

SOW 2: Curious Incident

This scheme will explore the play *The Curious Incident of the Dog in the Night Time*, the story of an autistic boy and his struggle to come to terms with the death of his neighbour's dog and what he uncovers about his own life while investigating the dog's death. This unit focuses on the technical aspects

	Working Towards	Expected Standard	Greater Depth
Stage Type	<input type="text"/>	<input type="text"/>	<input type="text"/>
Set	<input type="text"/>	<input type="text"/>	<input type="text"/>
Props	<input type="text"/>	<input type="text"/>	<input type="text"/>
Sound	<input type="text"/>	<input type="text"/>	<input type="text"/>
Lighting	<input type="text"/>	<input type="text"/>	<input type="text"/>
Costume	<input type="text"/>	<input type="text"/>	<input type="text"/>