

Writing an Original Radio Script

There are probably as many methods of writing as there are writers. Each author has his or her own process for developing and writing a script. So much is involved in writing a good script that it would be impossible to write it down in a page or two. If you have never written a script, here is a brief description of one process. If you are an old hand at writing scripts, use what works for you.

1. **Develop a concept.** The *concept* is the story told in its most concise form revealing only essential details.
 - a. Construct a clear, well defined *concept* before developing the plot. While writing, it is easy to lose your direction and become lost in a maze of complications. Keeping the *concept* in mind, keeps the writer on track. The *concept* is the idea that holds the story together. It is the thing that keeps the script focused, providing a direction for the plot.
 - b. A concept should identify the following:
 - (1) Setting (Where? When?)
 - (2) At least the main characters (Who?)
 - (3) A conflict or problem that the characters must resolve (What?)
 - (4) The resolution of the conflict (How?)
2. **Write a summary of the story.** This is a more detailed telling of the story in narrative form.
3. **Divide the summary into scenes.** Make a list of the scenes.
4. **Describe the scenes that tell the story..** For each scene, answer the following questions:
 - a. What does the setting look like?
 - b. Where is the setting?
 - c. Specify the date and time.
 - d. Who are the characters in this scene?
 - e. What information does the scene communicate to the audience?
 - f. Identify the point in the story where CONFLICT arises. CONFLICT should arise early in the play.
 - g. Identify the point in the story where the CLIMAX and RESOLUTION occurs. Both of these may occur in one scene. CLIMAX and RESOLUTION should occur near the end of the play.
5. **Write the dialog for each scene.** Make the story happen. Refer to the information you wrote when you described the scene. You may find that inserting some of the sound effects at this time is automatic. Don't worry about getting all of them or even getting them into the correct format; that can be done later. If a sound or an idea for music comes to you while you are writing the dialog scenes, just make a note and put brackets around it. You can come back later and make adjustments.
6. **Insert the remaining sound effects, music, and transition details** in the appropriate format.
8. **Compile all dialog scenes into a rough draft.**
9. **Read through the script.** Search for problems (illogical transitions, contradictions, mechanics, etc.), fixing them as you go.
10. **Make a final draft.**