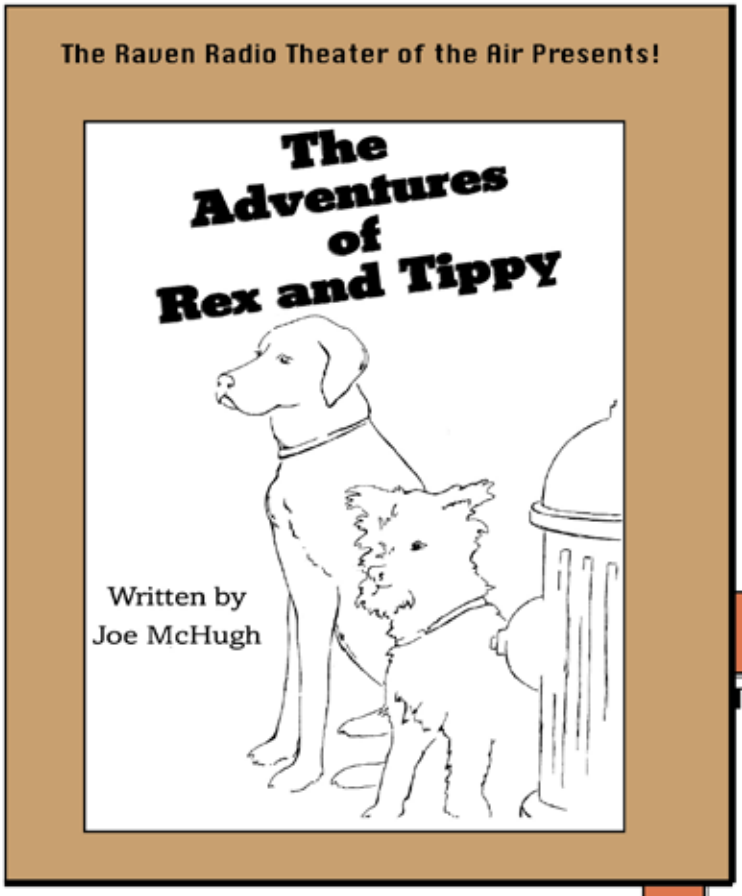
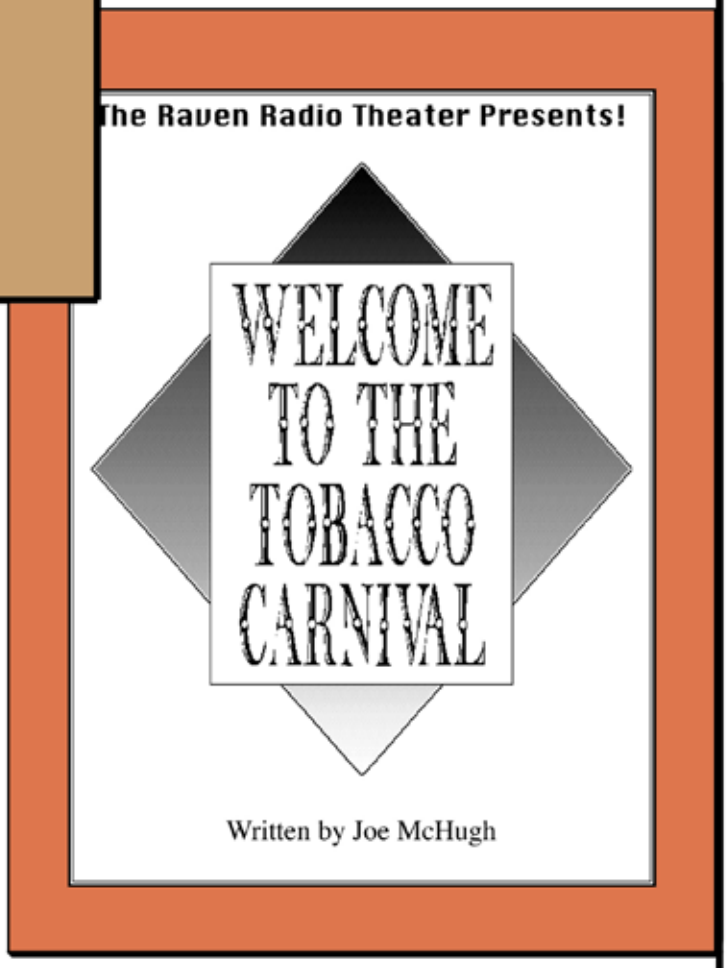
# The Raven Radio Theater Presents!




Radio Drama Scripts for Tobacco-Use Prevention



# 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.

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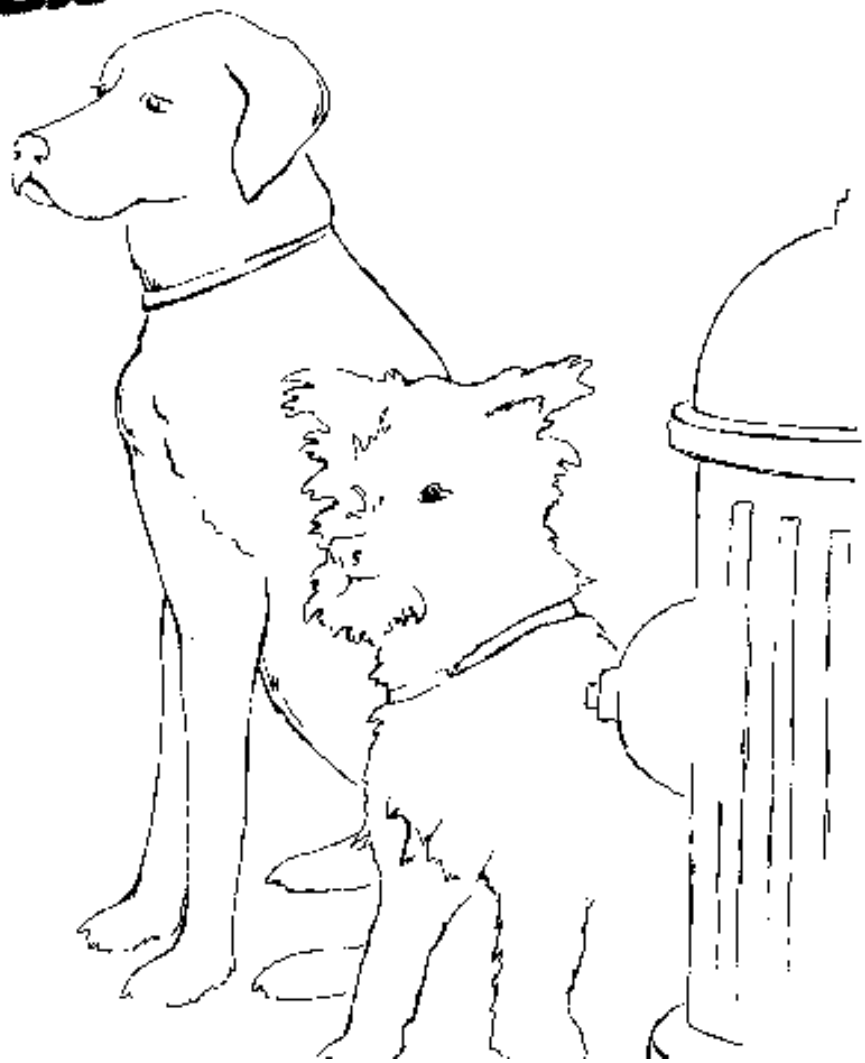
**The Raven Radio Theater offers a wide variety of scripts and books on radio theater and storytelling. If you would like more information or see our catalog on-line:**

**www.ravenradiotheater.com**

**The Raven Radio Theater Presents!**

# The Adventures of Rex and Tippy



Written by Joe McHugh

# 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 |

# Mp3 Playlist

With the music/sound effects Mp3 files for "The Adventures of Rex and Tippy", 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.

**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.

p. 1

1

# BICYCLE

## Approach/Pass by/Fade-Away

# STEPS (2 dogs & 1 woman)

***Wait for Cue!***

# CLICK OF LIGHT

---

p. 2-3

2

# HANDLING X-RAY

***Wait for Cue!***

# HANDLING X-RAY

***Wait for Cue!***

# CLICK OF LIGHT

---

p. 4

3

# STEPS (2 dogs)

***Wait for Cue!***

# DOOR OPEN & CLOSE

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# "The Adventures of Rex and Tippy"

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**14** **FADE-UP THEME MUSIC**

**Announcer:** Welcome ladies and gentleman to the Raven Radio Theater and another thrilling adventure of "Rex and Tippy," those captivating, canine companions of the airways. Today's episode was written by Joe McHugh and is brought to you by (name of sponsor).

**15** **FADE-OUT THEME MUSIC**
**FADE-UP CITY STREET**

**Announcer**: It's a hot summer day in the city. A great day to check out the neighborhood for two dogs named Rex and Tippy.

**Rex**: I'm telling you, Tippy, there's no finer life than a dog's. I mean, sure we've got fleas, but just check out the smells coming from that big dumpster across the street. (big sniff)

**Tippy**: (sadly) I wish I could, Rex.

**Rex**: (greatly surprised) What do you mean? You can't smell 'em?

**Tippy**: Nope. I don't know what's happened to me, but my nose don't work as good as it used to.

**Rex**: Gee, I'm real sorry to hear that. (pause)

**fade-in sound of bike approaching**

**Rex**: Hey look. Here comes that kid on his bike again. Let's chase 'him. Come on. (starts barking)

**bike gets closer and then slowly fades away**

**Tippy**: (struggling, panting, calling out) Hey, Rex, slow down a little will you?

**Rex**: (calling over his shoulder from short distance) But he's getting away!

**Tippy**: (heavy panting) Let him. I'm give out. I've got to stop.

**Rex**: (after short pause to return to Tippy - frustrated) Dog, I've never known you to be so out of shape. You used to be the fastest dog in the neighborhood but yesterday that yellow cat left you in the dust. Pretty soon, all you'll be able to catch will be fat mailmen.

**Tippy**: Yeah, I know, Rex, but I can't help it. I just run out of breath.

**Rex**: Look, I know this lady doctor over on Main Street. Maybe we should go see her and find out what's wrong with you.

**Tippy**: OK, just don't walk too fast.

**FADE-OUT CITY STREET**

**Doctor**: OK, Tippy, cough.

**Tippy**: (coughs)

**Doctor**: Do it again.

**Tippy**: (coughs)

**Doctor**: OK. You can put your collar back on now.

**Rex**: What do you think is wrong with my buddy, Doc?

**Doctor**: Come over here you two and have a look at this x-ray.

**footsteps and dog steps and stop**
**click of light followed by handling of x-ray**

**Doctor**: This is Tippy's insides. Now, what do you see?

**Rex**: It looks like there's some kid of shoe in his stomach.

**Doctor**: No, not that. Look here. . . and here, at these dark spots on his lungs? That's what's causing the trouble.

**Tippy**: Is it. . . cancer?

**Doctor**: No—not yet, but it's something to watch closely.

**handling of x-ray followed by click of light being turned off**

**Rex**: So, what's causing the dark spots, Doc?

**Doctor**: Do you smoke, Tippy?

**Rex**: Of course he doesn't smoke, he's a dog!

**The Raven Radio Theater Presents!**

# WELCOME TO THE TOBACCO CARNIVAL

Written by Joe McHugh

# 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 |

# Mp3 Playlist

With the music/sound effects Mp3 files for "Welcome to the Tobacco Carnival", 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.

**13.** Carnival midway

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.") An easier idea is to just use the spinner from the game "Life."

p. 1

1

# FOOTSTEPS (Gravel)

*Wait for Cue!*

# FOOTSTEPS (Gravel)

*Wait for Cue!*

# COINS

---

p. 2

2

# WHEEL OF FORTUNE

*Wait for Cue!*

# COINS

# WHEEL OF FORTUNE

---

p. 3

3

# FOOTSTEPS (Gravel)

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# "Welcome to the Tobacco Carnival"

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**13** **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**