



The Tusker Tribune



SOMERS MIDDLE SCHOOL NEWSPAPER

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Winter 2022

Two Accounts of Friday's 8th Grade Visit to Somers High



**By Lou Meza
Tusker Tribune Staff**

At the beginning of our tour of Somers High School, Principal Mark Bayer talked about how it is going to look next year for the 8th graders.

Then, the jazz band, the chorus song, the full orchestra and Mr. Mamo playing the guitar, along with the women's choir, chamber orchestra, full concert choir and the symphony band all played or sang songs, finishing up with a version of "The Greatest Showman".



After the musical performance, we went to the cafeteria to eat lunch and we spent time together. We then went to the Child Care class, where students learn how to care for pre-schoolers.

Following that, we went to the library, where we found out that you can check out books and you can use it as a study hall during your lunch. And, in 10th or 11th grade, you can use during your free period.

The Mac Lab offers Graphic Design 1 and 2, Animation 1 and 2, and Video 1 and 2, where you make a short film and study movies.

The Yearbook Club is a student-led full year class.

All in all, it was a pretty busy day, with everyone getting a lot of information about next year's adventure.



**By Alex Torsiello
Tusker Tribune Staff**

I wait in Bus 6 at the middle school, waiting to head to Somers High School. The time is 10:30 am and I have been in the high school once before and I remember the entrance hall being massive, but I was nine at the time and not my current height of 5'10". I will have to wait to see how it really looks like.



Before I even reach the high school campus, I can see the massive stadium light as I approach the high school. It is 10:39 am as we reach the high school parking. I am greeted by an electronic light saying, "Welcome to Somers High School Class of 2022". I can see the large four-story building in the distance. As I wait to get off the bus, I have many questions, like, *what's the distance between classes*, and *how much homework will there be?* and even, *how do get into your chosen elective class?* We make the final turn onto campus.

I walk off the bus and walk to the entrance to the building with my group. I show my Tusker Tribune Press Pass so I can bring my laptop into the building, and as I walk through the doors, I am greeted by a massive hallway. I am greeted by a crowd of onlookers. As I

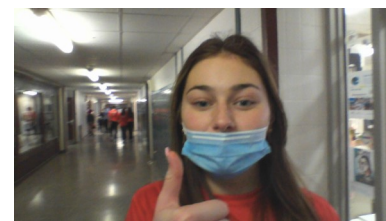
walk deeper into the building, up a ramped hallway into the auditorium, I take a seat in the front row. There's a band playing as a high school student greets me and shakes my hand.

"Are you pumped for the high school?" he asks.

"I'm somewhat intrigued by it," I answer.

I ask for his name and he says, "Jack Lighter."

"Alexander Torsiello," I respond. To the left of me is the Principal, Mark Bayer. Welcome, Class of 2026!" he says, adding, that there are other music groups besides the one we see here, like jazz band, concert band and choir. "In the high school, you can be in more than one band at a time."



Sadly, I don't want to join band. I sit in my seat as I wait for something to happen

Music begins to play as a chorus group begins to sing. I can't make out what they are specifically saying at first, but this is what I think they are saying after a bit: "Can you see my cries, can you see me eyes as I call out to you. . ."

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Five Nights at Freddy's Part 2



By Sam Giliberti
Tusker Tribune Staff

Editor's Note: This is the second part of Sam's article on the game, Five Nights at Freddy's. Part 1 is in the 1/28/22 Edition of the Tusker Tribune:

<https://www.somersschools.org/cms/lib/NY01913963/Centricity/Domain/1265/1-28-22%20Tusker%20Tribune.pdf>.

Recap: Scott Cawthon, the creator, made a company called steel wool studios and they created most of the games but some, Scott created himself. We also went over that you are a nightguard and you try to survive against the animatronics which are Freddy, Bonnie, Chica and Foxy. We went over FNaFs (Five Nights at Freddy's) 1-4. There are 10 games in the series, so we have 6 more to cover and we will cover 2 of them in this article.

Five Nights at Freddy's 5

This game came out on October 7th, 2017. Scott Cawthon made around \$20-\$40 million, with 500,000 to 1,000,000 downloads. In FNaF 5, you are a teenager named Michael Afton, who works for an underground facility called Circus Baby's Pizza World.

You are assigned many tasks throughout the seven nights, such as repairing animatronics, and making sure that they are on their stages by zapping them, resetting a breaker and a lot more.

The animatronics are Circus Baby, Ballora, Funtime Foxy, Funtime Freddy, Lolbit, BidyBab Ennard, Yendo, Minireena, Bonnet and Bon-Bon. For night one, you will be introduced to where you are working and what you need to do. For the first night, you will also be introduced to Handguide. From the name, he guides you through every night.

For the first night, you just shock the animatronics to make sure that they are on their stage. On your left is Ballora Gallery, which you can tell by the name has Ballora and she encourages kids to get fit and enjoy pizza, and on your right is the Funtime Auditorium, where Foxy teaches kids to play and share. Then after you shock them, you must crawl through a vent to get to the Circus gallery. You must shock her three times. Then, you crawl through the vent you came through. Then you finish and move on to the second night.

On the second night, you will do the exact same things, but at the end of your shift, Handguide will go offline, and you will hear Cir-

cus Baby talk to you. She will tell you to go under the desk in a hiding place. A little BidyBab will try and open the desk and you must try and keep it closed or you will get jumpscared. You will then hear instructions from Circus Baby saying that Handguide and she were unsuccessful and you will need to reset the power manually. He will then say that you will need to crawl through Ballora Gallery to the breaker room and he will say to go as fast as possible. However, you must proceed very slowly and listen for her music. Then once you make the Breaker room you must use the tablet to reset everything, but in the upper right, you will see a danger level. Whenever you start resetting one of the places, the danger level will go max. Funtime Freddy is in this room, and you will need to use the "mascot voice" to make him go back to his stage because he will move. This voice is Bon-Bon because he is the puppet on Funtime Freddy's right arm. After you are done, you must go back through Ballora Gallery and your shift will end.

On the next night, you will need to repair Funtime Freddy by crawling through Funtime Auditorium. Now, unlike Ballora, Funtime Foxy is motion activated so it is important to keep the room as dark as possible so you don't disturb her.

You are also provided with a Flash Beacon to help ensure that you don't bump into anything. Once you make it to parts and service, you will need to press specific buttons on his body, open his chest cavity and take his module piece that's inside. Then comes the most difficult part. You must press Bon-Bon's button that is right under his bow tie. It's big, so don't worry.

However, Bon Bon will also move around behind Freddy, and you can't look at him or else he won't come out and if he comes out too much, then you will die. After you complete the task, you must travel back through Funtime Auditorium, and you will get jumpscared intentionally.

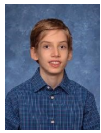
Then begins your next night. It is one of the HARDEST nights in FNaF. You will hear a long speech from Circus Baby, and she is basically saying she kidnapped you. Then when she is done speaking, she will scoop Ballora. This is basically getting smacked by a crane. But then her Minireena will climb into your suit and on your left and right, there are Springlocks that you must wind up. This goes on for about three minutes. Then you will finish your shift.

The next night, you will need to go back through Funtime Auditorium, and you must fix Circus Baby and send her down a conveyor belt to the scooping room.

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School Lunch Could Be Improved



**By Leonid Novichenko
Tusker Tribune Staff**

You probably don't like the school lunch at SMS, and you're not alone. An overwhelming majority of students who I interviewed say they dislike many of the meal options in the cafeteria.

Emily, Grade 7, says that the lunch needs to change. She mentioned that sometimes the lunch is undercooked, which I can attest to as I know of at least one case of students being served half-frozen pancakes.



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Of course, some of the meal choices are not that bad, such as the tacos and Nino's Pizza, but a lot of options not only lack good taste, but aren't very healthy, either. The School Nutrition Association states that school lunches should have 600-700 calories. The average Big Daddy Pizza meal, (1 pizza slice, 1 cup of apple juice, and 1 cup sliced cucumbers) only has 356 calories, which falls well short of the guideline.

In addition, the pizza has too many calories from saturated fat. The Association states that only 10% of the calories should come from saturated fat, but in the pizza, more than 20% comes from saturated fat.

These problems persist for the other options: Brunch for Lunch has too many calories and sodium, Chicken and Waffles has the same issues. But why is the food so bad in the first place? Well, it is cheaper for the school to buy less healthy and less tasty foods, and it looks like it will stay that way for quite a while.

when it's finally winter break



School Specialty

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Freddy's

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Then she will tell you to get out and follow her instructions, but she tricks you into getting scooped by Ennard and then you complete the game!

Five Nights at

Freddy's 6

FNaF 6, aka Five Nights at Freddy's Pizzeria Simulator, came out on December 4th, 2017. This game has up to 2,000,000 downloads and Scott Cawthon made \$10,000,000.

The characters are Scrap Trap, Scrab Baby, Helpy, Molten Freddy, Lefty, Trash and the Gang, Music Man, Mr. Hippo, Nedbear, Pigpatch, El Chip, Orville Elephant, Happy Frog, Funtime Chica, Rockstar Freddy, Rockstar Bonnie, Rockstar Chica and Rockstar Foxy.

In FNaF 6, you must buy things for your Pizzeria to make more money from guests, but it wouldn't be FNaF without some of the traditional nights. So, every night, you must restock supplies

for the next day while avoiding the animatronics. In front of you, there is a tablet, and, on the top, there are different tabs. One is the tab where you order the supplies. On another one, you can see a map of the entire Pizzeria, and on the final tab,



you can use the audio lure to lure the animatronics away from you. This is kind of like FNaF 3, but there are no cameras.

Since every night is the same, I'll just say what you can do. You can upgrade your Pizzeria and salvage animatronics, but if you fail salvaging, then an animatronic will be able to jumpscare you.

That is really most of the game. One more thing—at the end there is a fire, and you will hear a person give a long speech. Then you beat the game!

End Of Part 2

Alex Torsiello—Somers High

From Page 1

DISCLAIMER: not a 100 percent accurate translation . . .

After that, a massive group of band and choruses begin to sing and play as the stage curtains open. It gets louder, and more dramatic, with violins and guitars and bass added to the mix. Then the music quiets down to build anticipation, and then it gets, and then ends suddenly.

Then Mr. Bayer introduces one of the girls' singing groups. Their song has a certain tranquility. I try to make out what they're saying: "just about my heart, I'm as bright as day, can you hear my heart as I speak . . ."

Soon, a piano and drums are added. The song ends, and then the Chamber Orchestra comes on and plays a song that sounds like it's from a Viking movie or play, or even a pirate performance. The sound grows and increases rapidly in tempo, and keeps building.

After a few more songs, we leave the auditorium and begin the tour of the building. I wanted to interview some high school students, but since it was a half day, they left right after the auditorium program. I do learn, however, that there are two assistant principals at the high school, and that my assistant principal would be Ms Flores. I am also told that a large part of our tour will be about electives and that our choices are a little more limited as freshmen, but



still, we have more choices than at the middle school.

Then Ms Flores begins to speak.

"Welcome, Class of 2026." We find out that there is a rotating

schedule at the high school, and that there is a Help Center for students who need extra help with their work.

After Ms Flores, we go to The Commons for lunch. As I wait in line in the massive cafeteria, I ask the server, "Is the food good?"

"Yes," she replies.

After I finished eating, I went to the art room. I also walked around the hallways as I moved past many other areas. I then arrived at the camera room, and find out it's a place to learn how to take good photos. I'm told by the teacher that this is the only class where you really can't cheat, since everyone sees what you do.

As it approaches 12:30, we go to the Studio Art Class, which is the core of the art program. You can explore different time periods and we learn about the usefulness of art. I ask the teacher, "Would a large amount of creativity help in the class?"

She replies, "You need creativity and effort in the class."

We next go to the engineering class, where the teachers, Mr. Fry and Mr. Amato, talk about many types of engineering and talk about other types of ideas like

land surveys and electronics. I ask Mr. Fry whether creativity is important in the class. "It would help in all of our classes, and it is a pillar in our class."



We next head to a pottery class. The teacher is making a cereal bowl. She says, "You can join this class no matter what you plan to do in your life. Clay is a free-form art style. It helps nurture and comfort you."

After that class, we go into the main office after discussing the high school Code of Conduct.

I asked Principal Bayer what it is like to move from the middle school to the high school.

"I think it is an exciting time. It can also be scary coming to a new school. But I think the good thing about Somers is that you get to go with people you know and get to meet new ones."

I then interview two seniors about the layout of the school. "It's easy to get around once you know the layout," they said.

We then went to the library. I am told a few facts about the library. We can come here during our free periods. We can check out books for three weeks at a time. We were also told that there are 9088 books in the library.

Then, in the cafeteria again, we saw that a lot of the clubs were on display. One of them is the Film Club. "What kind of movies do you make?" I asked.

"We make short films every month," was the reply.

We also visited the Tusker Peanuts program, where students learn how to care for younger children.

Another class we learned about was one where students learn how to build credit and do their taxes. That seemed really useful to me.

At 1:40, we ended up in the Learning Assistance Center. This room is both a tutoring center and an information center. You get help in organization, and you can also get extra help and stay on track with your work if you are sick for a few days. It's also an alternative study hall.

Next, we visit the Mac Lab/Digital Courses Room, where it's all about graphic design, and the use of computers and technology in the academic world.

In Science Research, we learned about scientific papers, and creating projects with help from someone in the science field.

After that, we learned about the Fashion Design course, where you learn about fashion trends and textiles for clothing design.

Finally, we end in the counseling office, where we all met our high school guidance counselors. We can go there to have talks with them. We were told we will be taking freshman orientation classes, where we talk about topics like mental health.

As we end our tour of the school, I reflect on that we will be learning here for the next 4 years.