**KNOCK ON DOOR  
FOOTSTEPS**

7

*Wait for Cue!*

**DOOR OPENS/CLOSE  
FOOTSTEPS  
COWBELL**

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p. 7

**KNOCK ON DOOR  
FOOTSTEPS**

8

*Wait for Cue!*

**DOOR OPENS/CLOSE  
FOOTSTEPS**

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p. 8-9

**CRASH  
CLAPPING HANDS**

9

*Wait for Cue!*

**DOOR CLOSES**

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# DIGGING

*Wait for Cue!*

# SAWING

*Wait for Cue!*

# HAMMERING

*Wait for Cue!*

# POURING PAINT

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## THE NOISY NIGHT VISITORS

### CUE CARDS

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# The Noisy Night Visitors

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**Announcer:** Welcome ladies and gentlemen to the Raven Radio Theater of the Air and our exciting radio drama, The Noisy Night Visitors. Today's play was written by Joe McHugh and is brought to you by the (name of class and school).

So now sit back, listen carefully, and let your imagination be your guide as we present, The Noisy Night Visitors.

**1**

**FADE-IN THEME MUSIC**

**Narrator:** There once was a woman who had four children whose names were Cindy, Robin, Dennis, and Bob.

**2**

**FADE-OUT THEME MUSIC**

**FADE-IN CITY SOUNDS**

**Narrator:** The mother and children lived in the city in a small cramped apartment on a busy street above a shoe repair shop. It was always noisy and the air was filled with stinky fumes from all the cars, trucks, and buses that passed by. There was also no place fun for the children to play and all they did was go to school, watch television, and do homework.

**Cindy:** I'm bored.

**Bob:** We could watch television, Cindy.

**Cindy:** I'm sick of TV.

**Dennis:** Then let's play a computer game.

**Robin:** Why don't we play horses?

**Bob:** There's not enough room to run around.

**Cindy:** Then let's play cards.

**Dennis:** Okay. You shuffle.

**shuffling of cards**

**footsteps approach and stop**

**Mother:** Have you children started your homework yet?

**Bob:** We'll do it after we finish playing cards, Mom.

**Mother:** Okay but first I have some big news to tell you.

**pause shuffling cards**

**Cindy:** What kind of news, Mom?

**Mother:** We're moving to the country.

**Bob:** You mean we're leaving the city. Mom?

**Mother:** Exactly.

**Robin:** Hooray!

**Dennis:** Does that mean we'll have to go to a new school?

**Cindy:** I don't care. I want to live in the country.

**Robin:** Me too.

**Mother:** I've been saving up our money and I bought a small plot of land but there's no house on it.

**Dennis:** No house? Then where will we live?

**Mother:** We'll have to build a house.

**Cindy:** But I don't know how to build a house.

**Mother:** None of us do, Cindy. We'll just have to learn.

**Bob:** I always wanted to build house. It'll be fun.

**Robin:** When do we get to see the land, Mom?

**Mother:** I'll take you to see it this weekend. Now finish your game and then get to your homework.

**begin dealing cards**  
**footsteps fade-away**

**Cindy:** When do we get to see the new land, Mom?

**Mother:** I'll take you to see it this weekend.

**Robin:** I think the change will do us good, Mom.

**fade-out dealing cards**

**3**

**FADE-OUT CITY SOUNDS**

**FADE-IN BIRDS**

**Narrator:** On Saturday the children went with their mother to see the land. It was beautiful. There were tall trees to climb, a field covered with tall grass and wild flowers, and a little brook that made a bubbling sound. They set up a big tent to live in and soon set about building a house.

Dennis dug the dirt for the foundation with his shovel.

**fade-in and out digging**

**Narrator:** And Cindy cut the boards for the house with her saw.

**fade-in and out sawing**

**Narrator:** And Bob nailed the boards together with his hammer to make the walls and the roof.

**fade-in and out nailing**

**Narrator:** And Robin poured the paint into a large bucket and painted the house with her paint brush.

**pouring of paint**

**FADE-OUT BIRDS**

**Narrator:** At last the house was done and they moved in. Then one evening, just after supper while they were clearing the table of the plates and silverware and washing the dishes, the children asked their mother if they could have some animals.

**fade-in handling of dishes and silverware and washing of dishes**