

Episode #1: “On Air” Radio Play with Grahame Kent and Danielle Roy

Targeted Age Group: Grade 5 – Pop Culture

A dynamic duo of professional theatre artists takes students on an exploration of radio theatre. Students will create an original radio play designed for live performance.

What to expect?

Part 1: Getting to know Grahame and Danielle and their art practice. Danielle Roy is an actor, playwright, and founder of Gum Shoe productions (a theatre company in Martensville, Saskatchewan). Grahame Kent is the Artistic Producer of Buttered Ghost Theatre; he is a producer, director, writer, actor, stage manager – basically, he does everything. We are introduced to these artists as they share personal stories or events that have happened in their lives that make them who they are. They also have us look at why art matters, and how difficult life would be if we didn't have art. Can you imagine? And they introduce us to what radio theatre is, and why it's so great.

Part 2: Anyone can tell a story, and anyone can write a story. Students will be introduced to terminology and various exercises and games as they prepare to write their own play. Students will break down a story into a “story spine”, experiment with writing using prompts, play games to get their creative minds working, and end with thinking about what story they want to create for their radio play.

Part 3: Grahame and Danielle introduce students to a variety of games and exercises as they go deep into exploring and discovering the characters in the stories they developed in Part 2. Students will also get creative with sound effects as they experiment with objects to capture the sounds they want to work with in their plays.

Part 4: Grahame and Danielle perform their radio play, *The Lagoon Monster*, which takes place in Nowhere, Saskatchewan. In their performance, they show how they get into the roles of the various characters and demonstrate the process involved in working sound effects into the presentation. This video ends with “Ten Things” to remember – words of wisdom and advice.

Episode Highlights

Artistic Skills: Live performance, story creation, cultivating imagination, theatre games, creating sound effects, and techniques for voice acting.

Social Themes: Dealing with stage fright, developing stage presence, inclusion, disability, neurodivergence, being yourself, constructive criticism, and group work/collaboration.

Possible Arts Education 5 Curricular Outcomes:

- **CP5.3** Demonstrate how various roles, strategies, and elements (e.g., tension, contrast, symbols) function within a drama.
- **CP5.4** Create drama using pop culture as inspiration (e.g., pop musicians and movie stars, street theatre, or stories and myths from pop culture).

- **CP5.5** Demonstrate increased skills and abilities in use of the voice and one or more instruments
- **CR5.1** Examine the influence of pop culture on own lives and societies, and investigate the work of selected pop culture artists
- **CR5.2** Respond critically and creatively to a variety of pop culture expressions.
- **CH5.1** Examine perspectives on contemporary life as expressed by artists in pop culture and mass media
- **CH5.3** Analyze and describe how arts and pop culture expressions convey information about the time and place in which they were created.

Run Times:

Part 1: 27:52 Meet the Artists

Part 2: 24:09 About Radio Theatre

Part 3: 26:43 Making a Radio Play

Part 4: 23:24 Performance of “The Lagoon Monster”

Total: 1:38:41

Glossary of Terms:

Character: A person in a play (can be an object)

Setting: Where the play takes place

Story: The arc of what you’re doing – what happens during your play

Sound Effects: Any sound that is not a spoken word

Props: Anything you handle with your hand or that you can move by yourself

Monologue: A scene you do by yourself

Dialogue: When two people are speaking.

Stage Directions: When your character doesn’t say anything but does something

Music: Organization of different noises – with tone

Ambient Sound: Sound effect happening in the background

Set: Where you’re performing your play

Part One: Meet the Artist

Running Time: 25 minutes. Suggested Class Time: 30-60 minutes (Watch the video and follow-up discussion)

Getting to know Grahame and Danielle and their art practice. They share personal stories or events that have happened in their lives that make them who they are. They also have us look at why art matters, and how difficult life would be if we didn’t have art. Can you imagine? And they introduce us to what radio theatre is, and why it’s so great.

Grahame and Danielle address the following:

1. Tell us about yourselves.
2. How did you get started?
3. Can someone who feels awkward in front of other people do theatre?
4. Do you have any advice for someone just starting out?

5. Who is an artist that you admire?
6. How have people reacted to your work?
7. Why do we need artists?
8. What other art forms inspire you?
9. What about your lives outside of art?
10. A few thoughts about being neurodivergent
11. What advice would you give to yourselves as kids?
12. What don't you like about art?
13. What's your dream job?
14. What are you guys doing here?

Part Two: About Radio Theatre. Suggested Time: 1.5-3 hours

Anyone can tell a story, and anyone can write a story. Students will be introduced to terminology and various exercises and games as they prepare to write their own play. Students will break down a story into a “story spine”, experiment with writing using prompts, play games to get their creative minds working, and end with thinking about what story they will want to create for their radio play.

Exercise One: Introduction: Glossary of Terms, Story Breakdown and Story Spine (0:00-16:40). Suggested Time: 30-60 minutes

- 0:00-4:00: Explanation – Introduction to Glossary of Terms
- 4:00- 9:20: Explanation – Story breakdown and important questions to ask when writing your story, such as: 1) Where are we? 2) Who's in the story? 3) What conflict is happening in the story? 4) What desires do these characters have?
- 9:20-10:30: Explanation – Story spine: Breaking down the story using the “story spine” method – Beginning, rising action, climax, falling action, and conclusion
- 10:30-11:00: Activity – Take any fairy tale and break down the story using a story spine.
- 11:00-12:50: Example of “The Three Little Pigs” broken down using the story spine
- 12:50-16:40: Activity – Story spine expansion. Take the five points and expand into 10

Exercise Two: Writing Prompts. Suggested Time: 10-30 minutes

- 16:40-17:30: Explanation – Choose a one-minute story to write. It could be about what happens when you go into a black hole, or a lion named Jeffrey, or a time you felt strong.
- 17:30-18:02: Activity – Write a prompt. Choose one of the stories and write a one-minute story. Break it down into a story spine of five points and then expand it to 10 points.

Exercise Three: Game Time – Drama Games to Get your Creativity Flowing. Suggested Time: 30-45 minutes

- 18:02-19:33: Explanation and Activity – The One Sentence Story/The One-Word Story
- 19:33-20:25: Explanation and Activity – What are you doing?
- 20:25-21:40: Explanation and Activity – Expert.

Constructive Criticism: learning to share ideas and express opinions in a way that is constructive and considerate. Constructive criticism is acknowledging the person had a good idea and explaining why that idea may or may not work with the story.

- 21:40-23:15: Explanation

What Will Your Story Be? What kind of story do you want to write your radio play about?

Suggested Time: 30-60 minutes.

- 23:15-24:10: Activity – Write your story.

Part Three: Making a Radio Play – How to Write Dialogue for a Radio Play. Suggested

Time: 2-3 hours

Grahame and Danielle introduce students to a variety of games and exercises as they go deep into exploring and discovering the characters in the stories they developed in Part 2. Students will also get creative with sound effects, as they experiment with objects to capture the sounds they want to work with in their plays.

Exercise One: Hotseat (0:00-7:53). Suggested time: 30-60 minutes

- 0:00-1:00: Explanation/Activity – Tell each other your stories. Suggested Time: 10-20 minutes.
- 1:00-3:18: Explanation – How to write a radio play. Difference between a radio play and a regular play. Writing with your ears instead of with your eyes.
- 3:18: Explanation – How to develop character through voice. Questions you will want to ask to figure out how your character will sound: Where are they from? How old is the character? What are their likes and/or dislikes? What is their energy? How to play “Hotseat”
- 6:50-7:00: Activity – Drama exercise: Character Hotseat. Suggested Time: 10-20 minutes.
- 7:00-7:53: Explanation/Activity – Go further with Hotseat. Try out different voices and different energies. Get more detailed with your questions, and you’ll be surprised with discovering more about your character. Suggested Time: 10-20 minutes.

Exercise Two: Voice and Physicality. Suggested Time:10-20 minutes

- 7:54-12:20: Explanation – Voice and Physicality. Playing around with voice to find your character through pace and tone. The physical stance impacts how you get into the character.
- 12:20-12:25: Activity – Explore voices. Try changing pace, tone, and physicality.

Exercise Three: Sound and Foley Art. Suggested Time: 15-30 minutes.

- 12:25-19:30: Explanation – Examples of creating sound effects
- 19:30- 21:34: Explanation – Drama game: Name that sound
- 21:34- 22:11: Activity – Go around your classroom and find one object you think will make an interesting sound. Each student will take a turn and go to the front of the class and,

behind a screen, make the sound effect. Everyone in the class must guess what that sound is and what object is making the sound.

Performance Tips

(22:11-24:56)

- Leave space for laughter
- Physicalize your performance (even though it's a radio play)
- Know your intentions
- You do not necessarily have to memorize your script
- Know what the story is and what is going to happen
- Be prepared with props and set pieces
- Have notes as a guide to prepare for sound effects when presenting your play
- Be careful of how many characters there are and how the play will be performed (share the load)
- Have fun and be open to new possibilities as you create your play

How to Play Multiple Characters in a Scene

- 24:57-25:29: Explanation

Working with Different Types of Audio Equipment

- 25:30-26:14: Explanation

Live or Recorded

- 26:14-26:47: Explanation

Part Four: Grahame and Danielle's Radio Play: *The Lagoon Monster*

Grahame and Danielle perform their radio play, *The Lagoon Monster*, which takes place in Nowhere, Saskatchewan. In their performance, they show how they get into the roles of the various characters and demonstrate the process involved in working sound effects into the presentation. This video ends with "Ten Things" to remember: words of wisdom and advice.

- 0:00-16:12: Performance – *The Lagoon Monster*
- 16:12-23:47: "Ten Things" to Remember

Biography

Grahame Kent (He/Him)

A Treaty 6-based theatre artist, Grahame wears a lot of hats, working as a performer, writer, producer, designer, voice artist, editor, dramaturg, foley artist, director, and stage manager. Grahame is a graduate of the University of Saskatchewan with a BFA in acting and a graduate of the Globe Theatre Conservatory. Grahame has been seen on stages across Canada, including locally at Live Five, Persephone Theatre, Globe Theatre, Wide Open Children's Theatre, Shakespeare on the Saskatchewan, and many more indie venues. Grahame is the Artistic Producer of Buttered Ghost Theatre, a Treaty 6-based company that produces new and exciting work. Grahame is an active member of The Sketchy Bandits sketch comedy group. If you like podcasts, check out *Dr. Frightful Presents: A Podcast*, which is created, produced, and

curated by Grahame, featuring a bundle of incredible local talent. Find out more at grahamekent.com

Danielle Roy (She/Her)

Danielle Roy is a performer, playwright, producer, voice-actor, dramaturg, and director. She is a graduate of the University of Saskatchewan BFA theatre program, and the Globe Theatre Conservatory. Her artistic work has been seen across Canada, including her coming-of-age play, *Peach*, which received several five-star reviews across the country, *Much Ado About Nothing* (Globe Theatre), *The Wild Dog Waits on the Concrete Path* (Embrace Theatre), and *Hazel Star*. Danielle is an active performer and writer for Saskatoons Sketch Comedy Group, The Sketchy Bandits and for Buttered Ghost's *Dr. Frightful Presents: A Podcast*. She is currently writing *Luna*, as a part of Persephone's TYA Playwriting Unit. Danielle founded Gumshoe Productions in 2016, and works as a theatre educator, using drama skills to help build community, personal awareness, and self-confidence through imaginative learning.

“There’s power in looking silly and not caring that you do.”

“Fail beautifully. Don’t be afraid to fall flat on your face, because sometimes you learn the best lesson when you’re failing. If you’ve already perfected it (especially with art), stop doing it, because why do something when you already know the answer. Every time you’re making something, you’re asking a new question and you’re learning something new.”