

MESSAGE IN A BOTTLE

THE CHANDLER SCHOOL

It's a New Day at Chandler

Evin Symmes and Hunter Patterson are the new Co-Heads at The Chandler School.

Former Head of School, Dana Blackhurst, has assumed the role of mentor.

In October, A Group student **Anna Bolton** had a conversation with Symmes and Patterson to get to know them better.



For this issue of the newspaper, I interviewed Mrs. Evin Symmes and Mr. Hunter Patterson. They wanted someone from our crew to interview them about being co-heads this year. Mr. Dana Blackhurst had been the original headmaster of the school, but he handed it to Mr. Hunter and Mrs. Evin recently.

Mr. Hunter and Mrs. Evin started at Chandler in 2013. They met Mr. Dana in quite opposite ways. Hunter had been a student of Mr. Dana's while Mrs. Evin had called the school about getting a job here; she later had an interview and got the job. Mrs. Evin has taught multiple different classes, such as math, science, literature, and tutorial. Mr. Hunter has also taught science, social studies, woodshop, drama, p.e., and keyboarding. Both of them have helped with summer camp and have very memorable moments.

Some of Mrs. Evin's favorite memories are when they did math actions, a song made with Furman, old students, Tilly's hat and Victor wearing it, dance party Fridays, and the boys first basketball game when they shot at the wrong goal. Some of Mr. Hunter's are icing down the driveway, Will Dement, a former student catching

a fish with his bare hands, backyard campouts, and hockey. These are just a few of their favorite memories in general. Others from Mrs. Evin include when Ava, Ben, and Chandler's group did the ratio project or in 2018-2019, when C group did the gingerbread house project. Mr. Hunter said that he enjoyed the Trojan horse that was built in social studies and was left in front of the math portable.

They were also asked to describe their favorite field trip memory. Mrs. Evin said hers was when A and B girls last year went to her in-laws' cabin and played "Just Dance" and painted nails. Mr. Hunter said when we climbed Table Rock and when he did both trails on the same day. They were also asked to describe their favorite summer camp memory. Mr. Hunter liked any lake trip especially when Mrs. Hartlee had to put on a climbing vest. Mrs. Evin's favorite memory was when Harrison Fawcett and Rowan did a really cool derby build.

I asked some general questions about things that would help our students know more about them. One was about their favorite fast food restaurant. Mrs. Evin said hers was Chick-Fil-A;

Hunter said his was either Bojangle's or QT.

I asked about their favorite movies. Mrs. Evin said hers were "Toy Story" or "Finding Nemo." Mr. Hunter said his favorite was "Star Wars." They were also asked their favorite holiday. Mrs. Evin said hers was Christmas, and Mr. Hunter said his was Thanksgiving.

Evin and Hunter are working hard at the transition as Heads of School. Evin said recently, "We will not take this opportunity for granted. It is truly a privilege, and we are excited to lead the 2021-2022 school year as Co-Heads."

Mrs. Evin also said earning our trust and support is important to her and Hunter. She said, "We strive to always be prepared and continue to improve. Communication is always key; we welcome your help and suggestions so that we can establish a learning environment where we are meeting the needs of each student. While we will make mistakes along the way, mistakes are the inspiration for new ideas and growth."

It's a new day at Chandler!

The Gaming Debate

Video games are a hot topic of discussion among parents these days. Chandler student **Reece Foster** explores the pros and cons of this ever-expanding industry.

Video games are known across the world. Lives have changed due to the ones and zeroes that make up these digital universes. In our ever-changing world, video games have recently become a much bigger part of our lives. As E-sports become more widespread and technology continues to advance, the effects of video games are important to understand.

There have been many studies exploring the pros and cons of video games. In the last few years, video games have spread worldwide. This is because of increasing technology. Countries have begun to have more access to technology. As such, the market for video games increases. Some of the more well-known cons of video games are that they are distracting and addicting. They are designed to hook the player so that they cannot put the game down.

A prime example of this addiction technology is the formerly popular game Fortnite. Fortnite is a battle royale game by Epic Games released in the year 2018. It quickly became one of the most popular games in the world. It raked in over five billion dollars in its first year, despite being free to play. This occurrence was almost unheard of from a new game. However, it quickly became clear that the reason behind this massive uprising was that the algorithm was built to be as addicting as possible.

Parents around the world grew to despise this game due to the effects on their children. Fortnite is incredibly frustrating and often makes kids grow hateful. Parents noticed that when asking their children to put the game down, they would often refuse. An algorithm made the game evolve. Every day it became more and more addicting. In turn, parents began to reject the value of video games altogether. Parents talked about this problem.

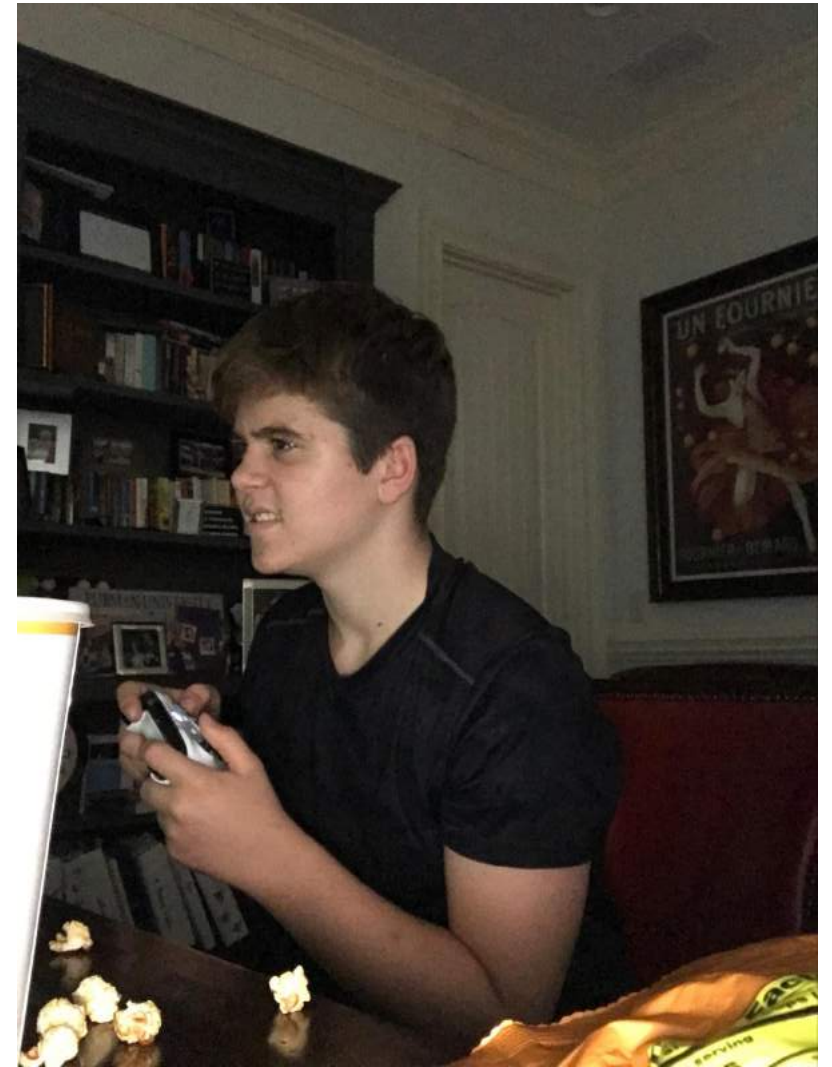
It even made headlines multiple times. The addiction was added to rehabilitation websites such as the Addiction Center and the World Health Organization.

Another con talked about alongside addiction is that video games make people violent, but this notion was disproven. In an article posted to The Royal Society Publishing site, there was a study done to test whether video games made people violent. The percentage of violence compared to the percentage of no effects was so small, it wasn't relevant. In the article, the writers stated, "We concluded this observed effect relating violent gaming to aggressive behavior was both statistically and practically insignificant."

A significant pro to video games is the improvements in a player's hand-eye coordination. Studies have shown that video games can improve hand-eye coordination and reaction time due to fast-paced gameplay mechanics. One study in particular by Psychology Today stated, "Playing these games requires reacting quickly and accurately to events that happen on the screen. This practice improves coordination in other tasks as well."

A second advantage of video games is social interaction. In most video games, players can interact with other players through typing in the chat or a mic, which impacts the player's social skills and conversation. There are also plenty of games to play as a family. These types of games remove the introverted aspect of gaming as you can interact with your family and friends in person.

Today, video games are such a large part of many lives, especially the newer generations. They impact society in so many ways, both good and bad. 2.4 billion hours have been spent playing a game called "Call Of Duty Warzone" alone. Video games are not the short pastime they once were. Video games affect our lives in big ways. However, is that a pro? Or is it a con?



Rethinking Routines

Some might think routines are only for school age students. Yet evidence confirms that routines are part of a successful life. A Group student **Liliana Greenbaum** examines the benefits of a routine.

Many people reading this right now are probably thinking something along the lines of, “I don’t need a routine; I’ve been getting my work done just fine without one.” This may be true, but routine can help with more than just getting work done fast, and they don’t have to be used for just work or school.

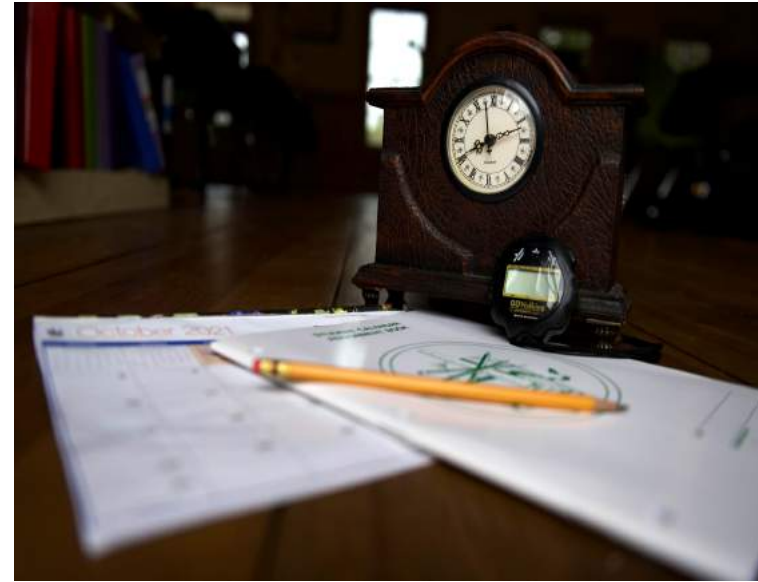
Routines can also be used for daily things you would do at home. A routine could be used in the morning as you’re getting ready for the day, or at night while getting ready to go to bed. Some benefits of having a routine include lower stress levels and greater physical health, along with a better sleep schedule and diet. Many successful people have used a routine such as: Benjamin Franklin, Steve Jobs, Ernest Hemingway, Elon Musk, and Tim Ferris, just to name a few.

Experts tell us that having a routine can help with many concepts. Northwestern Medicine stated that, “No routine often means having the constant worry of ‘when will I get it all done’”; however, with a routine there is more time cleared for relaxing, which would reduce anxiety. With a routine you can also make your sleep schedule more consistent and make time for a larger amount of sleep. Better physical condition would also be one of the benefits of a routine, for exercise generally needs to be planned in advance. Lastly, having a routine allows for a healthier diet. This is because without a routine there might not be enough time to focus on the nutrition of the meal, so some people would settle for fast food because it is quick and easy.’

Most people probably won’t need, or want, a routine that plans out everything they do, especially if they are used to having a very lenient schedule. A routine can still help those people due to the fact that a routine does not have to be strict, or even extend for a long period of time. For instance, going to bed and waking up at a sensible time every day, cleaning your workspace immediately after finishing work, or having an hour each day for yourself. These things are very simple, and don’t extend to a long period of time; however, they still offer some of the advantages of a routine. “When you have a specific plan for the day, week, or even month, it’s easier to achieve your goals and keep order in your life,” stated Kate Boruka, an author at TimeCamp, who specializes in time tracking software, time management, and productivity.

Forming a routine can be hard because it varies depending on the person. Someone might need a strict routine telling them exactly what to do, from the moment they wake up in the morning to the second they close their eyes at night. Others may just need a basic outline, such as: waking up at 7:30 in the morning, getting dressed, and then going to bed at 9:00 PM. The routine’s schedule can be adjusted as needed depending on if the person needs something that allows them a little bit of room to move things around, or if they need something very direct. Either way it is a routine as long as it provides the person with at least a small amount of structure.

Once again, routines are immensely helpful, but without giving the right amount of thought to a routine, it won’t allow any of the benefits that would normally be provided. Most people have at least some version of a routine, yet they may not have noticed that it is one. With this in mind, one should always still focus on how to improve the schedule for their routine. Routines are meant to help a person, so if the routine is not working or making life more difficult, it probably needs to be changed. Maintaining a healthy balance between work (or school) life, and home life is the main goal.



Jefferson's Ten Rules

- Never put off until tomorrow what you can do today.
- Never trouble another for what you can do yourself.
- Never spend money before you have earned it.
- Never buy what you don't want because it is cheap.
- Pride costs more than hunger, thirst, and cold.
- We seldom repent for having eaten too little.
- Nothing is troublesome that we do willingly.
- How much pain the evil costs us that never happened.
- Take things always by the smooth handle.
- When angry, count to ten before you speak; if very angry, count a hundred.

-- Thomas Jefferson



Nutrition program participants:	Home-delivered	Congregate
Are 75 or older	62%	53%
Are women	64%	65%
Live alone	58%	51%
Are veterans	15%	12%
Live in rural areas	32%	34%
Self-report fair or poor health	50%	28%
Take 3+ medications daily	87%	68%
Do not have enough money to buy food	33%	17%
Report 3+ medical conditions	90%	85%
Are Black or African American	19%	12%
Are Hispanic or Latino	7%	11%
Are Native American/Alaskan or Hawaiian/Pacific Islander	5%	3%

Meals on Wheels

Where Would Greenville Be Without It?

By **Maks Diamond**

Heroes don't always wear capes; some of them come in the form of the Meals on Wheels volunteers. These volunteers go to work every morning at 5 a.m. to feed those in need. They feed 1,500 homebound people every single day in the upstate.

The Greenville, S.C., chapter of this local business started in 1968 at Westminster Presbyterian School and then moved to their current address in 1991. Will Howard the kitchen manager gave The Chandler School A group a look around his kitchen where he and his staff make hundreds of meals every day. Our class helped our new friends at Meals on Wheels using an assembly line to make the process more efficient. And we learned how we could make a single meal in a matter of seconds. Very quickly we were able to, fill up each tray in a nimble but efficient manner, and then near the end of the line, someone would place it into a machine for wrapping. Then the meal is handed off to someone to load into a hot box. Each meal is counted to their exact number and then either shipped off either by delivery trucks or saved in the lobby.

We later viewed more of the kitchen where they mass produce lots of food and large containers of fresh fruit waiting to be packed. A small group of us washed dishes of pots and pans or grabbed some rags and scrubbed till we could see our reflection. Meals on Wheels ensure that their kitchen stays sanitary with proper use of PPE using gloves, hairnets, aprons, and sanitizer. Additionally every employee must wash his/her hands before they enter the kitchen.

Meals on Wheels makes a significant impact it makes on seniors who have been especially important during the pandemic. According to the national Meals on Wheels website, 62% are 75 or older. During the pandemic for safety many seniors can't leave their homes. Fifty-eight percent don't even have anybody to take care of them. Some may have support but cannot go out without risking their health. Equally important to mention, "33% of home-delivered participants don't have enough money to buy food."

Amazingly Meals on Wheels has produced 221 million meals to be delivered to 2.4 million seniors. "Meals on Wheels feeds locally 1,500 homebound people every day." said Will Howard. Many people go unnoticed for their acts of kindness. Meals on Wheels is an example of people gathering to do just those acts of kindness Anyone can help by just volunteering; they can make the world a better place with one meal at a time.

9 OUT OF 10 RECIPIENTS SAY MEALS ON WHEELS RECEIVED AT HOME IMPROVES THEIR HEALTH



MEALS ON WHEELS CAN SERVE A SENIOR FOR AN ENTIRE YEAR FOR ABOUT THE SAME COST AS JUST ONE DAY IN A HOSPITAL OR 10 DAYS IN A NURSING HOME



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The Impressionists

Impressionist art is some of the most famous in the world. **Valeshka Diamond** looks at the history of this influential movement.

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Impressionism was an art movement that started in the late 1800s by Parisians. Many artists joined this movement including Claude Monet, Pierre Renoir, Frederic Bazille, Alfred Sisley among others. The movement was to suppress and rebel against the classical subject and instead embrace modernity to show the world around them. They didn't want to paint mythological or historical scenes that society was pressuring them to do, so instead they painted what they liked. They painted landscapes, and life paintings instead, showing their take on light.

During 1873, Monet, Renoir, and other artists couldn't wait around for Paris to accept their artwork, so they created a fake exhibit, called "Cooperative and Anonymous Association of Painters, Sculptors, and Engravers" to showcase their artwork. Thirty other artists were included. From 1874-86 the artists gained very little financial rewards. A writer for the news, Louis Leroy, was a critic of the movement itself. He gave the artists a term called "impressionist," which they accepted and liked.

Numerous artists had similar but also different ways of painting impressionism. One of the leaders for the movement, Renoir, based his studies on the effects of light, often painting dance halls for artificial lighting. Monet, a very popular artist, and one of the other leaders, was a realistic painter. He had a passion for showing time in his paintings, by showing the light changing through the day. He often had his artwork shown all over the world because he embraced the movement. One of Monet's paintings is called "Impression Sunrise," which helped create a name for the movement. "Monet was a leader of the movement, and his brief brush strokes and fragmented color application found their way into works of others," according to sources on the "History" website.

There weren't just men in the group, however. There were also women. One woman, Berthe Morisot, was Manet's sister in law. Morisot had a beautiful range of lighter paint for her palette. She also influenced Manet's artwork later on. Painters like Paul Cezanne were mainly near or post-impressionists, and started a movement against Impressionism. Post-Impressionists were known for, "taking a more symbolic and emotive approach to their subject matter, especially in color use, which was not required to express realism," according to sources on the "History" website.

The impressionist era was one of the biggest art movements in history that produced important artists. This movement was impactful because many artists together chose to change the way society viewed art. It changed the way artists and artwork would be looked at in the future, some say for the better, and some say for the worse.

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The Wings of Fire Series

A review by fan **Rowan Young**

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New York Times number one bestselling series *Wings of Fire* is one of Tui T. Sutherland's most successful series for young adult readers. There are fourteen books in the series so far. There is going to be a fifteenth shortly, which already has readers eagerly waiting.

Wings of Fire is a fictional series for young adults that takes place on future earth. There are different kinds of dragons in this series. Each has different characteristics and thought processes.

Icewings breathe ice, or frostbreath. They also have long, serrated claws, and they live and thrive in the ice and snow. Nightwings blend in unnaturally well in dark, enclosed spaces. They are nocturnal because they feel more alive with the moon washing over them. They are mostly black. However, they do have shiny white scales under their wings. If they fly over you at night, they blend in and look like a starscape. They can also breathe fire.

Breathing fire is the Skywings most deadly weapon, for theirs is hotter and more powerful. Their wings are bigger than other dragons, and this makes them faster fliers. Rainwings are like chameleons, for they can change the color of their scales. They are naturally lazy, but they are fierce fighters when they want to be. They also have an incredibly deadly secret weapon.

Sandwings have tails like scorpions with venomous barbs. They are tan in color to blend in with their desert habitat. They have eyes that are completely black. They too can breathe fire. All these dragons exist on earth, in the same time period. The book *Darkstalker* is the only book in the series that takes place several thousand years before the other books.

As you can see, there is a lot of depth and thought and even comedy put into this series. For example, Tsunami once said, 'Hey, sparkling teeth, I totally love three of your claws but not the others, and I wish your nose was a herring so I could eat it, and also your wings sound like sharks snoring.'

Some people are speculating that this series rivals *Harry Potter* in quality. The book *Dragonslayer* ties into earlier mysteries from the first books that some readers may have forgotten. For example, how did three little scavengers break into the sandwing palace, steal some treasure, kill the queen, make it out alive, and carry all ten bags of treasure out? The book answers these questions. It is told from the viewpoint of humans, or scavengers, and tells their story. All the books are written in third person but from the perspective of different dragons and humans. For those who want to see the movie first, one is planned for 2022.



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The Buried Bottle, Chapter Two

Where is it, and where does it lead?

By Reece Foster

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Jay was excited about the capsule hunt. Sure it was kind of out of the blue, but he would take anything that stopped classes. As he left the schoolhouse he wondered why Dana had asked them all to help search. Sure it was good for morale, but what if it was because the teachers couldn't find it. How are we supposed to find it when the teachers can't? It seemed weird that the people who left the time capsule didn't leave a map or a landmark to show where it was. "Hey, what's with the face?" asked Joseph.

"Nothing. Just thinking," responded Jay. He told Sully his idea, and she agreed to help him. Jay quickly ran and joined the rest of his team before Dana blew the air horn." Dana counted down to the start.

"One! Two! Three! HONK!" Everyone covered their ears in pain from the loud noise. Once they regained their hearing, they all ran to search the grounds. Jay noticed that most of the groups had split up. "Hey guys, everyone split up so we can cover more ground!" said Jay.

"Got it!" said Sully. Jay already knew a good spot to look. He just wasn't sure if the spot was going to be accessible. He quickly ran inside to the computers and looked up the plans for the school grounds. Once it was loaded, Jay started mapping them out. He then realized he was right. The grounds had shrunk due to the road expansion. It wasn't by much but probably enough to go right over the time capsule. Jay figured it would be pretty unlikely that he was that lucky, but even so, it would probably make sense. I mean, if there was a landmark, it probably got demolished to make room for the road. No, stop it, Jay, you're overthinking this, he said to himself. Sully left to go search elsewhere, but Jay wanted to stay.

"Hey, are you gonna help look or what?" asked Hannah.

"Coming, coming." Jay took a quick look over to the edge of the property, onto the road. Wait, was that a bump he had never noticed?

"Come on!" Hannah said. Jay took one more look and started running over to join his team. Still thinking. The other teams were quickly losing interest in the hunt. Some groups even started playing football in the driveway. A few minutes later, Dana made an announcement.

"Everybody come get a metal detector!" he called.

"We should search the field!" Hannah declared. As they swept the field, more and more people started to give up. And as the groups diminished, Jay's hope went down as well. He silently cursed whoever hid this thing. I mean, come on! They obviously were enjoying watching us look for it. He started thinking he might be right about the time-capsule being off the property. As Jay began to join up with his team, he noticed Thomas running inside. That gave him an idea,

"I'm gonna check to see if there are any old maps in the library," said Jay. He ran inside hoping Thomas hadn't already found something. As he walked upstairs he heard a loud crash from Dana's office. He began running towards the noise. As he rounded the corner of the hallway, he saw Thomas running towards the office as well.

"What happened?" asked Jay.

"I don't know. I think something fell," responded Thomas. They opened the door to the office and slowly looked around. It looked like something or someone had pulled every document and file and threw them around. There was even an overturned file cabinet that Jay assumed had made the crash. Weirdly, the picture of the former property owners was still up.

"Jay, I think someone was in here," Thomas proposed. Jay nodded in agreement.

"But how did they leave without going past us?" asked Thomas. "This doesn't get caused by a gust of wind coming from the..."

"Window!" Jay exclaimed. "Thomas! I think they left through the window!"

"Alright, guys. Time to get back to class," announced Dana.

"Maybe, but we should make sure Dana knows before we jump to conclusions," said Thomas. Dana was helping another team with their metal detectors when they told him. As they were explaining their discovery, Jay noticed a look of knowing before Dana shifted back to surprise.

"Thank you for telling me," Dana said. "I'll look into it. You guys just get to class." Moments later, Jay began walking past the bump on the road and wondered. The idea of it was too weird. He swept his detector all around the bump and heard nothing. He was disappointed to say the least. As Jay turned to go back to the school, his metal detector hanging carelessly in his hand, he heard a sound that would stop him in his tracks.

"Beep! Beep! Beep!"

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Pirates on the Move

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