



Frisbee updates
-Page 3



Teacher decorations
-Page 4



OWL prom collage
-Page 11

Purple Press

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May 7th, 2026

Five students to HD nationals

Three OWL projects will be heading to compete in Washington DC this June

Rocio Hernandez
Frances Healy
Staff Writers

On Sunday April 19th, five of the OWL students that competed in state history day at the Minneapolis Convention Center advanced to National History Day.

This year's National qualifiers are seventh grader Alice Mounes who got 2nd

place for her junior individual exhibit on the Mental Health Act of 1963, 10th graders Charley Cheatham, Beatrice Cosgrove, and Abby Horton who got 2nd place for their senior group performance on the Ladies Home Journal Sit-In, and 10th grader Emily Totushek who got 2nd place for her senior individual website on Baby M.

Out of the 24 OWL projects that competed at state, 14 were recognized at the award ceremony. Six projects got honorable mentions, seven projects placed top five in their categories, and three qualified for nationals.

Achieving any of these accomplishments is no easy feat, as there are many steps you have to take to make it

to state. At school history day on February 4th, 70 of the 200 OWL students who competed advanced to the SPPS regional competition that took place on March 28th at Harding High School. Out of the OWL students who competed in regionals, five projects got honorable mentions at the award ceremony, and 25 projects advanced to state, 15

in the junior division and 10 in the senior division. There were five documentaries, three exhibit boards, nine performances, six websites, and one paper.

Finished projects, including annotated bibliography and process papers, were due on April 9th. This was tricky for many students because the turnaround from regionals

to state was very short. There were only 12 days to work on or improve projects after regionals until the finished work for state history day was due. Another inconvenience for this was that the week to improve projects before the state competition was over spring break.

The schedule for state
State history day, 8

Committing to a college a difficult decision



Tim Leone-Getten

OWL Class of 2026 gathered to declare their plans for after graduation.

Seniors announced which schools they're heading to after a lot of deliberation

Kate Houle
Staff Writer

The second of OWL's three annual senior-centered events (we've only got graduation left to go folks!) recently took place. On May 1st, the class of 2026 gathered in the front courtyard and announced the post-secondary programs

they've committed to, before receiving pastries from Maplewood bakery.

This tradition, aptly named Donut Declaration Day, is the culmination of a long application process. While the college march in December is a celebration of seniors getting their college applications in, Donut Declaration celebrates

their final commitments, and involves a lot less fanfare. It's on May 1st because that's the day most colleges set as a deadline for committing, and seniors get donuts because, well, who doesn't want donuts?

However, the process of making that final decision is almost as, if not more, difficult than choosing where to apply



Tim Leone-Getten

Seniors on donut declaration day posing with their decisions.

in the first place. Depending on who you ask, the top factors involved in students' decisions vary. The most commonly mentioned are academic quality and affordability, but employment after graduation, location/climate, and campus life are also frequently brought up. There's more technical details and statistics for all

of that of course, but most students tend to search for the school that just feels the most "right," whatever that means to them.

For OWL's 2026 class, over 60 seniors had to figure out what was right for them. Their commitments for next

College choices, 9

Model UN program saw a lot of growth

Senior David Griffith won OWL's first MUN award for his position paper at this year's conference

Jordan Ellison
Staff Writer

Senior David Griffith did not expect to win anything when he attended the Model United Nations conference at Macalester College in February.

"I was definitely surprised," said David, "No one on our team in the past three years has won an award." David earned

"Distinguished Position Paper," an award given to one of the top position papers in a committee. His paper was ranked among the best in the United Nations Security Council, where he represented France, marking a milestone for OWL's Model UN program.

The conference brought together students from schools across Minnesota to simulate the United Nations.

Delegates were placed into committees, debated global issues, and worked together to write resolutions. Before the conference, students prepared by researching their assigned country and writing position papers outlining their country's stance on international issues.

This year marked

Model UN, 2



Luke Turvold

OWL's Model UN team at their conference in February.

Making a HD project

Jae Lind
Staff Writer

If you've been at OWL for any length of time, chances are you've encountered History Day. Maybe you worked on a project in class as a 6th, 7th, or 11th grader. Maybe you did it in other grades, on your own time. You could've volunteered to judge the school competition, or have read about it in the Purple Press, or overheard students working on their projects.

In regards to History Day, OWL is a very competitive school, frequently sending students to Nationals. More years than not, we have at least one group attending. And alongside that, Minnesota is a very competitive History Day state. Over 19,000 students in Minnesota participate in NHD, with just over 1,000 attending State. And of those students, only two projects per category get to move on to Nationals.

So, what makes a good History Day project?

"[A] good topic, solid research, and being open to feedback!" said Katie Craven, the OWL History teacher in charge of History Day. Of course, all that is much easier said than done— especially when it comes to topics, it seems.

When asked what the most overlooked part of History Day projects is, Katie replied, "I actually think it's making a good choice for a topic. Students often pick something that's 'popular' right now, because a movie or a book came out about it, or

History Day, 9



The Purple Press

OWL's longest-running student newspaper was founded in 1996. We publish monthly from November through June. All content for The Purple Press is created by OWL students. The Purple Press welcomes feedback and letters to the editor. Submissions can be emailed to leo.bickelhaupt@spps.org. The opinions expressed in this newspaper do not necessarily represent those of OWL staff or administration.

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Archery through the season

State, meets, highlights, and exciting moments

Azziella Barrett
Staff Writer

The archery season wrapped up at the state tournament in Duluth. The high school team had its best tournament yet this year, placing 19th place overall, with a score of 3,136.

The state tournament took place from Friday March 27th to Saturday March 28th. The top score for the team was 9th grader Brogan Buffie-Gleason with a score of 274, and the top female score was 10th grader Brisa Bolton-Steiner with a score of 268.

One of the top middle school archers this year, 8th grader Melita Allen, ranked fourth out of 197 middle school girls at the Becker tournament earlier this year, "I was really surprised because that had

never happened before, and very happy and proud of myself. I had shot one point lower last year and gotten sixth! Even if I didn't place, though, I would have still been pretty happy because I beat my personal best," she said.

Regardless of the results, most archers had a positive experience this year. Tenth grader Junia Green remarked, "I think the archery season went very well especially for our new members, or rookies, as I like to call them." Melita said, "I think that, although we've had better seasons in the past, this season was really fun and we had a lot of good energy. Some other years we've, say, gone to state or had archers qualify for nationals, but this year was just really fun."

Melita also mentioned

that talking with her friends was a fun part of the experience— after all no one else would understand her archery jokes.

Math teacher and archery coach Tom Totushek had similar thoughts on the events of this season, "My favorite part of coaching archery is seeing students get happy as they get better." Tom also agrees that this season was less on the competitive side, "This year, we have not shot nearly as well as we historically have done, except we had a lot of fun."

Tom also stated that, in his opinion, character is more important than a score, "I talk about the importance of character. Like, you don't measure that at a tournament. You measure scores. And the scores don't really matter. My kids are out there with character having fun, and, you know, that's what I like."

In fact, part of the possible reason why their enthusiasm was so bolstered could be because of the cheer that Tom has been making the team do begrudgingly. Some students may even admit that the cheer helps them feel more like having fun and doing their best at each tournament, rather than feeling obligated to do the best.

Next year we hope to have all the archers from this year return and hopefully some new ones, so we can have yet another amazing season!



Emily Totushek

Archers receive advice from one of their coaches at state.



Purple Press Staff Photo

Archery scoring: finally explained

Lucas breaks down team scores, state rankings, and more

Lucas Beauregard
Staff Writer

OWL competed at the state archery competition on March 27th. The team placed 19th and the top individual was ninth grader Brogan Buffie-Gleason, scoring 87th out of high school boys. National Archery in the Schools Program (NASP) scoring isn't just a numbers game, it's a showcase of skill and consistency.

Picture a square archery target; for scoring you start from the middle (ten points) and move your way out on each line until you get to the edge (one point). There are five color levels on the target: yellow for nine and ten points, red for seven and eight, blue for five and six, black for three and four, and white for one and two. Each section is numbered to help archers track their scores more easily. Each archer shoots five arrows per round for a total of six rounds: three at the 10-meter line and three at the 15-meter line. Two practice rounds are provided at the start of each distance to warm up alongside this. This setup allows for a maximum

score of 300 points.

A score of 300 is very rare among NASP, but in Olympic archery they are very common. The highest scoring archer for OWL had a score of 293 by Jacob Rohde, who got 2nd place at Minnesota state in 2023.

The teams scores are determined by the twelve highest scoring archers from each team including the top four scoring four boys and top four girls; the remaining four members can be of either gender. The only exception to that is at Nationals where it isn't managed by NASP, so there isn't fourth and fifth place. Then, if teams rank top ten at state they will be able to make it to Nationals, and if you rank top 16 at Nationals then you will be able to make it to the world championship. But before you can get to worlds, you have to get through a trial run and score high enough to get on the team, having to score top eight or top 16, depending on scenarios of other teams.

State from an archer's perspective

Brogan shares his experience from the final competition this year

Brogan Buffie-Gleason
Staff Writer

There are many tournaments and competitions during the archery season, but the whole season leads up to one big finale to end it all. The archery state tournament in Duluth, on March 27th and 28th marked an end to a long season of practicing and perfecting for OWL archers. But what's it like shooting in front of hundreds of people? What goes into practice and preparing for that final tournament?

A typical archery season is practice for five months, then a tournament every Saturday, and then state. State is always the perfect way to end the season, one final big shoot to show your best, which is what makes it so scary. It arrives unsuspectingly, and suddenly you're a week away, and trying to perfect your shot. You get help from coaches, and from other archers. You shoot for two hours straight after school. Eventually Thursday comes around and you're packing up the trailer with all of the archery equipment for the tournament. Your practice is over for the year, and hopefully

it paid off.

Shoot times at state were a little weird this year. You either had the option to shoot Friday afternoon, which was mostly reserved for History Day students, or Saturday morning at 8am. Remember, state is two hours away in Duluth. Most kids shooting Friday left around second hour, or just didn't go to school that day all together. The Saturday archers either came up the night before, or for those

willing to, got up early and drove to Duluth by 7:30 in the morning. For everyone, there is a nice long car ride to think about everything you're going to do, either right or wrong.

The Friday archers got there, shot, and left for History Day, and you and the other Saturday archers arrived that night, hopefully for a good night's rest. The next day you get up at around 6:30 and drive down to downtown Duluth, where you'll arrive at the DECC,

or Duluth Entertainment Convention Center. You make your way to the team staging area, grab your bow, arrows, and scorecard, and do your warmups. Hopefully you're not too tired from the early morning, because you're about to go and shoot in front of your family, and a couple hundred other people.

It's almost shooting time, and Tom brings the team in for the usual chant. If you've been in Tom's math class then you probably know the planner time chant. The archery chant is similar and goes like this, "What time is it?" "OWL time!" "Any owls in the house?" "Hoot hoot hoot." The team then moves down to the shooting range, a hockey arena set up with targets, quivers, and bow racks. As you walk in, you scan the crowd for your family. It's a strange atmosphere when you walk into an oddly quiet large area, but that is typical for an archery tournament.

You place your bow on a rack and walk out to your target to clip your scorecard. When you turn around you realize just how many people



Purple Press Staff Photo

OWL archers prepare to shoot.

Model UN, 1

significant growth for the program. According to Model UN advisor Luke Turvold, 26 OWL students attended the conference, compared to 15 in 2025 and ten in 2024. Turvold said the conference was a major success, with students collaborating with delegates from other schools and successfully passing resolutions in their committees.

At the conference, students presented ideas, responded to other delegates, and collaborated during both structured and open debate sessions. David said he was focused on choosing a strong topic and putting effort into his writing. "I think I chose an interesting topic for the position paper," said David.

Luke said students gain valuable skills from participating in Model UN, including research, negotiation, and public speaking. He explained that the experience challenges students to think from a global perspective by representing countries and defending positions that may differ from their own views.

In addition to writing, David said Model UN has helped him develop a wide range of skills. "I think I've improved skills across the board," he said, "Public speaking and engaging in talks with other people, and also my writing skills."

He also said the experience has helped him work with and teach others in the club. "I think it seems like kind of a big thing to join," said David. "But at the end of the day, everyone kind of goes in not knowing what they're doing." Luke added that beyond the skills, Model UN is a rewarding experience that helps students better understand international relations while also building confidence and strengthening college applications. David said students improve quickly by participating and learning through experience. "I went in not knowing what I was doing, and you kind of learn as you go," he said. David's award highlights both his individual effort, and the continued growth of OWL's Model UN program.



Purple Press staff photo

Students take part in a cooking class in Rome during last spring's international trip.

OWL heading to Peru next year

The next spring break trip abroad is set for South America

Hannah Loomis
Staff Writer

As much as the OWL populous knows by now, every other year members of our community take a trip abroad. Last year students went to Rome, Paris, and Madrid. Next spring break (of the 2026/2027 school year) students will be going to Peru. I was curious about what the Peru trip would be like so I decided to interview OWL math teacher Tom Totushek, who is currently in charge of planning these trips abroad.

One of my main questions was what we would actually be doing while we were there, and where in Peru we would be. Two of the major places we will be going to are Machu Picchu (by train) and the Sacred Valley. We will also be in Lima, where we will visit a monastery, take a tour of the city, and walk around Miraflores. Other main activities will be watching weaving, a ceramics workshop, and a scavenger hunt in a local market. During the interview Tom said, "[Students] should also expect to potentially have opportunities to practice their Spanish in small markets buying things."

OWL has been doing these spring break trips abroad since the early 2000's and used to be led by a former ELA teacher. Tom took over as the leader in 2013. "I didn't do them initially, we had an English teacher, an ELA teacher, who grew up in and taught in Spain for a while and raised her children in Spain, and would take kids to Spain every once in a while. And when I started here, I just mentioned that I spoke Spanish and I would be happy to go just as a joke. And they were like, that would be wonderful. And so I started doing them with her. And then she retired, so I took over the program." Since he took over he has led five trips, three to Central America and two to Europe. I learned during the interview that they try to go to Spanish speaking countries more often so students can

immerse themselves in the Spanish language to help learn it better.

Another question I had was about rules while we were abroad. To answer, Tom said, "So generally, we have a remember-you're-at-school kind of rule. So for example, when we're in Europe, you would say, 'Hey, 18 year olds can drink in Europe.' No, you're on a school trip. You can't drink. I don't drink. Nobody drinks. Like I can't say I'm over 21, I should be able to open up a bottle here at work." Another big rule is never be alone, and don't screw around. Overall, "Just be where you're supposed to be and be doing what you're supposed to be doing; act as though you're at school and a representative of the OWL community."

I also asked about housing, meals, and transportation. We will be staying in hotels, likely with pools, and closer to the trip people will be able to state who they would be alright rooming with. Typically rooms will have two to four people in them. Breakfast and dinner will be eaten at the hotel, with lunches out of the hotel, often at restaurants. Transportation will mainly be buses.

By the end of our interview I wanted to know where our next trip would be. Usually spring break trips alternate between Europe and Central America but for the next trip Tom is looking into going to Tokyo. The trip to Tokyo would be focusing on STEM, but this is all tentative and not yet decided.

Finally, to my knowledge Tom, Akira, and Bridget will be the chaperones to Peru. We will be returning to the US a few days before the end of spring break and the start of quarter four. And at the time of the interview there was only one open spot left for the Peru trip.

Womanatee still in rebuilding mode

Morale remains high as they strive to integrate new players

Henry Helle-Morrissey
Staff Writer

The Womanatee are currently in what many team members call a rebuilding year. Their current emphasis is on training up newer players and getting the basics down to a science. This will make it so that in the coming years they can evolve into being a more competitive team.

"Overall, it's a very welcoming place, so anyone who wants to join can join. It doesn't matter their level or whatever, they're always welcome," said Womanatee captain and junior Connie Van Genderen. Connie's statement really captures the welcoming spirit of the team. Womanatee captain and senior Maddie Linstad said, "The goal for this year is to generally improve and get the basics down. Have a really well defined vertical

stack."

The team has had a tricky start to the season, bringing home one win so far. Despite this, the team has kept their spirit high and has continued to play their hardest against teams from much larger schools. A highlight was their game against Squall JV, where they took the dub 7-3. "We



Joseph Sierra-Zepeda

Womanatee celebrating during a game this year.

played nicely against them, and it was nice to have a win," said Manatee spirit captain and senior Rhoda Wonders.

Of course, you can't have a team without star players, so here are some ones to watch. The captains, Maddie Linstad and Connie Van Genderen, are leaders and playmakers in the team. Tenth grader Brisa

Bolton Steiner is also a stand out handler, and all three of these players have been submitted for all conference voting this season. Ninth grader Amalena Xiong has also played very well this season, and being only a ninth grader, she has been submitted for rookie of the year voting.

The Womanatee will compete in the Minnesota State Tournament at the National Sports Center Blaine on the last weekend in May.



Margaret Moe

Brisa Bolton-Steiner in a game

Manatee look to maintain their edge

Team experiences mixed results after last year's record high

Clara Plumstead
Staff Writer

Almost everyone has heard about the Manatee's incredible season last year—including their first ever national tournament!—but what is the season outlook this year, and how does a team recover after such an outstanding elite streak?

Well, the Manatee's 2026 frisbee season is expected to be a rebuilding phase, but that doesn't mean the team is any less ambitious!

With top competitors like Washburn, Central, and Great River, key members of the Manatee revealed that they've felt a little bit of pressure going into the season, despite it being "more casual" than last year. "We use the fall and winter seasons to build connections. So it just feels like we're all a big group of friends now, and we just had a team bonding this weekend," explained senior captain, Arlo Northrop-Keil.

Currently, the team is determined to get into the top three, and to be a strong force at state. The intention isn't necessarily to be National attendees like last year, but highly competitive throughout it—and to earn the top Spirit Award, an award given to the team with the most sportsmanship, self-officiation, and fair play in the competition. "I think we will place well this year, and we will go to Nationals this year, but next year we'll have all those freshmen coming in, [and they will] make it that much better," said senior, Luke Hobday. Some of those rising star players include 9th graders, Brogan Buffie-Gleason (BB gun), and Henry and Oskar Helle-Morrissey, to name a few.

And this year's team has a lot to live up to, losing only during the semi-finals last year in a two-point difference to the team that won nationals. "It's tough when you have 11

seniors who had been playing for seven years, every day and night together," admitted Spanish teacher and Ultimate enthusiast Tim Leone-Getten. "It's not going to be the same kind of results as last year, but they're still going to be a really great team."

In order to accomplish their goal this year, they have to beat Edina—which is a highly skilled team—and a game they're really looking forward to. Edina is currently ranked third in the state, according to Ultiworld, so they really have their work cut out for them!

The Manatees early season results have been mixed. They defeated Apple Valley 13-10 at the Matoska Tournament after losing to them earlier in the year 15-5. They also took a 15-0 win against Wayzata. Luke attributes their wins to "playing as a team a lot more." The manatees have lost some relatively close games against Central and Great River. "We started off the season

pretty bad, and had trouble adjusting," he explained. Clearly hard work has paid off, and with the Hopkins Hustle National qualifier coming up in 2 weeks, and the State Tournament on the horizon, this change could come just in the nick of time.



Joseph Sierra-Zepeda

Khalyse Calloway goes high for a grab against Great River.

A summer of history and sticker shock

48 teams from all over will compete at the World Cup this year

Xavier Harris
Staff Writer

The World Cup is headed to North America this summer, promising a soccer scene unlike anything that we have seen before. For the first time in history, FIFA has upped the stakes to 48 teams rather than the previous 32. As of April, 48 teams have made it through. The last six teams to qualify were Sweden, Republic of the Congo, Turkey, Iraq, Czech Republic, and Bosnia. Sadly, for the average fan, the dream of seeing a World Cup game in person has become a financial nightmare. As the WC starts, the talk isn't only about who will lift that trophy, but how will anyone afford to get in.

This year's tournament will be something to remember, hosted across 16 different cities spread out throughout the United States, Mexico, and Canada. The USA leads with 11 cities, including major areas

like New York/New Jersey, Los Angeles, and Dallas. Mexico has Guadalajara, Mexico City, and Monterrey, and Canada welcomes fans to Toronto and Vancouver. The 39-day sprint begins June 11th, 2026, and the final will be at the iconic Estadio Azteca in Mexico City on July 19th, 2026. Other than being so spread out, the big number of venues hasn't made it any easier to find an affordable ticket.

For the OWL Community, the World Cup was supposed to be a big celebration. A couple soccer fans really wanted to travel and go see a game, but then reality smacked them in the face. "After saving for months, I entered the official ticket raffles with high hopes to watch Japan vs. Tunisia in Monterrey, only to come up empty-handed," said science teacher Akira. With the raffle over, Akira and multiple other teachers were left looking in

secondary markets where the prices were way out of their range, literally ending their hopes of attending a match.

Multiple online platforms like Facebook and Reddit have been talking about these financial disparities and the "pricing disconnect." FIFA theoretically put out supporter entry tier tickets that were as low as \$60, but fans said that these were literally impossible to find and are believed to be a myth. In reality, people are saying that the cheapest category 3 tickets for a normal group stage game are around \$300-\$600. This difficult system of high costs and new pricing model makes this the most expensive World Cup in history.

The numbers that are being told by the fans on social media tell a big story to new viewers. While a low-end group stage ticket comes out around \$120, a big match that includes the

USMNT or known superstars starts around \$600 and is pushing past \$1,500. The prices get even larger as you reach the knockout rounds. Quarterfinal tickets are being said to be as high as \$2,500, while tickets for the final range from \$2,000 to a staggering \$9,000. For people like Akira and the rest of the world watching on TV, the beautiful game has never felt as exclusive as it does now.



Jae Lind

Senior Spotlight

Alex Perez-Salazar



What pronouns do you use?
He/him.

How long have you been at OWL?
Since 6th grade.

What are your plans for next year?
I plan to attend Hamline University with a major in Biology, and a minor in Physical Science.

What's been your favorite class in high school?
English 11.

What extracurriculars are you involved in?
Soccer and Volleyball.

Favorite field work experience or school trip and why?
Camp Du Nord, cause it was just all the seniors.

If you had a walk up song, what would it be?
La Mandenza by Bad Bunny.

That One Little Kid

Israel McConnell



How tall are you?
5'7"

What pronouns do you use?
He/him.

What's your favorite book, movie, or TV show?
Jujutsu Kaisen.

Who's your favorite senior?
I don't have one.

What is your favorite thing about OWL so far?
Lunch.

What extracurriculars do you plan on getting involved in at OWL?
Frisbee maybe.

Wait, since when is there a window?

Teachers personalize their rooms to help reflect their personalities

Melita Allen
Staff Writer

The other day I was sitting in Tim's Spanish class, and noticed he had a window! On the far side of the room, next to the door into the man cave, was a window looking out on a beach. And I thought, what's that about?

He said that he bought it at Menards and installed it with principal Dave Gundale. "So we have the seven doors, and no windows, except for the one behind the [Guatemala] flag (see Volume 25, issue 6), and so I thought we could install a new window in a more, you know, easier to see spot," said Tim. He thinks people like the window, and it "gives the room a nice breeze." Often the window shows beach scenes, but might change depending on Tim's mood.

Opinions vary on teachers' rooms, but people like when teacher's rooms reflect their personalities. But kids personality's affect their opinions too. For example, someone who's quiet and likes to read might like Preston's dark and cozy room and mini library, or Bridget's comfy couches, but someone who is louder or has more energy might like teachers' rooms with bright windows, or things to interact with and look at. It has actually been scientifically proven that classrooms with

natural light boost self esteem and create a better learning environment, according to the Teacher Treasury.

Many students like Preston's comfy corner and cozy vibes. His dim lighting and shelves of books seem very relaxing to most students. Couches are also popular. "Bridget has a great room, 'cause I really like her couches, but also Preston, because he also has couches. And that's perfect," said 8th grader Charlotte Scheffing.

And, y'know who else has a couch? Katie! (Which I have never actually sat in) Katie's room also has Star Wars themed decorations, including cardboard cut outs of characters, Pez dispensers, and artwork of an AT-AT, which is basically a robot that looks like a camel,

Katie said that, other than Star Wars being an awesome movie series, it also has topics and concepts copied from the real world, so she can sometimes use them as examples in her classes. She said that, although a few decorations she has owned since childhood, most of her decor has been acquired by students as gifts.

"Han Solo is mine. I bought him when I was 10 years old, so I've had him for over 30 years. The Pez dispensers are from my childhood, but the rest of it is from students. My crew

bought me the Stormtrooper. I had some seniors my first year at OWL who fundraised and brought in money to buy Chewbacca and Ray, and students made me or bought me the artwork," Katie said.

Another point of interest in teachers rooms is the crew banners. Every crew has a banner with their mascot on it that they bring to community meetings. Alumni Galadrial Barrett and Emilia Johnsen made the crew banners as their senior project. "We wanted to find a way to incorporate art and design into our senior project, and we figured it would be a fun challenge to work together on such a big project," said Galadrial. The team said they liked designing and adapting the mascots, but it was a really long process that they had to stop and come back to often.

"We first made a form to send out to teachers to fill out, then we made mock ups of each banner design as response came in. Next we sent the draft to each crew to critique and made edits at their requests. We also had to apply for funding to pay for the banners to be printed. Lastly, we assembled them and gifted them to each crew. It was a long process but it was worth it! I would say we probably spent two to four hours designing each banner,"

Emilia said.

Back to the classrooms, Megan's room is very nice and organized.

"In this room, the first priority is clarity of thought. I try to reduce visual noise at the eyesight level, like at the eye line level: no blocking windows, and have room to display student work, but not a ton of commercial posters," said science teacher Megan Hall, explaining the method in which she decorated her room. Megan believes in a tidy, clean room with a lot of soft and natural lighting.

"I like to have lighting that stimulates the brain in a positive way, but doesn't stress people out or give headaches. So we always keep the window shades up, and then I have the color coded covers over the big lights. Now the colors over the lights are part of the clarity piece, because I want students to be really obvious about what table they're sitting at. And the reason we do rainbow is to provide a background LGBTQ+ support visual," Megan said. She also said the table arrangement was really good for fishbowls, with the U-shape surrounded by a circle, while also giving kids as much space as possible.

New QB 'checks most of the boxes'

Erik discusses the Vikings latest draft for QB1: Kyler Murray

Erik Imholte
Staff Writer

After varied struggles with 2024's tenth overall pick, J.J. McCarthy, the Minnesota Vikings have brought on a new quarterback, Kyler Murray, to compete for the QB1 spot.

Prior to this deal, Murray had spent his entire NFL career playing for the Arizona Cardinals after being selected #1 overall by them in the 2019 NFL draft. In college, he played for the Oklahoma Sooners, winning the Heisman trophy with them in 2018. But why him? What are his strengths and his weaknesses compared to McCarthy's? Who will be playing QB1 for the 2026-2027 season?

First off, let's cover why the Vikings chose Murray. The market for quarterbacks during free agency was actually quite robust; notable players like Tua Tagovailoa, Malik Willis, Aaron Rodgers, and once-Vikings QB Kirk Cousins were all available. However, the Vikings are one of the lowest ranking teams in the league in terms of cap space—and with Malik Willis heading to the Dolphins for \$67.5 million, it became obvious that Vikings had to select a quarterback both talented and cost-effective for their limited budget. Luckily, the Cardinals still owe Murray \$36.8 million in guaranteed salary, allowing the Vikings to sign him for the league-minimum of \$1.3 million for one year.

Additionally, and as you've likely heard, the current Vikings QB1 J.J. McCarthy has faced some serious issues with his play: his mechanics, footwork, accuracy, and overall game sense have all proven to be major weaknesses for him, as well as being extraordinarily injury-prone— he missed his entire rookie season in 2024 due to a torn meniscus, and missed seven games this past season due to various injuries, including a five game stretch from weeks three through seven due to a high-ankle sprain.

However, Murray has shown struggles in recent seasons as well. He had a strong start to his career, playing his best season on the tail end of head coach Kliff Kingsbury's contract in 2021. His stats gradually decreased over the years after Kingsbury was replaced by Johnathan

Gannon, in part thanks to frequent injuries (including an ACL tear in 2022), the Cardinals roster thinning and losing key offensive players, and general distrust between Murray and the Cardinals organization. All of this eventually led to Murray being benched due to a foot injury after week five of the 2025 season, being replaced by backup QB Jacoby Brissett. At the end of the 2025 season, after the Cardinals missed the playoffs for the fourth year in a row, Murray was informed he would be released, getting us to where we are now.

Murray's largest source of strife, and perhaps what he's most known for, is his height— he is 5'10", which doesn't sound short, but is tied with the Carolina Panthers' Bryce Young for the two shortest quarterbacks in the league. Due to his stature, he has had difficulties reading the field from behind his O-line, which has affected his ability to play out of the pocket, and his deep-ball accuracy has also taken a nosedive since the beginning of career (although this could also be attributed to the loss of key Cardinals receivers over the years). He exceeds, however, in his athleticism, harboring a strong arm, powerful acceleration, scrambling, and a keen ability to avoid pressure.

It's also worth noting that Murray was selected ninth overall in the 2018 MLB June Amateur Draft, as he also performed exceptionally well in his college baseball career with the Sooners. However, after winning the Heisman, he fully committed to football and declared for the 2019 NFL draft.

Overall, Kyler Murray seems to be a strong, if not the strongest, option at quarterback for the Vikings. He's a veteran quarterback with seven seasons under his belt, and boasts significantly stronger stats compared to McCarthy's over his career. Additionally, his athletic ability is a drastic improvement from McCarthy's, and his cheap contract is just the icing on the cake. In my opinion, he checks most of the boxes (definitely more than McCarthy) needed at Vikings QB for the upcoming season. If I had to guess, I'd put him at QB1 for 2026-2027.

Upcoming Events

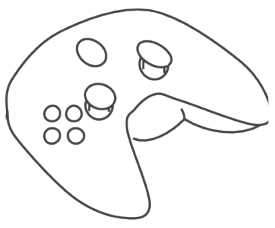
May 15th: Community meeting

May 18th-22nd: Interim

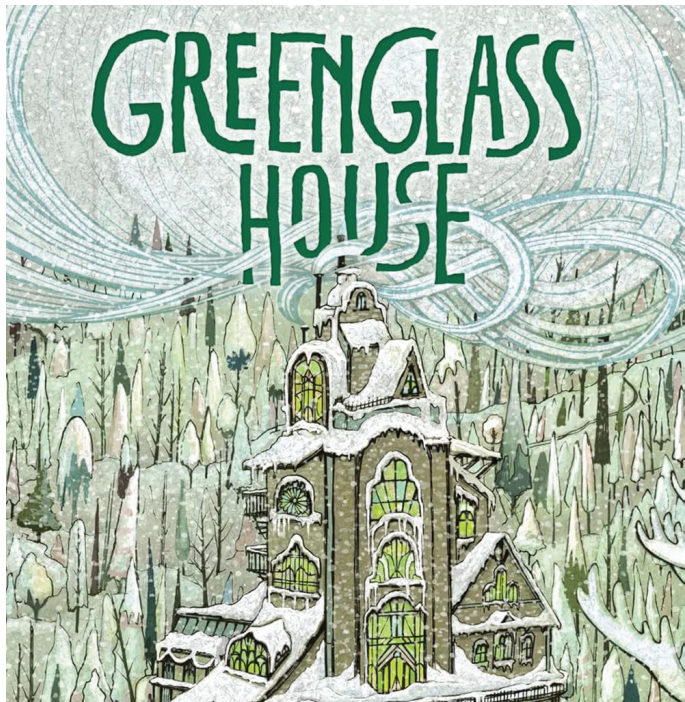
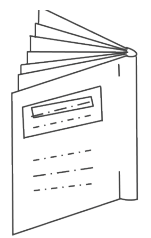
May 25th-27th: No school

May 29th: Seniors last day

June 2nd: Graduation



Reviews 'n' stuff



Intriguing middle grade mystery

Greenglass House full of plot twists and relatable characters

Rajan Agarwal
Staff Writer

A tall, ramshackle building in the middle of the forest with stained glass windows. Sounds like a fairytale? This is actually the main setting of the book *Greenglass House* written by Kate Milford in 2014, aptly called... *Greenglass House*.

I LOVED this book – but I like nearly every book I read, so that doesn't really matter. The plot was great, the characters were great, plot twists- whoops, I'm kinda getting ahead of myself there, because I know you're asking, But what is this book ABOUT? And you're absolutely correct, I never introduced it!

First, let's get the boring stuff out of the way. This book is about 400 pages long. It's a novel, so no pictures – except some little illustrations at the start of chapters, but those don't really count. It's also a mystery book, so for you sleuths out there, this is one to try. Also, be prepared for plot twists. That's all you're getting out of me on the matter.

Anyways, next part. When we start the book, the main character, Milo Pine, adopted kid of the innkeepers, is tired. Like, REALLY tired. He's expecting no guests, as it's wintertime, so he's very ready to just do nothing over the winter break. However, the first night of vacation, the bell rings. The bell signifies guests. The guests come. And come. And come... you get the idea.

So now, there are five guests and they're all really weird. There's a pair of colorful-haired cat burglars named Clem Candler and Georgie Moselle, who seem like they know each other more than they let on, a guy with a briefcase full of socks named De Cary Vinge, and two other characters named Dr. Wilbur Gowervine, and Eglatine Hereward who don't really have any interesting characteristics...

for now (foreshadowing). Then, stuff goes missing, and Milo, along with Meddy, who's the daughter of the cook, Ms. Caraway, have to try and find everything. Additionally, since Milo doesn't really feel brave enough to, he creates this alter ego, Negret, who's based on RPG characters from books he found in the attic. There's also some stories about stuff, but you'll just have to read and find out.

Now for the actual review stuff. I kinda like the RPG character stuff, as it makes nerds feel more represented in general, and it also helps Milo cope with the fact that he's adopted, so he can create birth parents for his character – I kinda forgot to mention that he's Chinese, and his adopted parents are not. He also creates a completely different character in the second book – it's called *Ghosts of Greenglass House*, and you should read that too– with a completely different backstory and completely different made-up birth parents, but I'm getting off topic. The point is, I'm a nerd. I like RPGs. There are RPGs. I am happy.

I do have one thing that I don't like about this book, but it's a spoiler, so if you're planning on reading the actual book, please skip to the end of this paragraph. So, if you're reading this, you should know that Meddy's a ghost. Additionally, she's not actually the daughter of the cook. My only gripe throughout this entire book is: How does literally no one ever see Meddy and Milo talking?? Like, the chances of it not happening once are fine, twice slightly lower, but EVERY SINGLE TIME? I know it's like, "but you can't ruin the surprise early!" But the chances are so low. But that's author logic for you.

Well that's it. *Greenglass House*. Great book. You should read it. Goodbye.

How to play football in a dystopian US

17776 offers insights into humanity and why people love sports

M Lind
Staff Writer

If you know me, you'll probably know that I'm not exactly a fan of most large-scale, professional team sports. In fact, I actively dislike several of them, including American football. Why, then, am I writing this review of... is this a sports blog article about the future of American football?

I promise I haven't lost my mind when I say that Jon Bois' *17776: What Football Will Look Like In The Future* is one of the best works of fiction I've ever read— taking everything I love about the sci-fi genre and turning it into a beautiful commentary on human existence. You might click on the link for what appears to be a SportsBlog Nation opinion article, but what you

find quickly blows up into a cosmic multimedia narrative. Told through a mix of text, photos, gifs, and videos, *17776* isn't a blog article; it's an entire world. So, what's the premise?

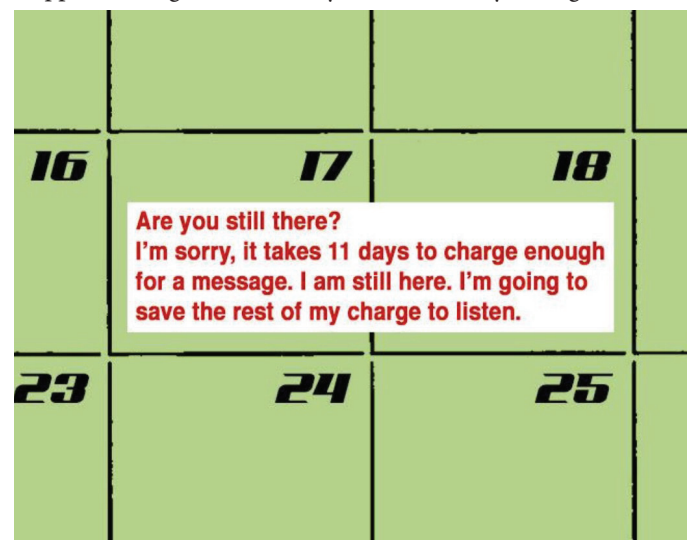
On April 7, 2026, humans stopped being born. They

stopped aging. They stopped dying. The Earth's entire population suddenly found themselves staring down the barrel of eternity. Now, it's the year 17776, and humans are handling their infinite existence by doing the same

thing they always did: playing games. In this case, American football.

17776 is written from the perspective of Pioneer 9, Pioneer 10, and Jupiter Icy Moons Explorer (AKA 9, 10, and Juice), three space probes who have gained sentience in their eternal travel through the stars, and now are, as they say, "just perpetually hang out," entertaining themselves by watching humanity's football games. The trio make fun narrators, playing off each other well, with 9 being the audience window, 10 being more serious and explaining most of the worldbuilding, and Juice yapping about Lunchables in the background – although these roles can and will swap at surprising times.

17776, 10



Found footage is an overused device

Megan is Missing the worst of the worst of this horror subgenre

Theo Pennington
Staff Writer

Among all the horror genres lies something truly terrible, something so painfully annoying and bland that you will have to fight the urge to turn off the movie, but you can't because you wanna be able to say you watched it so you can complain later about how bad it was (personal experience).

This is found footage. I hate most movies pumped out from this genre, and I can't understand why some people worship it with their entire being. You either love it or you hate it, no in between. There are so many good horror options, supernatural, slashers, body horror, psychological, and so on, yet people still choose to watch the garbage one. Don't

get me wrong, there are decent movies in every genre, but for found footage I haven't seen one that goes beyond just okay. It is the ultimate budget movie; even the most successful film in the genre only had \$60,000 to work with. There's a reason you can find so much found footage on YouTube and Tubi.

Recently I've been seeing more of these nearly identical "most disturbing movies" icebergs, and there was one movie that kept coming up that caught my attention: *Megan is Missing*. I started to see more posts talking about this movie and praising it, so I thought I might as well watch it. It looked really bad, it was free to watch. I was prepared to laugh but I don't know if there is a movie I have hated more than *Megan is Missing*. Between the

bad acting, the absurd editing choices, and the really really creepy writing (even weirder once you learn the actors were 15 and the writer and director was 47), it quickly made it into my top three worst movies. I could not believe it had a fan base, and there was more like it out there.

The whole idea of found footage is that something scary is happening, and it just happens to be caught on camera. Obviously, Zoom meetings and security camera footage wouldn't look good, so we don't have to bother making the movie look good, right? The audience won't care if it feels like they're watching an obnoxious home video, right? This is how they justify the poor quality; it doesn't have to look good. They're just keeping

it realistic. This also means that they don't have to pay attention to cinematography, because the camera is either unmoving or someone is running with it. Why would the characters care about how it looks? This makes for a very visually uninteresting movie, where you're looking at the same angle for 15 minutes, or nauseous because everything is shaking.

Also the premise just doesn't make sense. You are going to die, just put your camera down. Oh, you're being terrorized by a ghost through your laptop? Close the laptop. You really don't notice the guy recording your private conversation three feet away from your face? How?

Found footage, 10

Project Hail Mary much needed hope

Amaze amaze amaze: the latest sci-fi movie is great in every way

Cooper Small and Charlie Stevens
Staff Writer

The sun is rapidly dimming and humanity needs a last ditch attempt to save earth - a *Hail Mary*.

Project Hail Mary, is a raging success about a science teacher on an interstellar journey to save Earth. We personally watched the movie and we would recommend it to anyone who likes good sci-fi, a hopeful story, or an intriguing plot.

Project Hail Mary, comes from the directors Christopher Miller and Phil Lord. Lord and Miller, having come from a background in animated children's films, co-opted their skills and writing into a new live-action space opera designed to please both children and adults alike. The script comes from a book of the same name written by

the popular science fiction novelist Andy Weir. Weir is best known for writing *The Martian*, a similar space story made into a 2014 movie.

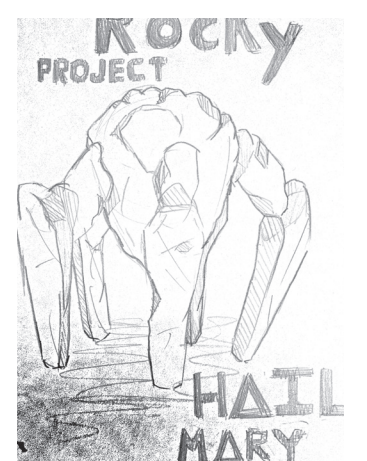
The film centers around a bumbling yet intellectual science teacher named Ryland Grace, portrayed by Ryan Gosling, who gives a performance that, while good, is also quite goofy for the subject matter. Gosling, who played serious roles in his early career, has seemingly recently transitioned to a more goofier actor (seen in *Barbie* and *The Fall Guy*). While it may work for other movies, the serious tone that this movie feels like it should have is a little bit thrown off by Gosling's performance.

Grace wakes up from an induced coma on a space ship with no memory of who he is or why he is in space. Little by little, he begins to piece

together that he is on a mission to save Earth. The film employs a storytelling technique in which, as Grace does things on his ship, he slowly regains his memory, shown to the viewer as flashbacks of his time on Earth. Through this technique, we learn that Grace is in space because the sun is dimming rapidly, due to microorganisms known as astrophage, which absorb sunlight on the surface of the sun, taking the brightness away. This leads to rapid crop failure on Earth.

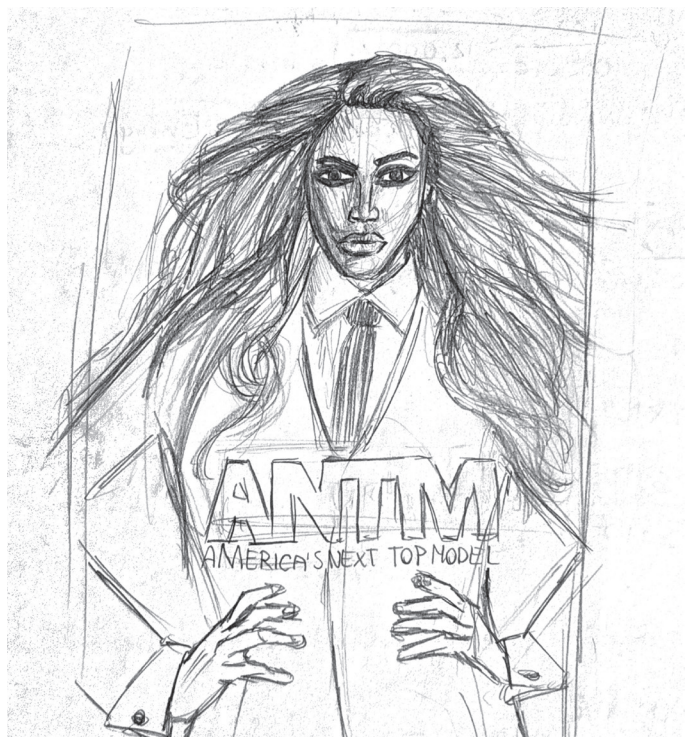
However, there is hope for the human race. These astrophage are appearing in other solar systems, absorbing the sunlight from other stars. So, the top scientists on Earth cooperate to send astronauts on a *Hail Mary* mission to investigate what these astrophage are doing - and therefore, maybe a solution

as well. The astronauts on the ship however, are sure of one thing - that they will not have enough fuel to return to Earth. So, Grace can still not piece together why he, as an individual, chose to leave Earth on this mission. Along Grace's journey, he encounters a cheery alien, Rocky, to accompany him along the way. Whether he succeeds in his



Isabel Best

Project Hail Mary, 10



Noa Calzanda Villanueva...

America's Next Top Controversy

The popular competition TV show has come under scrutiny

Greta Crouser
Staff Writer

America's Next Top Model was a reality competition show in the 2000s. It followed a dozen or so American girls as they transformed from lanky confused teenagers to beautiful models. They were filmed as they got glow ups, learned modeling skills, competed in challenges, and were harshly judged.

Hosted and created by super model Tyra Banks, the show marketed itself as a peek behind the curtain of the fashion industry. But it also tried to represent all beauty and break the mold of the 2000s; not all white, not all skinny, not all blond. And it was a massive success, beloved by everyone. Even if you didn't watch it, you couldn't escape it. It was even copied in other countries. It eventually ran its course and aired its last season in 2018, leaving a legacy as 2000s nostalgia... until the pandemic hit.

People were stuck at home with nothing to do but watch TV. And when they revisited ANTM through the 2020 gaze, many problematic things that flew over their heads back then were glaringly obvious now. Exploitation, racism, and body shaming was everywhere in the show. And as people in the 2020s tend to do, they took to social media to call out ANTM. Specifically Tyra Banks, whose decisions were especially ignorant and problematic. Which leads to February 16, 2026, Netflix released Reality Check: Inside America's Next Top Model, a documentary interviewing the people in charge of the show and the participants/victims who participated.

The documentary starts by explaining the history of ANTM. Tyra Banks was a black model who had had an exceptional career in an industry that didn't cater to women who looked like her. She knew her career wasn't permanent, so when she came up with the idea for a show that combined the popular reality TV genre with her experience in the industry, she was driven

to make it a reality. With executive producer Ken Mok, runway coach and black queer icon Miss J Alexander, creative director and also queer icon Jay Manuel, and opinionated judge Janice Dickenson, they pitched the show and got picked up by UPN. The show started off as a scrappy, low budget passion project, but blew up into a pop culture monster. It was captivating. Everyone loved it. Or at least saw an episode of it. But be it their blind love of the show or the cultural thinking at the time, most of the problematic elements went unnoticed.

For starters, the show had a lot of race bias. The model Ebony Haith from cycle one was a dark skinned, gorgeous queer woman. But despite how much Tyra preaches about breaking the mold and representing all beauty, Ebony had a noticeably harder time than her white peers. In her makeover, they didn't have a stylist that could style black hair. They ended up using the wrong sheers and gave her three bald spots. But instead of apologizing and fixing the situation, Tyra called her to tell her that she had been showing up "ashy" every day. And at her elimination, Tyra said that she had an anger about her that made her difficult to work with. It was obvious that they were playing into harmful racial stereotypes.

Not to mention the infamous race-swapping photoshoot. I cannot make this up, they literally put a white model in black face. Tyra justifies this by saying she was in her own bubble and thought this was representing all beauty. But at least they learned their lesson... no, they did it again nine cycles later.

The body shaming is even more blatant. Despite having a quota for at least one plus size model per season, they chose to deliberately not provide clothing sizes to fit them. Keenya Hill from cycle four was thin, she just wasn't afraid to eat on camera. Her storyline was that she couldn't

ANTM, 10

A fantasy author worth checking out

Cassandra Clare's world and characters span multiple series

Andres E Moreno Abrego
Staff Writer

If you're looking for a heart wrenching, soul gripping, fantasy thrilling... (dramatic pause) I've got the author for you.

Judith Lewis, also known by her pen name Cassandra Clare, is a New York Times bestselling author born in 1973 in Tehran, Iran. She is best known for her works in the Shadowhunter universe (started in 2007), which consist of multiple book series and several other individual books, and even a show and movie adaptation. She has also written other books such as the Magisterum series, The Ragpicker King, and Sword Catcher. Clare is mainly known for her powerful and complex world building, along with her powerful writing voice.

Clare has some of the

best writing I have ever seen. Her Shadowhunter Universe showcases the war between good and evil and demons and Shadowhunters (also known as Nephilim). Her universe spans several generations each with a new threat. On top of her universe being so expansive, I think it is a very unique talent

to be able to not only weave these generations together, but make people fall in love with each one. Her characters and stories are extremely beloved- from the fearless Jace Herondale all the way to the hilarious Simon Lewis.

She also is very good at having characters that

represent groups without it feeling stereotypical. For example her character Magnus Bane, a bisexual flamboyant high warlock of Brooklyn, feels very genuine. I feel like that's another thing that makes Clare's writing special. None of her characters feel like a stereotype or caricature; they feel genuine and real. Her writing very much makes you connect with the characters. We all fell in love with Magnus and Alec's relationship, and we all laughed at Simon's witty humor and horrible band names like Midnight Burrito, and we all cheered on Emma Carstairs and all cried for Livvy Blackthorn and Max Lightwood. And that's not a quality I see often in writers. It's rare for a writer to make me forget I'm reading.

Clare, 10



Noa Calzanda Villanueva

Movies need to stop using monologues

It's becoming rare for this exposition technique to be written well

Zelda James
Staff Writer

I was sitting in class one day, a movie playing in the background. I was somewhat watching it while doing homework for another class. The movie had wrapped up its climax, and for the most part it was a good movie, until the main character started monologuing. I'd like to think that I know what I don't like in movies and my opinion is that monologues are awful.

There are different kinds of bad monologues. The most common type of monologue, often found in newer movies, is the intro monologue. This monologue is an info dump about the people, government, and problems of the world, and it is the laziest type of world building in stories. In the beginning of The Hate U Give movie, Starr explains everything the

audience needs to know for the rest of the movie. This is not just about book vs. movie, this is about how movies are making themselves dumber so the audience doesn't have to think about the art they are seeing. The book makes you think about what Starr means when she says "either version of me." It pulls you in without having her explain what everything is right away. The discovery of learning a new thing about Starr, or the world around her, in small bite sized pieces makes for better art then giving everything to you all at once.

The second type of monologue is similar to the first, but instead of talking about the world, it is a recap of the movie, what they have learned, and how they've changed. The monologue at the end of Miracle was exactly that. Herb Brooks was going on and on about how

he learned how hockey was important and how the US no longer takes random people off the street. It was annoying. It wasn't like I hated the rest of the movie, it was just the monologue at the end.

The third type of monologue is where a character is monologuing to another character. This is the monologue that is by far the most annoying because usually it is very direct about the themes of the movie. An example is if a movie has found family as its theme, the monologue is, "we are family and though we are not related by blood we are family," or something like that.

The Barbie movie monologue is a good example of what not to do for a monologue. The mom's monologue near the end was awful- not because of what she was saying, but rather because it was giving the ideas of the

movie all at once. The mom is not a character in this scene, but rather a representation of the ideas that Greta Gerwig (the director) is trying to say throughout the movie. It is no longer a scene, but rather ideas coming straight at you. It isn't about the story anymore, it is simply getting the themes of the movie across without any regard to the story. A good story with a strong morale or theme should have a good mix of story and ideas. The mom's monologue didn't have that mix, and it felt weird to me.

One of, if not the most, important rules that I have heard over and over again while writing is show, don't tell. The third type of monologue is especially awful because it is the director thinking that the audience is too stupid to pick up on the ideas of the movie. They have

Monologues, 8

Pokopia the best new cozy video game

Latest Pokemon spin off takes a slow, yet addictive, approach

Nikolai Stricklan
Staff Writer

A barren wasteland, both Pokémon and humans nowhere to be seen. Wilting flowers and dead trees sprinkled around every skyline, and dead grass around your feet with every step, but the good news is; you get to be the Pokémon to fix it.

This is the setting of the new pokemon spin off, Pokémon: Pokopia.

Pokémon: Pokopia is the cute new pokemon spin off, where you play as a Ditto, transformed to look like its past trainer, restoring the world around you, and bringing pokemon back to the wasteland. The gameplay loop is addictive, with the game pulling traits from games like Animal Crossing, with you pulling weeds and restoring plants, and Minecraft, with cartoony block placing mechanics,

In the game, there's four main areas for you to restore;

Withered Wasteland, the starting area, a flat plains area, with surrounding mountains, Bleak Beach, a beach full of gunk, and trash left behind by humans, Rocky Ridges, a mountain valley with volcanic ash and boulders everywhere, and finally, Sparkling Skylands, a beautiful set of floating islands, polluted by an insane amount of trash and run down buildings. You play through every area, restoring each place one at a time through the somewhat loose story.

Story wise, Pokopia excels at inserting a story in a cozy game, and it is still compelling. You wake up as a Ditto, who vaguely remembers its trainer, and transforms into it, which serves as character creation/customization. You're greeted by Prof. Tangrowth, a new variant of Tangrowth, showing you the aftermath of some unknown, apocalyptic event. You and Prof. Tangrowth restore each area, creating habitats for Pokémon, fixing

up Pokécenters, and making sure everyone is comfortable.

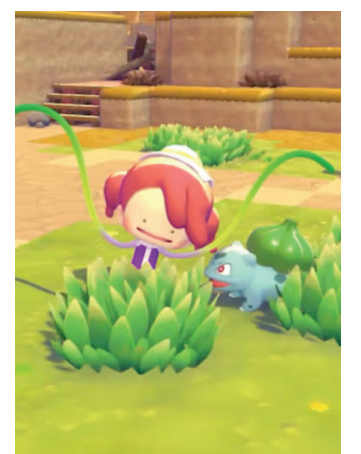
The gameplay is amazing. You have certain abilities learned by copying other Pokémon's moves, like leafage from Bulbasaur, or water gun from Squirtle, and using them to restore the area. The gameplay loop is very well done, with the habitat creation gimmick being very fun and satisfying. For example, the most basic habitat is a 2x2 square of grass that attracts pokemon like Squirtle, or Bulbasaur. The block/item placement system is very well done, with the game taking advantage of the Switch 2's mouse capabilities to place blocks.

I also enjoy the Pokécenter system, with you needing to restore the area's Pokécenter before proceeding to the next. It helps pace you, but still lets you play the game normally until you want to move on (you can return to each area though, don't worry). Finally

for the gameplay section, Palette Town, a completely blank slate for you and your friends to build your own town from the ground up.

Complaints wise... I have none! Besides some little nit-picky things of little value that people probably don't even notice, this game is the perfect cozy game, at least for me.

Pokopia, 10



Pokemon



Noa Calzada Villanueva

Breaking down Bridgerton s4

The newest season brought forbidden love to the Netflix hit

Elhna Rose Sommerville
Staff Writer

Dearest gentle reader, do you relish in watching the cliché trope of forbidden love? Or consuming another Cinderella retelling? This is the angle Netflix's hit show 'Bridgerton' took in their latest season. Adapted from the romance novels written by Julia Quinn, Bridgerton has become a beloved period piece/soap opera.

Viewers have waited 20 months for Bridgerton season four, part one, after the release of season three on June 13, 2024. Season three focused on Colin Bridgerton and Penelope Featherington, who people wanted to get together since the first two seasons, when Penelope would express her feelings for Colin, her best friend's brother.

Bridgerton takes place during the Regency era in London, beginning in 1813. The show focuses on the Bridgerton family, who are a vital part of high society. The first season focused on one of the daughters, Daphne. The second focused on the eldest son, Anthony, then the third season on the third son, Colin.

Everytime, the new season picks up during the 'coming out' time in the ton, where young women are presented to society, trying to secure a marriage match. The queen chooses a diamond of the season, which is just the girl that the queen says is the best, and is then the girl every man wants to pursue—a plot they did not have for the fourth season.

The demographic of the show's viewers are predominantly female, with viewership from a variety of countries such as the US, UK, Brazil, and India. The show reached the Netflix Top 10 in 91 countries. As we know, Americans tend to love trashy tv, which is why I believe this has become so popular here. It's a period piece, dramatic, and has romance. Everything a consumer of media loves.

At the end of season three, the show closed out dramatically. If you haven't

finished this latest season, gentle reader, or the third, I would recommend you stop reading if you care about being spoiled.

Season four starts with Lady Bridgerton scolding Benedict Bridgerton over his non-existent love life. Since the Bridgertons are of such high status in the society, it's preferable if they all get married. The second born son, Benedict, is not married.

They introduce the female main character Sophie Bask through Lady Bridgerton's first ball of the season; a masquerade ball. She is quiet, and doesn't quite know the etiquette of a ball. Her and Benedict meet when he's avoiding his mother's match making attempts, and she's avoiding one of the families for a reason that isn't revealed at that point yet. They dance outside, both of their faces covered with their intricate masks. At midnight, everyone is expected to take off their masks and reveal themselves. When midnight arrives, she has to flee, leaving him with one of her gloves, just like Cinderella's glass shoe in the original fairytale.

After the ball, Sophie returns to her house, and — plot twist— she's a maid, not someone from the ton. She had snuck out and gone to the ball, her family/bosses unaware. Benedict spends a while looking for her. He begins sketching her, trying to recall what she looked like, asking people what they wore to the ball. To his dismay, he does not find her, because he is looking at the members of society, not the help. He seeks the help of his sister in law, the notorious Lady Whistledown. She writes about his search for this mysterious lady in her gossip paper, hoping to help his search.

The family Sophie works for finds out, and the head of the house, Lady Penwood, punishes Sophie. It is around this time when her backstory is revealed. Sophie was Richard Gunningworth's ward when

Bridgerton, 10

Dungeons & Dragons more than a RPG

Reviewing some media that has taken inspiration from D&D

Charlotte Scheffing
Staff Writer

Kids have been playing Dungeons and Dragons (D&D) for many years now. The roleplaying game was first published in 1974 by Tactical Studies Rules, and is now published by Wizards of the Coast. D&D has been in the media a lot because it's so easy to create your own fantasy story, and for this article I will be talking about some of the ways Dungeons and Dragons has shown up in the media.

In 1983 there was an animated show where a group of six friends go on a roller coaster and get transported into a realm of Dungeons and Dragons and try to get out. They go on many adventures as a ranger, barbarian, magician, thief, cavalier, and an acrobat. They named all of these classes but only two are actual classes in the D&D universe. I thought that the show was good and

interesting, the plot had me hooked. My favorite character is Bobby the barbarian. He is an energetic person who befriends a unicorn named Uni (I know, basic). One of the adventures was that Uni gets kidnapped by an evil wizard who wants to steal all the unicorn horns. Bobby and his friends have to rescue all of the unicorns and bring them back to their secret meadow behind a rainbow waterfall.

There have been many films in the world of D&D. Like in the year 2000 the movie Dungeons & Dragons was released. It follows an empress who wishes to get hold of a mythical rod that will help her fight an evil wizard, and she hires two thieves to help. I watched this movie with my parents and it wasn't good. The CGI for the dragons was bad, and a lot of the evil people talked really slow and deliberately like

Severus Snape from the Harry Potter series. The plot wasn't super compelling and once we finished it my mom even made the comment "that's two hours I'm not getting back." Despite doing really bad in the box office they later released a second movie called Wrath of the Dragon Lord in 2005. After that they released a straight to DVD movie called The Book of Vile Darkness in 2012 only in the UK.

Later in 2019 there was a documentary talking about all of the art inside of the rule manuals. The whole structure of the documentary was a series of interviews. They talked a lot about how the art affects how you play the game, and how the art helps you with visualizing the monsters that you're fighting. Then it moved on to talk about how using art to tell a story has been around since the medieval times, but people stopped in World

War 2 because people didn't really want to see that kind of light hearted stuff, but then someone started making some again and people really liked it

Here are some honorable mentions: Dungeons & Dragons: Honor Among Thieves, the 2023 movie. It follows a bard and barbarian who enlist a team of unlikely heroes to steal an ancient relic but come into conflict with evil forces. Another honorable mention is the TV show Stranger Things. A lot of the monsters in the show are based off of monsters inside of D&D and the characters even play it inside the show. There have also been many fan-made projects with D&D. There's podcasts, people stream themselves playing it, and people also animate short videos about the games they play with their friends.

Breaking Bad not actually all that bad

Infamous TV show groundbreaking for antihero protagonist

Norman Simon
Staff Writer

A man with only a shirt and underwear in stands next to his RV turned meth lab while distant sirens blare through the sweltering heat of the New Mexican desert. He records a goodbye to his family and steps into the road with a gun awaiting the police cars coming towards him.

Breaking Bad aired from 2008 to 2013 and has five seasons. It stars Bryan Cranston as Walter "Heisenberg" White, a mild mannered high school chemistry teacher and meth cook, and Aaron Paul as Jesse Pinkman, Walter's cooking partner and drug dealer and user. It was created by Vince Gilligan and can be found on Netflix.

The show is about Walter White, who after getting diagnosed with lung cancer and already in financial trouble, decides to break bad and cook meth with his former student Jesse Pinkman, which plunges them into the criminal underworld. It takes place in Albuquerque, New Mexico. In

one episode it focuses on Walt making the choice to deliver meth to a drug deal instead of going to the hospital when his wife, Skylar, is giving birth to his daughter because Jesse is high from using drugs. Or the episode about Walt and Jesse being kidnapped by their sociopathic meth distributor, Tuco, ending in a shootout

with DEA agent and Walter's brother in law Hank.

The show deals with the hero Walter turning into the anti-hero which at the time was revolutionary. It also is a really good crime-drama with a lot of good action and also tense dialogue. For me it was the first time watching a real show about crime. For instance

many scenes are about cooking meth and it is really interesting to see our two cooks, Jesse and Walter's relationship develop during the show.

Breaking Bad is one of the best TV shows I've watched because of its masterful writing and acting. Its ability to effectively change the perception of Walter and his character evolving into someone that you root against is masterful. This show is also about drugs and the effect on people and is the reason I will never do heroin or meth. It has great acting from Bryan Cranston and Aaron Paul, and has standout and career defining roles from Bob Odenkirk as Saul Goodman, Walter's shady lawyer, Jonathan Banks as Mike Ehrmantraut, a fixer, and Giancarlo Esposito as Gustavo Fring, a drug distributor and owner of a fried chicken chain.



Noa Calzada Villanueva

Trying to think like other people think

Wavelength is a great bonding experience in board game form

Louden Buetow
Staff Writer

Are you bored and looking to have fun with friends? Well worry no more because there's the game Wavelength—a party game about people trying to think how you think.

Unlike most boardgames, wavelength doesn't have a board. But it has something very similar: it has a wheel that is mostly white except for a few parts that are shaded. The shaded parts equal points. There is also a dial, and a shader/cover on the wheel.

The rules to Wavelength are simple: when playing you split into two teams, with each team selecting a player to go first. The person selected goes to the wheel and spins it. Once they have spun it they draw a

card with a prompt that has opposite things like hot and cold or good invention and bad invention. The person at the wheel, also called the psychic, needs to have their team spin the dial to where the points on the wheel landed, but they only get a one word hint to help their teammates. Then with the blue shader closed the psychic turns it around and has their teammates move the dial based on the psychic's hint.

For example lets say I'm playing as the psychic with my friends and I draw a card with hot on the left and cold on the right. The points on the wheel are on the right, so as the psychic I would try to say a word or hint that's cold— like an ice cube. Then hopefully

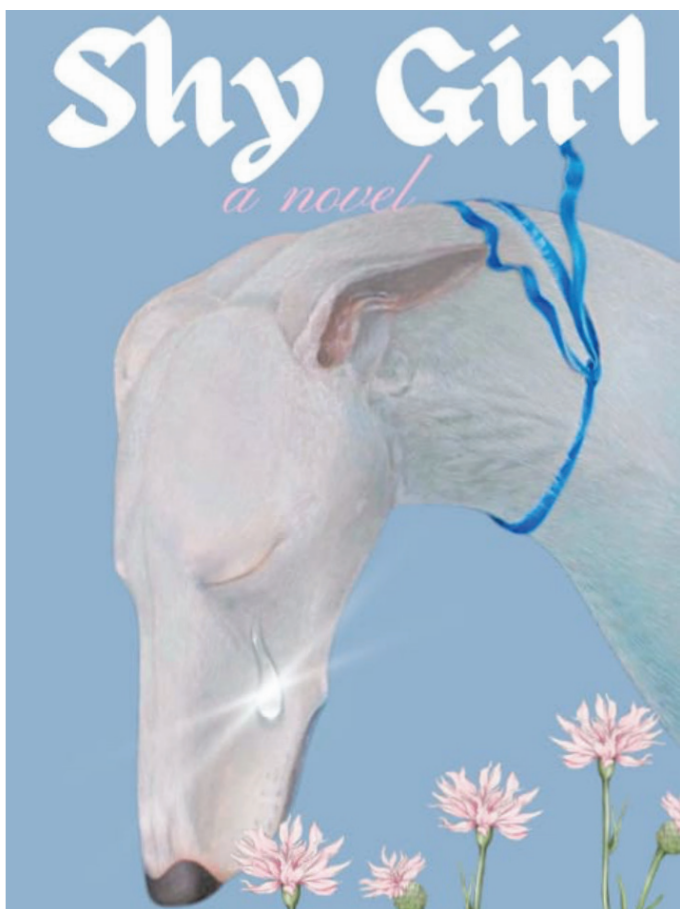
to try and get the most points my teammates would turn the dial to the right. After each round the teams will switch the psychic. The game ends once everyone has gone as the psychic, and whichever team has the most points at the end wins.

There aren't many strategies you can use because you're really just trying to guess where the points are located on the wheel. But one main thing you should remember is that you need to think how the wheel spinner thinks. To be truly good at this game you need to know the people on your team. Sometimes you can realize that there are things you don't know about each other, which can make it harder to play. When you are

the wheel spinner you need to make it obvious. When playing you won't be the only person trying to understand the hint so you have to make sure that you're communicating well.

This game is very fun because of the fact that while playing you can be both super serious or really funny. You can also play with many different people and every game is different— there's 126 double sided cards, leaving you with 252 different prompts. Also you can play with two people for a fun little game or eight for a chaotic competition

So in conclusion, Wavelength is a very fun game that has so many different possibilities for playing, and I really recommend trying it out.



AI is coming to publishing world

Self published novel Shy Girl became a hit in the wrong way

Greta Crouser
Staff Writer

Shy Girl by Mia Ballard was a hyped horror novel that was originally self published. But after a brief time on the shelf, it got picked up by Hachette, one of the big five publishers. It seemed like any self published author's dream come true. But when people actually read the book, they realised it was kinda... bad. And not just bad, it felt almost artificial. Almost like it was written by AI.

In Shy Girl, the main character Gia is lonely, broke and depressed with a serious case of OCD, so she signs up for a sugar dating website as a last resort. Through the site, she meets Nathan, a mysterious and wealthy man. Desperate, Gia accepts Nathan's unconventional offer: He will erase all her debts, if she lives as his dog. But the longer Gia stays in captivity, the more she turns into the animal he wants her to be. Shy Girl tackles issues of abuse, freedom, and reclaiming agency... sort of.

Even before the AI allegations, Shy Girl was involved in a stolen art controversy. To make the cover, Mia Ballard cropped a picture of a beautiful dog painting made by the talented painter, Whyn Lewis, and just pasted it over a blue background. She claims she didn't steal it directly from Whyn Lewis, but got it from Pinterest. Because art on Pinterest obviously isn't made by someone who deserves credit and choice in the matter. Anyways, he was compensated and the cover was changed after the book was professionally published.

Then in February, after Shy Girl was pulled from the shelves but before it was professionally published, a booktuber who goes by Frankie's Shelf on YouTube posted an almost three hour long video about their experience reading the book, and they were not shy about their frustration with it. They

did have complaints about flat characters, the logistics of the story, the questionable OCD representation, and the formatting, but their main concern was the writing. They specifically call out the clunkiness and the overuse of certain words and phrases. In a 270 page book, the word "heavy" was used 74 times, "edge" was used 84 times, and "sharp" was used 159 times. No, that is not a misprint. This book uses "sharp" sometimes more than once a page.

To give you an idea of what the Shy Girl reading experience is like: "White socks climb my legs, their frills delicate, a whisper of innocence over the bruises beneath, the ones he says shouldn't happen if the socks are there—but they always do." Or "The ache is low and rhythmic, a second heartbeat in my ribs, steady and insistent, the kind of pain you get used to until it becomes part of you." Or even "Its tulle is brittle and sharp, brushing against my fur like a thousand tiny teeth, a cruel lover that bites. Every scratch keeps me in place, a reminder of what I am: a pet, a thing for looking, for praise, for command." ... huh?

Then, Ballard herself posted a comment under Frankie's video. She claimed that an acquaintance had edited the book for her, and she suspects they used AI to change it. Even if we take her comment at face value, she admits that AI was used in the writing process. So she didn't even check what changes they made before she published it?

But Frankie's video gained even more attention after Shy Girl was professionally published in the UK, with many readers agreeing with Frankie's comments. Max Spero, founder of the AI detection tool Pangram, ran the book through his software and found that 78% of Shy Girl was AI assisted. But

Shy girl, 9

Steel Ball Run nowhere to be found

Only one episode of highly anticipated show has been released

Lajlim Kick
Staff Writer

Have you also been looking forward to the long awaited seventh part of the animated adaptation of the hit manga Jojo's Bizarre Adventure? Well, you may have to wait indefinitely.

Steel Ball Run, the seventh part of the Jojo's Bizarre Adventure manga, was announced to be adapted into the show on April 12th, 2025. The first episode aired on March 19th, 2026 and gave us a couple important pieces of information about the story. The main plot of the story, the Steel Ball Run, is a race across America starting from San Diego and ending in New York with the victor winning 50 million dollars. It showed us the main character of the show, Johnny Joestar, a horse riding prodigy paralyzed due to a freak accident involving a gun and an unlucky shot. It also

shows us the winner of the first leg of the race (Gyro Zeppeli), one of Johnny Joestar's friends and his mentor that teaches him the way of spin.

The first episode got an average 9.3 rating, which could lead you to think that the show

would be releasing the season in batches like other animes, but Netflix refuses to release any dates or knowledge about the release date of any future episodes. Fans have speculated that the next episode will be released some time in the near

future, but have no evidence to support their claim.

So it's unclear when we will get so much as a second episode. The voice actors of the show and the creator of manga have also said nothing on the matter, leaving fans puzzled about when they will get to see the second episode. This extremely delayed release could ruin the suspense and enjoyment of the season for returning fans and new ones.

Many viewers of the show have speculated that the show is on a yearly release schedule—one episode will come out once a year. Personally, I agree with this statement, as I believe that this schedule aligns with the goals of the showrunners and animators, but I don't think that it would be good for the welfare of the show, as it becomes less interesting.



The absolute best totally awful movies

Eleanor breaks down the most terrible ones so you don't have to

Eleanor Foote
Staff Writer

Bad movies are common, but they can be hard to define, but a good bad movie can be defined as a "bad movie with charm". You can mainly find these gems on free streaming sites like tubi.

Good bad movies are better than good movies. I've watched plenty of good bad movies, (including the gamers: dorkness rising) and they are wayyy better and more enjoyable than timathee schalmet's bum ass Grammy nominated movie. Here's my top 3 good bad movies. (Some

of these are very crude so like proceed with caution)

HM: The DUFF (2015, PG-13)

Designated Ugly Fat Friend. Bad movie #3: Talk back and you're dead (2014, PG)

This movie is about a schoolgirl who gets in a fight with a mob boss, and they eventually get together. (They are the same age, the mob boss goes to the sister private school to hers) Honestly just the perfect start to good bad movies, bad acting, poor dubbing, just enough of a budget, and it's made by

Wattpad studios. Pretty good 8/10 razzies.

Bad movie #2: Sidelined: The QB and me (2024, unrated)

Cheer leader and QB love story. This Tubi original. Uncomfortable at times in like an office sorta way but also funny because of how bad the acting is, also mid budget and bad lighting. 8.5/10 razzies.

Bad movie #1: After (2019, PG-13)

This movie is genuinely funny as hell, so this girl goes to college to eventually meet this guy. (He SUCKS btw,) and he does underground fights.

He's really funny, but basically the whole "plot" is the couple having relationship problems. The way that they feud is just genuinely so funny to me, the boyfriend is also British, so when he swears with anger it's really funny. 9/10 razzies. If you watch this movie keep in mind that there is violence, swearing, and sexual themes. ESPECIALLY if you watch the next films in the series, which are rated R.

State history day, 1

comes out around a week in advance so that students know what time they should arrive. People usually try to get to the convention center at eight or nine in the morning, so they can get checked in, and figure out their judging time and location.

More than 19,000 students competed in school history day this year, and only around 2000 of them made it to the regional competition. Only around half of the people who compete at regionals made it



Dan Sullivan

Sophomores posing for a pic.

to state.

National qualifiers Charley, Beatrice, and Abby placed 2nd at state with their performance on the Ladies Home Journal Sit-In, a 1970 protest at the Ladies Home Journal headquarters. The Ladies' Home Journal was a magazine targeted toward women in America, but it was mainly written and published by men. Because it was written by men,

it showed a lot of unreasonable standards and stereotypes of women in the 1960s and 70s. A bunch of radical feminists went to their headquarters and staged a 10-hour sit-in to protest for new articles to be published and to have more women in leadership positions in the media.

Emily Totushek's website topic is Baby M, a case which was the first American court battle over surrogate motherhood, where surrogate Mary Beth Whitehead refused to surrender the child to intended parents William and Elizabeth Stern. While a lower court originally upheld the contract, the New Jersey Supreme Court ruled paid surrogacy illegal, granting custody to the Sterns based on the child's best interests, but restoring parental rights to Whitehead.

Alice Mounes' topic is the Community Mental Health Act of 1963, which was a landmark federal law aimed at fundamentally changing how mental health services were delivered in the United States. Signed by President John F. Kennedy on October 31, 1963, the act sought to move mental health care away from large isolated state institutions and toward local community-based treatment.

National History Day takes place in Washington DC from June 14th to 18th.

Monologues, 6

to make it so obviously clear what they are trying to do by straight up telling you rather than showing, it questions the intelligence of the audience.

I don't know about you, but I can do that by myself just fine. I don't think that it is completely the director's fault. They need money just like the rest of us, so they have to make movies that fit with what the audience wants. It makes sense like how movies have to explain what is actively happening because they expect the audience to be on their phones the whole time. I think that modern movies have awful monologues because they don't think the audience has the attention span to last hours without the screen that has Family Guy or Subway Surfers at the bottom.

Bad monologues are so common and annoying, but not all monologues are awful and make me want to slam my head against the table so I can forget them out of rage. Take one of the most important movies to my love of film, the Godfather. The two main characters, Michael and Vito, have a talk after Michael decides to become more in charge of the family. Vito tells Michael that he doesn't want him to be in charge of the family that was involved in the mafia, and monologues about how he thought Michael had a

future outside the mafia. This is a great monologue, both about what it is about, and how it's presented. It's not at the beginning or end, or even has the same function as either of those kinds of monologues. This one tells the audience what Vito is thinking, but shows you that he loves his family. The monologue is not the third type, it doesn't straight out tell the audience the themes of the movie, it doesn't dumb down anything for the audience, it is not out of character for Vito, and it is not the director being lazy. It literally is a perfect monologue that should be the blue print for other monologues.

A good story should show the audience what it is trying to do rather than having to tell you what it is. Monologues don't do that, it literally is just talking and more and more I don't see any showing involved. Many directors will use monologues to make what the story is about so obvious that the audience doesn't have to think about it. Art should engage the audience. That is one of the reasons I love art forms so much, being able to connect with someone in that way is beautiful. It is important to show and not tell so the audience can connect to the art that they should be connected to.

College choices, 1

year will bring them to many different types of schools in every corner of the country, and no one had the exact same reasons for why they chose the program they did.

For some, the right choice was immediately obvious.

"I went to the college fair and I saw Chestnut Hill, and it kind of just clicked that that was definitely the one that I wanted to go to. I believe the biggest factor for me was actually getting to go out there and visit the school, because I feel like you don't know life on campus until you're actually physically there. When I got to actually visit and step foot on campus, the vibes were perfect. So I knew that it was right for me," said senior Maren Sletten.

"I toured Eau Claire my junior year, and absolutely fell in love with it. And then every time I toured another college, it was like, that was the college I was comparing it to. I really liked the energy. There was always someone doing something while I was touring. So I really liked that active campus. I felt like I could be a part of that really easily," said senior Maddie Linstad.

For others, their search process led them in directions they weren't expecting.

"I visited the University of Manitoba, which I thought was gonna be one of my big final choices. But then once I was there, the vibes were off. I want to get out of Minnesota and see something new, and

it felt way too much like the Twin Cities area for me," said senior M Lind.

"I thought I was gonna go to DePaul first, but then I toured University of Denver, and I just liked that it was more of a campus feel. And then I also really liked Denver. I was really set on loving the city I was in, because I wanted to leave Minnesota, but I didn't want to just go to some random town. I wanted to be in a city that I liked, and I liked Denver," said senior Lana Stevens.

"Hamline, the college that I am going to, was actually not really something that I had in high consideration. But then I had a lot of discussions with people that I know, that made me sort of turn around on the idea. The main thing that was originally a negative for me was still being in a place that's so close to home, because I like the idea of being somewhere new for college, but that sort of spun around into still having some of that familiarity while I'm at college as a big benefit," said senior Seth Juvland.

Others always knew they wanted that familiarity.

"I'm going to the U of M. I wanted to be close to home, and also I liked that it was a big school, so I could talk with a lot of people. I really wanted to be in the city too, and be able to explore new things and make new friends," said senior Val Thao.

"My dad is a Hamline alumni, so I got a lot of information about the school

from him, and then over the summer, I had been talking to the coach, because I'm gonna play soccer there too. I just realized I liked the community there. It's a smaller school, compared to other colleges, and I wanted a smaller college and to stay close to home," said senior Xavier Harris.

By far though, the biggest factor that was brought up was financial aid.

"There wasn't any school I wanted to go to most until financial aid started coming in, and that was when it started being like, 'Okay, well, one of these schools is gonna be, like, several tens of thousands of dollars cheaper. I might want to look into that one,'" said M.

"There were a ton of benefits to every college that I was looking at. The main issue was that all of them were really fantastic in very different ways. So in the end, I was like, it all has to come down to financial aid, because that's the one thing that can really be compared," said Seth.

But whatever direction their search process took them, no one thought that it was an easy decision to make. As Maddie put it, "I'm someone who, when it comes to decision making, I really want to make sure I make the right choice. Although Eau Claire was always the top choice for me, I looked at so many other places, because I was like, what if, what if, what if?"

History Day, 1

they choose a "cool story" in history, but there's not a lot of impact."

And having a solid topic leads to another important part of a history day project—the thesis.

According to David Dyson, a History Day mentor at OWL, "When we are judging, if we see a thesis statement that makes a clear argument, that project is generally going to be one of the better ones."

For students making History Day projects in class, an entire learning target is dedicated to the thesis. In exhibit boards, your thesis goes at the top or your board. In performances, the thesis is often found near the beginning.

"Of course, the thesis is not the only thing that makes for a good History Day project. A strong thesis statement is not going to save the day if the balance of the project doesn't support what is in the thesis statement," continued David.

When asked what a student should focus on if they only had one day to revise, Katie replied, "Making a clear connection to the theme in their argument/claim, and then making sure they support their claim throughout the project."

But what about the 'solid research' mentioned earlier?

"Many of the problems in a project stem from not enough research, and not enough time reflecting on what you have

read," David commented.

Katie noted that when judging History Day projects, she pays most attention to "The story that is being told and how it's being supported by the research the student did. Do they have an argument? Are they then supporting that argument throughout the project? What research supports their claim?"

The last important thing Katie mentioned was being open to feedback.

"What advice has been ignored? We can't think of any particular bit of advice that hasn't been ignored at one time or another. But we don't take it personally," David said.

After every competition day, students receive papers with a filled-out rubric and written feedback from their judges. It's important to listen to what they say, as when reviewing your own project it's easy to overlook problems. The rubrics are also very useful, and seeing which categories you score lowest in can guide the revisions of a project. It's much better to get all P's than to get a combination of D's and E's!

So now that what you should do is covered, what shouldn't you do?

According to Katie, "Students who focus on what colors they're going to use on their board, the cool scrapbook paper they found, the costumes they will wear, the cool graphics they're going to use. And then they

completely miss the part about research and analysis, making a good argument and telling an important story."

In History Day, it's important to remember that 80% of your grade comes from content- appearance and performance are only worth 20%. A project with better content will always do better than a project that only looks nice, so redistributing your time management to spend more on the writing can be helpful.

"Focus less on the cosmetic looks and focus more on the story," Katie repeated later.

This year, the regional and state competitions have already wrapped up and everyone attending Nationals has already put the majority of their work into the project—but when History Day season rolls around next year, don't forget to pick a strong topic, research, make a solid thesis, and don't focus too much on the appearance!



Dan Sullivan

National qualifier Alice Mounes with her exhibit

Archer diary, 2

are there. You walk back and take your seat. All the thoughts are flowing through your head faster than ever. The announcer goes over the normal rules and expectations, no flash photography, two whistles, three whistles, etc. Then he tells the archers to go to their quivers without their bows, to make sure there's no matching arrows or single archers at a target.

At this moment you're probably staring down your target, straight in the ten, hoping for the best. "Archers return to your seats" says the announcer, and every archer moves back. "This is your practice round at ten meters," then two whistles blow. The archers get up again, grab their bows, and head to their targets. Practice rounds are the best rounds, because it doesn't matter how you shoot. One whistle blows and the sound of 100 archers taking their arrows out of their quivers and knocking them on their bows fills the giant arena. You aim, everything looks good. You shoot. Your release was good enough, straight back across your face, and the arrow lands in the middle of the target. Now just do that for the rest of the round, and the other seven rounds after. The rest of your five arrows go somewhat well, and you're happy with your first round.

Three whistles and you go to pull your arrows. They look good enough and you have high hopes for the rest of the rounds. You return to your seat. "Archers, this is your first scoring round at ten meters." A whole new wave of nerves

sets in. These arrows will help add up to your final score, and one bad arrow could ruin it all. Two whistles blow, and you're at your quiver. One whistle. First shot, good. Second shot, good. Third shot, your arm moves a little and the arrow goes to the left. You take a couple deep breaths. Fourth shot, good. Fifth shot, good. The first round went well and most of the nerves are gone.



Emily Totushek

You look back at your parents and give them a smile and a thumbs up. You repeat this cycle for two more rounds, getting some good arrows, and some not so good arrows.

It's the end of the third scoring round now, and the announcer reminds the archers to move their quivers back to the fifteen meter line. Again, you feel a new wave of nerves. You shot well at ten, but fifteen is a whole new problem. You move your quivers back and return to your seat. You realize just how much farther fifteen meters feels compared to ten. "Archers, this is your practice round at fifteen meters." Two whistles blow and all the archers get up and go to their quivers. Same as ten meters, this round won't count

towards your final score. You shoot your first arrow, not so good. You adjust, and try to focus. You shoot your second arrow and it flies straight into the ten. One of the most satisfying things in archery is watching your arrow fly perfectly straight, and thud directly into the middle of the target, especially at fifteen.

You shoot the rest of your arrows, and there's a mix of

movement could send the arrow in the wrong direction. The rest of your shots are good and you return to your seat. If you can keep up this pace, you could get a pretty good score. The rest of the rounds go by, and you stay somewhat consistent. You shoot your last arrow and it lands well.

The last three whistles of the tournament blow, signaling an end to the season. You can bring your phone to the target on the last round to take a picture of your scorecard. You score your partners arrows and sign the scorecards, take a quick picture and hand it to the line judge. A large amount of pressure is lifted off your chest, but there's still the question of what your score is. You say goodbye to your friends and team, and to the archery season. You walk back to your parents and tell them what you think you got, and they tell you how good you did.

Now that it's over, you realize the tournament actually went by pretty quickly. On the car ride home, you're probably adding up your score card or checking the NASP app to see if they have posted your score. It's very tense, at least in your head, as you add up the points. You see your bad arrows and cringe. Eventually you have all the math worked out and a final score in front of you. You may have a good score, or you may have a bad score, but either way you're probably proud of yourself. You shot in front of a giant audience, and you shot well. The season is over now, and you can rest for a while, but you're already thinking about how well you're going to do next year.

Shy girl, 8

people are slightly sceptical of Spero's claims because he tested a pirated version of the novel. He's also financially incentivised to make bold claims about his program, so...

All this led the New York Times to publish an article about the controversy. When they presented Hachette with evidence that AI was used in Ballard's writing, the publisher pulled the book in the UK and cancelled it in the US. "Hachette remains committed to protecting original creative expression and storytelling," a spokeswoman for Hachette then relayed to the Times. She continued that Hachette requires all work submitted to be original to the authors, and asks authors to disclose whether they use AI in the writing process.

The article also pulled a quote from Ballard herself, maintaining her original statement in the comment she posted under Frankie's video. "This controversy has changed my life in many ways and my mental health is at an all time low and my name is ruined for something I didn't even personally do," said Ballard. She said she couldn't elaborate, as she was pursuing legal action against her editor.

Since the article, many people (some who have been trained to recognize AI writing) have corroborated Frankie's claims, saying that the flaws they pointed out definitely have signs of AI. Shy Girl has picked up more controversy than other AI books because they were all self-published. The common understanding used to be that

professionally published books don't have AI. One YouTuber who posted about the controversy, Alyssa Matesic, is a professional book editor who has worked in the industry for years. In her video, she said she is horrified by the fact that an AI book managed to sneak through all the checks and balances of a professional publisher. But she thinks it's extremely unlikely the Hachette didn't at least suspect AI was used. In her opinion, Hachette either didn't put the book through any screening process at all before printing it (unlikely), or they suspected AI use, but did nothing for the guaranteed cash grab.

Many people have divided opinions about the situation. Some think Hachette was right to pull the book because they don't want to see AI in their literature, which Ballard admitted to either way. Others think it's unfair to punish Ballard if they don't have any solid proof she did anything wrong. But the whole situation has made people worry that this is the first crack in the dam—that AI will soon invade and taint the literary world. And it has sparked debates over how big of a concern is AI in the writing space. How can we tell the difference between a robot and a human voice? To what extent is it wrong to use AI? And what does it mean to accuse someone of using AI?

Clare, 6

I have read all 64 (this count includes manga and graphic novel versions) of her books that are currently out, and I suggest every last one. I just know that once you read one you'll get sucked in and read them all.

So before I forget let's go into some of her books and give you a little mini review. The Shadowhunter Universe alone contains over 15 books, so I'll just be reviewing each book series as a whole.

(The reviews do not cover the graphic novels/manga because they are just illustrated versions of a few series)

The Mortal Instruments was her very first book series in the Shadowhunter universe. This book series I would suggest for people who want something fast paced with a lot of humor. I'd rate this series around a 9/10 because Clary WTH!!! (If you know you know).

Next, The Bane Chronicles follows warlock Magnus Bane and his life. You also get an insight on his friends Caterina Loss and Ragnar Fell. I find it's a good book for people with short attention spans because it's like a collection of short stories. I'd rate it around 100/10 because Magnus Bane.

If you couldn't tell, my personal favorite character of hers is Magnus, because he's very eccentric and is a good

representation for bisexual people. He has a very fun vibe almost like a golden retriever mixed with a cat.

The Last Hours follows friends James Herondale, Lucie Herondale, Cordelia Carstairs and Matthew Fairchild, and their fight against evil demons and monsters. It's also the sequel series to Infernal Devices. It's good but personally I wish it was less slow burny, because around the third book it kinda slowed down to focus on romance/slow burn and it was kinda meh (also I hate Grace Blackthorn). I'd rate it like a 8/10. If you like slow burn it's good for you, but I personally don't.

The Infernal Devices follows the parents of the Last Hours characters. Will Herondale, Tessa Gray, and Jem Carstairs as they try to keep order in London during the reign of Queen Victoria. It's really good, and is one of my favorites mainly for the humor. It does address addiction so if you can't handle that I might stay away from it. It's not graphic really but if that's a trigger for you I'd leave the book be. But overall very funny it receives a 10/10.

The Dark Artifacts follows Emma Carstairs and Julian Blackthorn's fight against evil. It's also kinda like a forbidden romance, it's really really really good.

The beginning to the second book is slightly slow but not bad. And you'll definitely hate the antagonists Diego and Zara, so fair warning. It also covers important things such as racism, though more in a fantasy sense. For example Zara works with a group of people that hate fairies and werewolves and vampires and warlocks. I'd rate this series a 20/10 because Julian and Emma are the best.

Tales from the Shadowhunter Academy follows Simon Lewis, friend of Clary Fray. It's a little slower but I liked it. It's also kinda like a collection. I'd rate it a 7/10.

Ghosts of the Shadow Market is a collection of stories from the shadow market. I'm going to be honest, some are good, some are boring, and each is very different so I can't really rate it.

The Eldest Curses follows Magnus Bane and Alec Lightwood's relationship. This is my all time favorite series. I love it. Can't wait for the last book to drop. This series gets a 100000000000/10 because like MALEC OMG I love them number one favorite book couple.

Better In Black is also very good because it has characters I really like. It's like a collection of romances. 10/10, really good, totally recommend.

ANTM, 6

stop eating and gaining weight (she wasn't). In one shoot the theme was the seven deadly sins. The girls were put in a coffin in the ground (another model had just received news that her friend died by the way) and Keenya got gluttony. Then when they did a shoot in Africa where they dressed up as animals, she got the elephant. And of course, they blamed her for her size at the judging panel. Models and viewers alike say they developed eating disorders because of the show.

They also put the models in uncomfortable situations and photoshoots just to get a reaction out of them. In one shoot, the models were crime scene victims. Guess who was the victim of gun violence? The girl whose mother was shot and paralyzed of course! But of everyone, Shandi from cycle two definitely had it the worst. Shandi was praised as a talented model throughout the show... until they went to Milan. They invited their male drivers over and Shandi got blackout drunk and had sex with one of the guys. They decided to frame it as Shandi cheating on her boyfriend. Yup, you read that right. She was in a state where she could not give proper informed consent, and they explicitly say

that she cheated. And not only did they do nothing to stop it, they filmed it. And not only did they film it, they aired it. No Ken Mok, "cutting it back a lot" doesn't make it better.

But even if you can look over all the racism, all the body shaming, all the abuse (you sicko), it was all for nothing. If the participants went on to become successful models, maybe it could've been worth it. But no. The major modeling agencies didn't want to touch the participants — even the winners — with a nine and a half foot pole. They were seen as reality TV stars rather than models. And the photoshoots they did were so overly themed and edited that they couldn't even use them in their portfolio. The prizes the girls fought for were all but empty promises, and they didn't even offer them any protection after the show. The show exploited them for their dreams and kicked them to the curb after they milked them of all their worth.

I want people to see this documentary, but don't go in expecting an apology or reparations or accountability, because there are none. Not Miss J, not Jay Manuel, not Ken Mok, and certainly not Tyra. She comes off as very narcissistic in her interview. She refuses to acknowledge how her actions and words hurt the models, and she claims

she wanted to help them. But don't focus all the hate on Tyra. Jay Manuel, Miss J, Ken Mok, and Janice Dickenson are just as guilty.

This documentary doesn't even have all of the problematic things that went on in the show. If you want to learn even more, check out the podcast The Curse Of America's Next Top Model by Bridget Armstrong wherever you get your podcasts. Also read Sarah Hartshorne's memoir You Wanna Be On Top? about her experience on the show.

Pokopia, 6

Though I have no complaints, some people do. The main complaint I have heard online is the game being a Switch 2 exclusive. I personally feel this complaint is invalid, with the game being very resource hungry, having to load many many models and animations at the same time, which the Switch 1 just wouldn't be able to handle, though I understand the frustration of needing a new console to buy a new game, though, y'know, the Switch 1 is a 9 year old console...

I have personally logged around 30 hours at the time of writing this, and if you own a Switch 2, I think this is an amazing game to check out, and in my opinion, is the best Switch 2 game.

Bridgerton, 7

Lady Penwood got married to him. Lady Penwood assumes the role of evil stepmother. When he passed, Lady Penwood made Sophie a maid and made her work to remain in the house. After Lady Penwood finds out it is Sophie Benedict was looking for, she's enraged. She wanted her eldest daughter to marry him, but his eyes are set on Sophie. In her anger, Lady Penwood kicks Sophie out.

At a party, Benedict and Sophie finally see each other again- hooray! But it's when other noble men are harassing her friend as she works as a maid for the people throwing the party. Benedict defends her, and gets into a fight with the other men. Long story short, she gets fired, he sees her but doesn't recognize her. How annoying! He can't recognize her when he fully sees her, but in season two, his brother Anthony recognized the girl he was searching for by the mere smell of her perfume!

Benedict takes her to his fancy Nancy cottage because, oh no, their carriage gets caught in the rain, and he's injured from his little fist fight with her ex-boss. I admittedly can't talk about these episodes in much detail, because I watched in 1.5 speed and the ten second skip button came in handy for me. She has the time of her life there, which is just flying a kite and sitting down for once. You can't really blame her though since she's been a maid.

They end up kissing, but the maid of his cottage reminds them of their place and social status, which puts a big damper on the mood. They end up going back to the city, with Benedict promising her that

he found work for her and her friend. When they get back, there's a very predictable plot twist—the job is at his family's house. Now, at this time there's this whole 'maid war' which is some background plot that didn't interest me, so I won't be writing about it. So she starts working as a ladies maid for two of the Bridgerton sisters; Eloise and Hyacinth.

The family grows fond of her quickly, Benedict's mom likes Sophie, but at this time she's still trying to help Benedict find the mystery woman, which he's picked back up. I find this odd because he seems to be enraptured with Sophie, and hasn't realized she is the mystery woman. Whatever.

Now I couldn't tell you exactly when this happens because, again, I have not been paying much attention. Sometime while Sophie is working for the Bridgertons she and Benedict...get comfortable with each other. Benedict asks her a very disrespectful thing to ask really anyone. Sophie is, of course, not a fan of this. Then there's a whole whirlwind of background stuff. Hyacinth throws a coming out ball, Benedict and his mother find out things about each other. Anthony, the eldest Bridgerton, and star of the second season, returns and he tells Benedict that this whole situation is a bad bad idea. Anthony tries to knock some sense into Benedict, and calm his delusions.

Now, at this point of the story I will invite you, my readers, to pursue the show yourselves. Lots of frantic, cliché, soap opera worthy things happen and if you have been interested enough to read this far, you will be thoroughly entertained by this show.

Found footage, 5

The most difficult part of writing found footage is trying to find a reason why they're still recording. Certain movies can pull this off if the plot is literally about recording the things happening to you; that's why the Blair Witch Project and Creep worked out, they wanted to document what was going on. It made sense for what the movie was about.

The writing is usually not good. The characters are unlikable. My theory is that the writers do this to make them seem more 'raw' and believable that this is found footage, but

Project Hail Mary, 5

mission is something, as well as the reason he left Earth, are things we will not spoil - but the ending is certainly very fantastic, albeit unexpected.

This movie did something unique for both of us, something that has not been present in cinemas (or on streaming) for a long time: gave us hope. For the past few years, movies like Oppenheimer and Get Out have served as dark reminders of the landscape of fear, depression, and oppression present in the United States for centuries. Even other space movies like Interstellar and The Martian present us with themes of loneliness and despair.

However, when we saw Project Hail Mary, we both agreed that the movie injected a much-needed hopefulness into the current cinematic landscape. While the movies above serve as great examples of problems we as humans experience, both in realistic and fantastical worlds, they do not exactly give the viewer a reason to believe that the problems they highlight will be solved any time soon.

really, it just makes it a worse watch. Movies aren't really fun if you have nobody to root for. You can have a main character who's a bad person, but likely, there is someone else in the movie you can hope things work out for. If you make everyone awful, I think it also takes away from the fear factor because you're not scared for the characters, and you don't really care when they're killed off.

Good lord, the acting. Where did you find these people? Why did you hire these people? It's difficult to act found footage because it's

Project Hail Mary completely flips this pessimistic view on its head by presenting us with a scenario that, while certainly pulled from the world of science fiction, does not seem all that far off from the issue of climate change. Instead of showing global powers on Earth fight one another, the film shows them cooperating scientifically with one another, certainly an attempt by Weir, Lord, and Miller to provide the viewer with hope.

Additionally, the film's quality, cinematography, score, and design were incredible, and we definitely recommend that you see it in theaters. Much of the film that would normally be created by CGI was mostly real, and the creators of the film actually had a puppet and a puppeteer (James Ortiz) to provide the role for the alien Rocky. The amount of effort put into this movie, with a budget of \$200 million and all of the best equipment (it was filmed on cameras made for IMAX theatres), made it top notch, and the film was just as good as expected. We certainly cannot recommend Project Hail Mary enough.

supposed to feel very natural, it's just regular people in scary circumstances. Rarely have I seen this pulled off. The bad acting is emphasized by poor writing, making the movie irritating and almost unwatchable. Most of these actors are fairly young and have never been in a movie before, or if they have, it was a very small indie film (no hate to indie movies, but some are worse than others). There have been a couple of found footage movies made by big studios, but most are independent. This means they have a smaller budget, and found footage is

an appealing option.

At best, found footage is so bad you can laugh about it, at worst, it is so unbelievably boring. The only thing worse than a bad movie is a mid-movie, which I fear is what most found footage falls into. I realize it's not that deep, but I've seen so much praise for these predictable and poorly put together movies that I needed to speak on it. If you want to laugh with friends, watch Unfriended, if you want white noise, watch Skinamarink. Don't even speak about Megan is Missing.

17776, 5

The probes are surprisingly human and more than just a connecting link between the many different football scenes throughout the story - although those scenes are, of course, the main focus.

It turns out, once humans become immortal, their sports start to get a little more interesting. Why stick to a normal football field when you could instead make the entire state of Nebraska in-bounds, with end zones being Wyoming and Iowa? A nationwide game of 500 with balls fired from a cannon? A game with so many absurd loopholes that it's been going on 15,000 years and now includes 57 territories, a baseball diamond, some popular vacation housing, and an inexplicable statue of Walter Raleigh? It's a blast, and never seems to get old, as this ridiculous world keeps unfolding and gaining more and more depth.

So we have a unique premise, fun narrators, and amusing football game scenes, but there's one more ingredient in this sports story

soup. If taken at face value, this story is an entertaining look at a football-centric future, but it goes a lot deeper than that. Wrapped up in goofy forever football is a surprisingly in-depth look about the nature of human society and the true meaning of play, 17776 looks beyond the sports themselves to ask, why do people play sports? What purpose does it serve? Is there a reason that humans play and enjoy themselves, or is Juice right when he says "the point of play is to distract us from the fact that play is the point"?

So, as surprising as it is for me to find myself saying it, I highly recommend that anybody looking for a good read head over to SBNation to read Jon Bois' article about the future of American football. Even if you, like me, have never really "got" the sport itself, you are unlikely to be disappointed by the narrative within.

Students had a blast at prom!



Friends posing for a photo.

Emily Totushek



The dance floor was hype at prom. Students danced all night long.

Emily Totushek



OWL Womanatee team poses for a photo.

Emily Totushek



Seniors enjoying their last school dance at OWL.

Emily Totushek



Sophmores Zania and Louisa at prom.

Emily Totushek



The seventh graders had a great time at middle school prom.

Abby Horton



Sixth graders attending their first ever OWL prom.

Emily Totushek



High schoolers in Laura's crew pose for a photo.

Emily Totushek

ACROSS

- 1 Saliva
- 5 Hand, in Spanish
- 9 Adjust
- 14 Winnie the ___
- 15 "Time ___ the essence"
- 16 Book, in Spanish
- 17 *Sport developed by college students in 1968 that is a potential future Olympic sport
- 20 Darlings
- 21 "If all ___ fails ..."
- 22 Units in track or swimming
- 23 Fight
- 25 Prefix with -plasm
- 27 Cream of the crop
- 30 *National competition that Guy Fieri competed in as an eighth grader, with a project about pretzels
- 35 VCR go-back button
- 36 Kind of tense
- 37 Close by
- 38 Licorice flavoring commonly used in liqueurs
- 40 Family
- 42 Soothing succulents
- 43 Cringed
- 45 Former House Speaker Gingrich
- 47 "I'll pass on that"
- 48 *International youth robotics competition that focuses on solving real-world problems using coding
- 50 Prefix meaning "half"
- 51 Nickname for Theresa

- 52 Recipe amt.
- 54 "Finding Nemo" setting
- 57 Suit to ___
- 59 Not tight
- 63 What 17-Across, 30-Across, and 48-Across all are, at OWL
- 66 Entered in a MyBib, say
- 67 Level
- 68 Long, drawn-out story
- 69 Knight's horse
- 70 Finishes
- 71 The windows to the soul, it's said

DOWN

- 1 Tater
- 2 Word before "vault"
- 3 Greek "i"
- 4 Yearning
- 5 Popular Twin Cities museum: Abbr.
- 6 *
- 7 "The First ___" (Christmas carol)
- 8 Not exactly lined up
- 9 Ring master?
- 10 Not faithful
- 11 "Dancing Queen" band
- 12 Type of school
- 13 Little piggies
- 18 Twin Cities airport code
- 19 Spy's mission to gather intel, informally
- 24 "Eureka!"
- 26 Snack
- 27 All-out fight
- 28 "___, meenie, miney, mo"
- 29 Popular playground equipment

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63				64					65					
66						67				68				
69						70				71				

- 31 "Float like a butterfly, ___ like a bee" (quote from 9-Down)
- 32 Modern wartime technology invented in 1898 by Nikola Tesla
- 33 Elite group
- 34 Dinosaur in the Mario games
- 36 "Get Out" director Jordan
- 39 Unpunished
- 41 Fixed by a vet
- 44 Cul-___
- 46 The third "w" in www
- 49 Mentally sharp
- 50 Partner in marriage
- 53 Biannual OWL presentation held with a student, their parents, and their crew leader

- 54 Suggestions, for short
- 55 Leave
- 56 Suffix with kitchen or bachelor
- 58 "___ Brockovich," 2000 movie in which Julia Roberts plays the title character
- 60 Skincare brand
- 61 Herb in a Simon & Garfunkel song
- 62 The ___ Tour (Taylor Swift concert series)
- 64 Perform a basic mathematical operation
- 65 Tax collection agency: Abbr.