

Rita Hayworth and Shawshank Redemption
Voicethread Project

Name: _____

An **allusion** is a brief reference to a person, event, or place, real or fictitious, or to a work of art. An allusion may be drawn from history, geography, literature, or religion. Allusions can enrich a literary text and give it more depth but only if readers can pick up on the allusions an author is using.

Stephen King's novella, *Rita Hayworth and Shawshank Redemption*, is full of allusions. To better understand the novel and the historical context in which the story is set, we need to "unpack" the allusions used by King.

To do so, you are going to create a narrative using an online digital application called VoiceThread. Using VoiceThread, you will upload still images and record audio to explain an allusion to the rest of the class. Your finished project is called a thread. We will watch your prepared threads as we progress through the text of *Shawshank*. Here is how we will proceed.

Day One

1. With a partner, choose an allusion from a list provided by your teacher.
2. Watch sample Voicethread to get an idea of what a finished project looks like.
3. Do the necessary research to discover as much as you can about your person, place or event. Remember, it's your job to explain your allusion to the rest of the class, so be sure to look up as much information as you need to totally familiarize yourself with your topic. Write down the important points that you want to be sure to include in your presentation. Also, keep track of the sources where you are finding information.
4. If you have time, you may begin to search for images that might work well for your VoiceThread. As you find images, save them to your folder on the server.

Day Two

1. Your research should be complete.
2. Search for and settle on 3-5 images that you want to use in the Voicethread. Save them in your folder on the server.
3. Go to the VoiceThread web site. **<http://www.voicethread.com>**
4. Start by registering. You will need to enter an email address and a password. Remember your password. You will need to enter it each time you go back to the site to work on your VoiceThread.
5. Once you've registered, you can click on the CREATE tab to start uploading your images.
6. You also have the ability to add written captions to your images if you choose.
7. Decide on the appropriate order for your images and place them accordingly.
8. Now begin work on your script, the words you want to record that will play when each image is projected. Use the notes you took on day one to help you write a script to complement the images you've chosen. Remember, through the pictures and your verbal explanation, you will fully explain your allusion to the rest of the class. When they come to that allusion in their reading, their understanding of King's text will be more complete.

Day Three

1. Your script should be complete.
2. Using a laptop, record your voiceover. If you're like me, you may need a few tries. Be sure to speak clearly and slowly. Use some expression in your voice, so you aren't speaking in a dull monotone.
3. Your Voicethread must be complete by the end of the block.
4. Put together a properly formatted bibliography of the sources you used for obtaining information and images. Go to the Media Center Style Guide for information on formatting your bibliography.

<http://www.hopkins.k12.mn.us/pages/highhold/Acad/BkMrks/docstyles.html>

Presenting

When we begin reading *Shawshank*, we will watch a few threads each day. We will view the threads for the allusions that we'll be getting to in our daily reading. The only item you will need to turn in is a bibliography of the sources you used for finding information.

Grading

You will be graded on the following criteria:

- Images are appropriate and vivid
- Information is complete and accurate
- Voiceover is smooth and loud
- Voiceover exhibits vocal variety
- Bibliography is complete and correctly formatted; sources are appropriate and varied (minimum of three sources for information and images)
- Overall, allusion is explained thoroughly