World War II Radio Show Project

WORLD WAR II THROUGH THE RADIO

During World War II, events unfolded for the average citizen by way of the radio. Televisions were still extremely rare, especially with the need to manufacture items for the war effort, so it was up to the listeners to paint their own pictures of people, places, and things. On the scene reporting, news conferences, music, and sporting events were all brought into living rooms courtesy of the radio. Franklin Roosevelt used the radio to touch millions of Americans during the height of the Depression with his "Fireside Chats". Acting as radio reporters, your job is to find a way to bring events transpiring overseas into the living rooms of millions of Americans. You need to make them feel like they are part of the action, and it is your job to bring the event home!

You can choose to work individually or with a partner. Apps such as Garage Band, Zoom, or IMovie may prove useful. Each individual or group will choose ONE of the listed topics. Use your text, videos, and online sources to research, and to create a radio broadcast that gives listeners a thorough and engaging overview of what occurred.

Key Events of World War II

1. The Crisis Years (1931-39) – Fascist Aggression and Failure of the League of Nations
2. Keep Calm and Carry On (1940) – Evacuation at Dunkirk, Fall of France, and the Battle of Britain
3. The Land of Scorched Earth (1941-43) – Operation Barbarossa and the Battle of Stalingrad
4. A Sleeping Giant No More (1941-42) – Japan Attacks Pearl Harbor and American Pacific Holdings
5. North African Campaign (1940-43) – Operation Torch, the Battle of El Alamein, and Rommel's Surrender
6. The Turning Point of the War (1942) – The Doolittle Raid, and the Battles of the Coral Sea and Midway
7. The Soft Underbelly (1943-45) – The Allied Italian Campaign and the Fall of Mussolini
8. We Took That Beach (1944) – The D-Day Invasion and Liberation of France
9. Downfall (1945) – The Battles of the Bulge and Berlin, and the Fall of Hitler
10. Kamikaze! (1945) – The Battles of Iwo Jima and Okinawa
11. Fat Man and Little Boy (1945) – Dropping of the Atomic Bombs on Hiroshima and Nagasaki
12. Rosie the Riveter (1939-45) – Women in the Workforce
13. Technology and Tactics (1939-45) – May focus on weapons (e.g., rockets), new technology (e.g., radar), and/or tactics (e.g., Enigma vs. Code talkers)
14. Choose your own World War II key event (must be approved by the teacher)

As radio reporters, it is your job to get the facts out to your listening public, and to find a way to make those facts interesting. Your grade will be based on your ability to present the facts in an engaging manner. Think about how news is delivered on the radio – fast, effective, and to the point. Your story must be told in 3-4 minutes, and must include an interview. Look at the rubric to see all the elements of the project. Good Luck!

WWII Radio Show Project Rubric

Category	Bern's Steak House	Morton's The Steakhouse	Outback Steakhouse	Golden Corral	Points
Introduction (3)	Catchy and clever introduction. Provides relevant information and establishes a clear purpose engaging the listener immediately.	Describes the topic and engages the audience as the introduction proceeds.	Somewhat engaging (covers well-known topic), and provides a vague purpose.	Irrelevant or inappropriate topic that minimally engages listener. Does not include an introduction or the purpose is vague and unclear.	
Content (5)	Creativity and original content enhance the purpose of the broadcast in an innovative way. Accurate information and succinct concepts are presented.	Accurate information is provided succinctly.	Some information is inaccurate or long-winded.	Information is inaccurate and/or incomplete.	
Delivery (5)	Well rehearsed, smooth delivery in a conversational style. Highly effective enunciation and presenter's speech is clear and intelligible. Correct grammar is used throughout the broadcast.	Rehearsed, smooth delivery. Enunciation, expression, pacing are effective throughout the broadcast. Correct grammar is used during the broadcast.	Appears unrehearsed with uneven delivery. Enunciation, expression, rhythm are sometimes distracting during the broadcast. Occasionally incorrect grammar is used during the broadcast.	Delivery is hesitant and choppy and sounds like the presenter is reading. Enunciation of spoken word is distant and muddled and not clear. Poor grammar is used throughout the broadcast.	
Interview (5)	Open ended questions are used that draw interesting and relevant information from the interviewee.	Open ended questions and follow-up questions are used appropriately.	Open ended questions and follow-up questions are occasionally irrelevant to the topic.	Only yes-or-no questions are used. No follow-up questions are asked.	
Music and Sound Effects (5)	Music and sound effects enhance the mood, quality, and understanding of the presentation.	Music and sound effects provide supportive background to the broadcast.	Music and sound effects provide some context, and/or are random/ distracting to the broadcast.	Music and sound effects are distracting to the broadcast, or are missing.	
Technical Production (4)	Presentation is recorded in a quiet environment without background noise and distractions. Transitions are smooth and spaced correctly without noisy, dead space. Broadcast length keeps the audience interested and engaged.	Presentation is recorded in a quiet environment with minimal background noise and distractions. Transitions are smooth with a minimal amount of ambient noise. Broadcast length keeps audience listening.	Presentation is recorded in a semi-quiet environment with some background noise and distractions. Transitions are uneven with inconsistent spacing; ambient noise is present. Broadcast length is somewhat long or somewhat short to keep audience engaged.	Presentation is recorded in a noisy environment with constant background noise and distractions. Transitions are abrupt and background noise needs to be filtered. Broadcast is either too long or too short to keep the audience engaged.	
Organization (3)	All content progresses smoothly from one idea to the next, and tells a complete story. Within the time limit and restaurant-quality.	Most content transitions from one idea to the next, and tells a good story. Within the time limit, or extremely close.	Some content transitions from one idea to the next, and tells a story. Within 30 seconds of the time limit.	Minimal content transitions from one idea to the next, and is mostly disconnected. More than a minute too short or too long.	
				Total (30)	