

There are multiple summative assessment options for *The Curious Incident of the Dog in the Night-Time*. The goal of each of these assessments is that you demonstrate an understanding of the plot, setting, characters, theme, and style of the novel. You can choose any of the following. All are worth a total of 50 points

1. CHARACTER MONOLOGUES "test" (Can work with a partner)

The novel is told entirely from Christopher Boone's point of view. What about the other characters?

For your character monologues, you have several steps to fulfill:

Choose a Character: Father, Mother, Mrs. Shears, Mr. Shears, Mrs. Alexander, or Siobhan

Write your Monologue: You will have to write a formal, typed, well thought out and rehearsed, monologue to be handed in at the time of your performance. In your monologue, please take a close look at your characters. You are going to talk about the events of the novel from the point of view of one of the above characters. This monologue should be about one to two pages long.

After you choose which character you will portray, ask yourself some questions:

Father: How do you feel about your wife having an affair and leaving with another man? How do you feel about having to raise Christopher by yourself? Why did you kill Wellington? Did you feel Sorry about it? Do you hope Christopher will regain your trust? How will you go about regaining that trust? What will happen now between you and Christopher's mother?

Mother: Why did you have an affair and leave? Did you feel guilty about it? When you saw Christopher at Mr. Shears' apartment, were you Surprised? Angry? Scared? How has your life changed now?

Mrs. Shears: How do you feel about your husband leaving with Christopher's mother? You helped Father to take care of Christopher for a while by cleaning the house and cooking - why did you stop?

Mr. Shears: Why did you leave your wife? What do you think of Christopher coming to live at your apartment?

Mrs. Alexander: What do you think about Christopher when you first meet him? Why did you try to tell him the truth about the situation when you and Christopher were in the park? When Christopher tells you he is going to London, what did you do? Did you tell his father? The police? □□

Siobhan: Do you like your job as Christopher's teacher? What do you think about Christopher? Do you know the truth about Christopher's mother? Or are you surprised to

see Christopher's mother when she takes him to school?

Costume and Props: Now, you don't have to go nuts here, but think about what your character would be wearing for your monologue. For example, Father Works as a repairman - would he have a uniform? Does Mrs. Shears wear a robe and carry a tissue box because she spends all day in the house crying over her husband?

Memorization: Since this is a performance, I would like you to memorize as much of your monologue as you can. However, you are free to use index cards to refresh your memory, or one of your friends could sit up front and "prompt" lines if you forget.

I encourage you to use your imaginations in creating your character monologues. Use the novel as a guide to your character. Do your best! If you have any questions, please don't hesitate to ask.

*Character Monologue Performances should last between five and ten minutes. During the performance you may be recorded. You will deliver your monologue on Monday or Tuesday (3/13 or 3/14) The written monologue will be typed, edited, no errors in spelling, grammar, punctuation (unless it is a conscious choice for a character).

2. BOARD GAME (Can be done with a partner)

You will create a board game based on the novel *The Curious Incident of the Dog in the Night-Time*. It is your responsibility to develop all aspects of the board game, including the board, the game pieces, the questions cards, the instructions, and whatever else you choose to include. Here are a list of questions that you should consider as you create your game.

1. The visual design of the board and the game pieces: Are the game pieces colorful? Is it easy to see the path the players will follow? What are the goals of the game? How many people can play the game? How is the game to be scored and the winner determined? Is the game fair? Does everyone have an equal chance to win?

Look at the questions or clues given on cards that might be used. Do they help or hinder the game? Will you use dice or a spinner to move the players around the board or is it a "pull the next card" kind of game? Can you use any ideas from other board games such as "Monopoly," "Life" or "Clue" to give you ideas?

2. Content: Your game MUST include reference to characters, setting, plot and theme. Have you included all of the main characters in your game in some way? Have you included all of the important settings in your game in some way? Is your game related to the plot of the novel? Does your game incorporate any of the major themes of this novel? What are some of the major themes of this novel?

3. Test the game. We will be playing your game. If I/we sit down to play the game and the

game does not work, this will reflect very badly on you, the designer. Have you tested your game? Have you tested it using other people who might spot problems with the game that you did not notice on your own?

4. Instructions: One of the greatest challenges you will have is Writing the instructions for your game. When testing your game, give your instructions to the person who is testing the game for you. Can they figure out how to play the game without your help? If you have to give them Some oral instructions, is this because they are not very good at figuring out the rules of games, or is it because your instructions are not clearly Written?

*NOTE: it is very, very important that your game makes numerous connections to the plot, themes, characters and setting of the novel. Whether you do this using your questions cards, the object of the game, obstacles On the game board, or some other method, you must not forget this Critical aspect of the assignment.

3. Word/Picture Collage

Create a Word and/or picture collage representing the entire novel (main characters, major events, turning point, etc.). This must be done on a large sheet of drawing paper or poster board (8" X 11' paper is too small).

This must be accompanied by a 1 page typed explanation of why you Selected the certain Words and/or pictures. This must be neat and aesthetically pleasing.

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4. Newspaper "test' (Can work with a partner)

Create a newspaper about the entire novel that includes such things as classified ads, obituaries, news items, sports articles, cartoons, etc. It is very, very important that your newspaper makes numerous connections to the plot, themes, characters, style, and setting of the novel.

5. Comic Book Interpretation "test'

Rewrite the entire novel in Comic book form. You should remain true to any physical or Setting descriptions. It is very, very important that your comic book makes numerous connections to the plot, themes, characters, style, and setting of the novel.

6. Art Analysis "test"

Create Several pieces of art about the novel. Be sure to include the major themes and characters. These should be accompanied by Written pieces explaining them. You should have artistic ability if you choose this option. It is very, very important that your art makes numerous connections to the plot, themes, characters, style, and setting of the novel.

7. Literary Essay "test"

In the curious incident the theme of _____ can be seen throughout the Story.

Choose a theme (absence, math/science, the search for order and stability, etc.)

Use your RR journals and your books to prove your thesis, and write a well written typed essay with page numbers and text proof.

Another essay option would be doing a literary analysis, following what we did for *To Kill a Mockingbird*.