***You're On the Air***

**Introduction**The 1920's was a time filled with changes in American society. Fashion, music, literature, sports, economics, and politics, were changing at a rapid pace. In this project we will explore those changes and use the Internet of the 1920's (the radio) to tell the story to MHS students.

**Your Objective**Your task will be to create a radio broadcast that your team can produce by researching websites on the decade. Your broadcast will be on the air on the last day of 1929 and will contain elements from throughout the decade.

**The Process**In this project you will be working together with a group. Each group will contribute to the project's outcome by providing one segment of the broadcast. You will break into subgroups to explore the information necessary to put together a specific segment.

Each group is responsible for producing a five-minute radio broadcast that is filled with content that is historically accurate. In addition, the broadcast should be produced in a manner consistent with radio shows of the 1920's (i.e. music, sound effects, announcers, language (slang), call letters, tone of voice)

**Phase 1 - Background:**The site listed will be helpful for everyone as you explore what radio meant to the people living in 1920's America. Before researching your segment, read the article 'Radio in the 1920s.'

***Emergence of Radio in the 1920s and its Cultural Significance***

    Most radio historians assert that radio broadcasting began in 1920 with the historic broadcast of KDKA.  Few people actually heard the voices and music which were produced because of the dearth of radio receivers at that time.  The public, however, was overcome by a radio craze after the initial broadcast.  Radio became a product of the mass market.  Manufacturers were overwhelmed by the demand for receivers, as customers stood in line to complete order forms for radios after dealers had sold out.  Between 1923 and 1930, 60 percent of American families purchased radios.  Families gathered around their radios for night-time entertainment.  As radio ownership increased, so did the number of radio stations.  In 1920, KDKA was not actually the only operating radio station, but it remains a benchmark in most accounts. And by 1922, 600 radio stations had sprung up around the United States.  Chicago's first radio station, KYW, begun in 1921 by Westinghouse Electric and Manufacturing Company, was the first specialized radio station, broadcasting exclusively opera six days a week.  The radio station experienced immediate popularity and continued to be a favorite in Chicago.  After the opera season ended, the station owners saw the need to diversify their programming.  They began broadcasting things like popular music, classical music, sporting events, lectures, fictional stories, newscasts, weather reports, market updates, and political commentary.  Radio stations like KYW enhanced a sense of community among different ethnic groups as each group could listen to programming suited to their interests and needs. However, the advance of radio technology also created a tension between modernity and the traditions and habits of Americans.   
    The rapid spread of radio listeners and programs lead to inevitable confusion and disruption.  Radio waves were up for grabs, as stations competed with one another for time and listeners.  Many programs overlapped.  Listeners of one program were frequently interrupted by overlapping programs.  In addition, the public, the government, and emerging radio corporations viewed radio as a means of public service, rarely as a vehicle for personal profit.  Radio manufacturers alone experienced financial gain from the radio boom.  Radio announcers, deejays, and stations worked on a non-profit basis.  Advertising was not introduced until later in the 1920s, changing the public service face of radio, to one of private gain.   
   The federal government hesitated to regulate the airwaves.  Radio stations, listeners, and emerging broadcasting corporations all asked the government for some sort of intervention to end the free-for-all that radio had become.  The government responded slowly, gradually passing laws to govern the radio.   The Federal Radio Commission was set up in 1926; the Radio Act of 1927 organized the Federal Radio Commission.  This Act became the basis for the Communications Act passed after the rise of television.  As the government spent more time investigating radio stations, apportioning time to different groups and programs, and monitoring the growth of the radio industry, they became more and more comfortable with the responsibilities of regulation.  These federal bodies eventually ceased to doubt their right to regulate.

**Phase 2 – Research  
Each group member takes one Segment**

**Segment 1: National news and Economics**  
  
1. Who are the notable politicians of the time? Who got elected and when? What is the mood of the country about government and politicians? Choose an event or political figure (make it American!) to feature.  
2. What was happening in business? What was happening to people's money? How did it impact their lives? Choose one event or trend to report.

**Segment 2: Criminals and Sports**   
  
1. What were some of the famous crime stories of the 1920's? Choose one to report on.  
2. Who were the notable sports figures of the 1920's? What made them heroes? Were sports an important part of society in the 1920's? Choose one sport to report on or one sports figure to feature.

**Segment 3: Fashion, Music & Literature**   
  
1. What was fashion like in the 1920's? What were women, men, and children of the time wearing? How was it different from what came before it? Choose one or two items to focus your segment on.  
2. Is the music of the time changing or staying the same? Who was performing it? What was new in literature? Who was writing it?

**Segment 4: Commercial** (must have three!)  
  
1. What products were popular and in need of advertisements in the 1920's? What makes these products special and useful for 1920's Americans. Choose one and write a commercial.

**Phase 3 - Putting it All Together**

You must now complete the broadcast as a group. Each of you will create a first draft and an edited final draft of a segment to be used during the final radio broadcast. You will need decide how the segments will be introduced and how they will transition from one to the next. You will need to discuss how your group will put the broadcast together as well as how you can ensure it is interesting to both the live and radio audiences. Each story should only be about a 1 to 1.5 minutes long, so that in all, your broadcast is no longer than 10 minutes. You need to make sure you use ten slag words of the 1920s.

**Grading**

**Broadcast Criteria (25pts):**

Production Value

20's style broadcast

Group participation

**Script Criteria (25pts):**

Historically accurate

Fulfills segment requirement(s) - topic, length, content

Construction- appropriate language for the time

**Audacity Help by Anthony Caputo**

On all school computers, there is a wonderful audio tool called Audacity. This can be used to record, edit, and publish any type of audio that you record. In this tutorial I'll teach you the basics of Audacity and how to publish your audio.

**1.)** Open Audacity (duh)

**2.)** Insert any recording device into the computer via USB. (the school laptops have microphones built in)

**3.)** Begin recording your audio by hitting the record button (red circle) in the top bar.

**4.)** While you're recording you can always pause the recording, stop, increase microphone sensitivity, etc.

**5.)** Record! You can record any audio you want, albeit for a school project, just for fun, or even a submission for our weekly podcast, just have fun with it.

**6.)** When you're finished recording, hit the stop button (brown square).

**7.)** Now you can start the editing process.  **a.)** To remove any section you don't want, click and drag, and simply press the delete key and the section will be removed. **b.)** To add effects, simply go under the 'Effects' tab on the very top bar, and choose any effect you want; there are plenty of options.  
 **c.)** To generate sounds, click the 'Generate' tab and you can generate silence, white noise, or certain tones for whatever you may need.

**8.)** Okay, your project is finished, so it's time to finalize. Click the 'File' tab in the very top left, and under that you will see two export options. For most uses, MP3 is the best option, but sometimes WAV is better. (If you don't know which to choose, choose MP3.)

**9.)** A dialogue box will open prompting you to choose where to save your project and what to name it.

**10.)** Another dialogue box will open asking for ID3 tags. (It sounds complicated but it isn't.) Choose the option 'ID3v2', enter the title for your project, artist, album, track number, year, genre, and comments only if applicable. For most projects you just need the main title.

**11.)** Save your work to Mrs. Penny Johnson’s S-drive, open the save location of the project, and listen just to make sure.