

Podcasting Workshop... What to read... And do

Introduction Reading

Welcome, to _____ my name is _____.

Today is _____ and in this show, we will be discussing:

- _____
- _____
- _____
- _____

Fun with Effects

1. My students act as if I speak backwards so today... I am!
2. Make audacity make this sentence "Today I am the happiest person anywhere."

Sound like "Today day day day... I I I I am am am the uh uh uh happiest est est est person son son anywhere where where..."

Introduction and Exit Music

Create an introduction and exit using

1. Montezuma.mp3
2. AlmostThere.mp3
3. Dreams.mp3

Other Sound Effects (To be used in Mice and Men)

- High Tech Vehicle Pass By.mp3
- Helicopter Fly By.mp3
- Crowdlaughapplause1.wav

Of Mice and Men

Section 1

Read this passage and stop recording:

The novel opens with the description of a riverbed in rural California, a beautiful, wooded area at the base of "golden foothill slopes." A path runs to the river, used by boys going swimming and riffraff coming down from the highway. Two men walk along the path. The first, George, is small, wiry, and sharp-featured, while his companion, Lennie, is large and awkward. They are both dressed in denim, farmhand attire.

Read this passage and stop recording:

As they reach a clearing, Lennie stops to drink from the river, and George warns him not to drink too much or he will get sick, as he did the night before. As their conversation continues, it becomes clear that the larger man has a mild mental disability, and that his companion looks out for his safety. George begins to complain about the bus driver that dropped them off a long way from their intended destination—a ranch on which they are due to begin work. Lennie interrupts him to ask where they are going. His companion impatiently reminds him of their movements over the past few days, and then notices that Lennie is holding a dead mouse. George takes it away from him. Lennie insists that he is not responsible for killing the mouse, that he just wanted to pet it, but George loses his temper and throws it across the stream. George warns Lennie that they are going to work on a ranch, and that he must behave himself when they meet the boss. George does not want any trouble of the kind they encountered in Weed, the last place they worked.

Read this passage and stop recording:

George decides that they will stay in the clearing for the night, and as they prepare their bean supper, Lennie crosses the stream and recovers the mouse, only to have George find him out immediately and take the mouse away again. Apparently, Lennie’s Aunt Clara used to give him mice to pet, but he tends to “break” small creatures unintentionally when he shows his affection for them, killing them because he doesn’t know his own strength. As the two men sit down to eat, Lennie asks for ketchup. This request launches George into a long speech about Lennie’s ungratefulness. George complains that he could get along much better if he didn’t have to care for Lennie. He uses the incident that got them chased out of Weed as a case in point. Lennie, a lover of soft things, stroked the fabric of a girl’s dress, and would not let go. The locals assumed he assaulted her, and ran them out of town.

Read this passage and stop recording:

After this tirade, George feels sorry for losing his temper and apologizes by telling Lennie’s favorite story, the plan for their future happiness. The life of a ranch-hand, according to George, is one of the loneliest in the world, and most men working on ranches have no one to look out for them. But he and Lennie have each other, and someday, as soon as they manage to save enough money, they will buy a farm together and, as Lennie puts it, “live off the fatta the lan’.” They will grow their own food, raise livestock, and keep rabbits, which Lennie will tend. This familiar story cheers both of them up. As night falls, George tells Lennie that if he encounters any trouble while working at the ranch, he is to return to this clearing, hide in the bushes, and wait for George to come.

Section 2 (Time permitting)

Read this passage and stop recording:

The next day, Lennie and George make their way to the ranch bunkhouse, where they are greeted by Candy, an aging “swamper,” or handyman, who has lost his right hand. The bunkhouse is an unadorned building where the men sleep on “burlap ticking” and keep their few possessions in apple boxes that have been nailed to the walls. George is dismayed to find a can of lice powder in his bunk, but Candy assures him that he’s in no danger of being infested, since the man who slept there before George was remarkably clean. George asks about the boss, and Candy reports that although the boss was angry that George and

Lennie did not arrive the previous night as he had expected them to, he can be a "pretty nice fella." Candy relates how the boss gave the men a gallon of whiskey for Christmas, which immediately impresses George.

Read this passage and stop recording:

The boss appears and questions the pair about their late arrival. George blames it on the bus driver, who, he claims, lied to them about their proximity to the ranch. When the boss asks about their skills and previous employment, George speaks for Lennie to prevent him from revealing his lack of intelligence. When Lennie momentarily forgets George's instructions and speaks, George becomes visibly nervous. Their behavior strikes the boss as suspicious, and he asks why George feels the need to take such good care of his companion. He wonders if George is taking advantage of a man who lacks the faculties to take care of himself. George replies that Lennie is his cousin and was kicked in the head by a horse when he was young, so George has to look out for him. The boss remains suspicious and warns George not to try to pull anything over on him. Nonetheless, they are assigned to one of the grain teams, working under a man named Slim.

Read this passage and stop recording:

Once the boss leaves the bunkhouse, George berates Lennie for having spoken up. Candy overhears George telling Lennie that he is glad they are not actually related. George warns Candy that he doesn't appreciate other people sticking their noses in his business, but Candy assures him that he minds his own business and has no interest in their affairs. An ancient, half-blind sheepdog accompanies Candy, an animal that the old man has raised since it was a puppy. Soon enough, Curley, the boss's son, a small young man who wears a Vaseline-filled work glove on his left hand and high-heeled boots to distinguish himself from the laborers, joins them. Curley, an aggressive and malicious ex-boxer, immediately senses that he might have some fun at Lennie's expense, and begins to demand that "the big guy talk." After Curley leaves, Candy explains that Curley loves beating up big guys, "kind of like he's mad at 'em because he ain't a big guy." Curley's temper has only gotten worse since his recent marriage to a "tart" who enjoys flirting with the ranch-hands.

Read this passage and stop recording:

Candy leaves to prepare wash basins for the men who will soon return from the fields, and George tells Lennie to steer clear of Curley, because fighting the "bastard" will likely cost them their jobs. Lennie agrees, assuring George that he doesn't want any trouble. George reminds him again of the meeting place they agreed on should anything go wrong. At that moment, Curley's wife, a pretty, heavily made-up woman with a nasal voice, appears. She claims to be looking for her husband and flirts with the two men and Slim, the skilled mule driver, who passes by outside. Slim tells her that Curley has gone into the house, and she hurries off. Lennie speaks admiringly of how "purty" the woman is, and George angrily orders him to stay away from "that bitch." Lennie, suddenly frightened, complains that he wants to leave the ranch, but George reminds him that they need to make some money before they can buy their own land and live their dream.

Read this passage and stop recording:

Slim enters the bunkhouse. His talents make him one of the most important and respected men on the ranch. There is a "gravity in his manner," and everyone stops talking and listens when he speaks. He converses with Lennie and George, and is quietly impressed by their friendship, appreciating the fact that they look out for one another. The men are joined by Carlson, another ranch-hand. Carlson asks about Slim's dog, which has just given birth to

nine puppies. Slim reports that he drowned four of the puppies immediately because their mother would have been unable to feed them. Carlson suggests that they convince Candy to shoot his old, worthless mutt and raise one of the pups instead. The triangle rings for dinner, and the men filter out of the bunkhouse, with Lennie suddenly excited by the prospect of having a puppy. As George and Lennie prepare to leave, Curley appears again, looking for his wife, and hurries off angrily when they tell him where she went. George expresses his dislike for Curley, and comments that he is afraid he will "tangle" with Curley himself