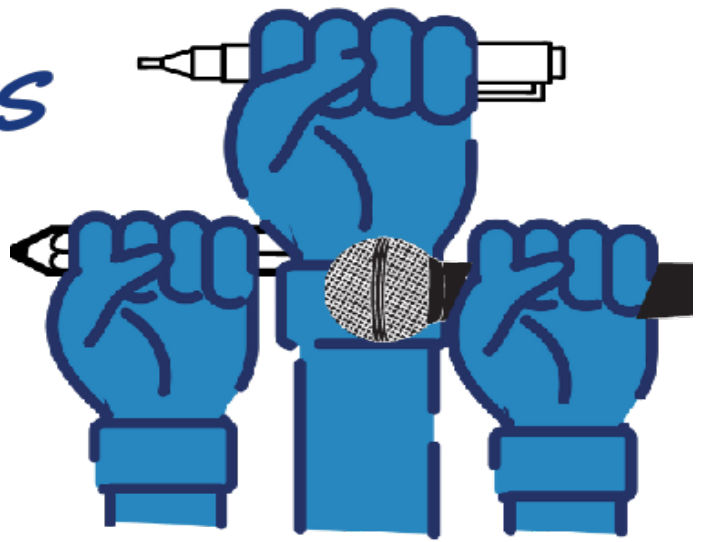


StoryChasers



CANTERBURY PUBLIC SCHOOL

STUDENT NEWSPAPER

Edition 13 2024

Someone in the Dark

Olivia R, Year 5

"I swear, I saw it! SOMEONE IN THE DARK," I shuddered, but I knew Amanda wouldn't believe me. She was a blonde, brown eyed ten year old kid and my best friend, and so she knew I was tremendously afraid of the dark. Amanda knew I wouldn't go anywhere near darkness, let alone in it, let alone see someone, but I did. I don't know why I did, I just did. I think a massive vacuum came and sucked out all the fear in me then five minutes later blew it all out at me again!

"Ha, of course you did, Harry. Like you would go in the dark! You're an 11 year old who's immensely afraid of the dark."

I was at Amanda's house after a backyard sleepover. We were talking about the dreams we'd had but instead of talking about my dream (which was nothing, by the way) I described my midnight fright: SEEING SOMEONE IN THE DARK.

"Okay Harry, let's just go have breakfast," Amanda said doubtfully.

We crawled out of the tent like little dogs on their bellies, hopped up, and walked towards the house past the bedrooms and bathroom before stopping in front of the kitchen. The kitchen was dark so Amanda walked forward to turn the light on, because obviously I was too afraid. Then we saw it. SOMEONE IN THE DARK. A thin, tall shadowy figure dressed in a coat so dark it was like the night blanketed him. He moved swiftly

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about the kitchen, turned to us, then WHOOSH! It was gone! Amanda looked petrified as though she wanted to scream and run but couldn't. "Are you okay, Amanda? You look...green," I said carefully, not wanting to trigger her.

"GULP, yep, I'm fine. Just a bit... SHOCKED OUT OF MY WITS!" she screamed truthfully. We stared silently until I broke the peace and asked, "Who do you think it was?"

"Dunno. It could be anyone, it could even be Ms Jones!"

"No, not Ms Jones, the nice lady three blocks away who gives me lasagna when it isn't even my birthday! Amanda I think you're over exaggerating. It was probably a burglar or something."

She walked into the room, swiftly turning on the light and pacing. Her eyes were darting like she was urgently looking for clues. "Well whoever this person was, they sure do like milk," she concluded. Right she was! Under the table were five empty bottles of milk and twenty-five dirty glasses. At first I wondered if it could have been the cat but cats don't leave fingerprints. Big, bold, chubby

fingerprints were scattered all around the room and on the glasses. We had to figure out who did it and why.

We went to Amanda's bedroom and began discussing probable culprits:

1. The milkman who likes milk
2. The witch down the street who matches the profile
3. Ms Jones, slim, likes milk, has fat, juicy fingers (for making lasagna) and attends a lot of funerals
4. Bruce, the neighbour who loves milk, wears black and only comes out at night.

WHO DO YOU THINK DRANK ALL THE MILK IN THE DARKNESS OF NIGHT?

Even though I didn't like the answer, it was the most likely option: Ms Jones!

Mongolia

Khangai D, Year 2

Mongolia is famous for its average of two hundred and fifty sunny days in a year.

The capital city of Mongolia is Ulaanbaatar. Ulaanbaatar has many markets and shops and the traffic is

busy and noisy.

The most favourite thing about Mongolia is the food. It is so good but the best food is dough fried with meat and milk inside it.

There are three mountain ranges in Mongolia called Altai, Khangai and Khentii. Altai is the highest mountain range.

You must hear this carefully: There are three hundred and thirty three cities in Mongolia! Some cities are located in the desert.

The flag of Mongolia is red, blue and yellow and each colour and symbol represents something meaningful.



The Strange House Part 3

Chloe Z, Year 2

Chapter 1: Working an Adventure

Harper opened the door to the bath house, ran as quickly as she could, went up the stairs and finally got her cleaning clothes and got to work.

"Did Maligana find out I was on an adventure with Catty-Mat and his friends?" asked Harper.

"No she didn't ask anyone where you were so I guess that's good," added Cha. Harper got to work but she was just waiting for another adventure. I

The next day, Harper had to wake up extra early to prepare for the Lunar Festival. Everyone including Cha had to clean to make sure that the evening would be very fun and clean. "Hey Harper, are you excited for the luna festival tonight?" asked Cha.

"Yeah, but kind of nervous because I'm performing in the Lunar Dance." Harper helped set up the fireworks for the evening's festival which was going to include a giant dragon lantern.

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Chapter Two: Lunar's On Fire

It was almost time for the festival to start. Harper was getting ready for the dance when she saw Maligana.

"Are you excited to dance tonight?" asked Maligana.

"Yes!" exclaimed Harper as she didn't want to tell Maligana that she was nervous. It was time to go out on the stage and do some fabulous dancing. Harper's dance group was starting to walk onto the stage. Harper was so nervous but her dance group was amazing. They danced and danced and danced when suddenly the fireworks got too close and caught fire. Everyone started screaming.

Harper turned around to find Maligana but she was gone! "What happened?" asked Harper.

"I do not know where Maligana is but I do know who took her," said Cha. "Owl Captain. He lives far far far far far away from here."

"We will have to go on a boat," said Harper. They said their goodbyes and set off on a small rowing boat. They saw many different sights along the way including a pirate island but with good pirates not the bad ones They

saw gummy bears dancing and last but not least Captain Owl's lighthouse! "We are so close!"e exclaimed Cha.

"That's good because I am getting kind of bored doing nothing but paddling on this boat," commented Harper.

Chapter Three: Save Us

This was it, Captain Owl's lighthouse. "It looks quite spooky! Look at it! The floors are creaking and the lights are..." shouted Harper.

"Wait," said Cha.

8 o'clock

"Is it 8 o'clock already?" exclaimed Cha.

"Here I am. I'm okay. Come on, let's get home," said Maligana.

They arrived home and it was time... "Which of these pandas are your parents, Harper?" asked Maligana.

"None of them," replied Harper.

"CORRECT!" exclaimed all of the workers together!

It was time to go home. Harper said her goodbyes to all of the people and

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left. One day when Harper had a child she would move and find the place again.

A note from the creator

It was a nice story but after that, Harper and her daughter Alice found Cha again and she became the new bathhouse manager and Alice worked there too.

Japan Part 2

Christopher G, Year 4

Yoshi's Adventure

Back in Universal Studios Japan (USJ), Yoshi's Adventure is a slow-paced ride for everyone. There is a fun challenge that includes eggs located on a map that you need to find. Now I won't spoil where the eggs are, but their colours are red, green and blue. Good luck finding them!

Jaws

Jaws is a thrilling experience where a shark (AKA Jaws) is trying to chase you while the captain who has a flintlock (or a gun) tries to shoot it down. Now I won't spoil it for you, but I'll tell you it's one of the best adventures at Universal Studios.

The Bridge Part 3

Olivia N, Year 3

Ellie woke up to find that it was the first day of term one at school! She sprang out of bed, got dressed, brushed her teeth, leaped down the stairs and ran out the door. "Bye, Mum!" Ellie shouted. She ran over the bridge, through the forest, then entered the school gates and raced up to her classroom where she met her new teacher, Miss Nelson and enjoyed her first day with her new class.

On the way home from school, Ellie saw a portal-like thing greeting her on the bridge. She didn't hesitate and jumped right into it!

This discovery was the start of many adventures like the time she went to Santa's workshop and had the time of her life!

Stay tuned for Ellie's next adventure.



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My Dragon

Daisy, Kindergarten

My dragon protects me because she loves me. Her name is Isabella. When she found me, she carefully picked me up and put me on her back and flew us to the woods. We have been friends ever since.

One day, Isabella and I went on an adventure. She flew me to the woods where we were going to play tic tac toe. A hunter thought my dragon was dangerous so he shot Isabella dead. Isabella wasn't dangerous. She was friendly and I was so sad!

I decided to find another dragon. Luckily I met Isabella's sister, Lulu and we became friends.

Was it or was it not?

Elissa G, Year 5

THIS STORY IS RECOMMENDED FOR
YEAR THREE AND OVER

Beep, Beep, Beep, Beep, Beep, Beep!
An oxygen mask strapped to my face.
Tubes attached to my skin. A wheelchair
on the left. A bed that wasn't mine. A
room I didn't recognise.

Where was I? Wherever I was, why
was I here?

Was it a dream? I took in the
surroundings one by one. People in
nurse clothes entered the room just
as my vision blurred.

When I awoke I found myself in the
same location. Thinking I was in a
dream, I did it without hesitation.
I expected no pain but there was
pain. I looked around the room for a
familiar face only to find McGonagall
perched up in a bed in the far corner
of the room.

"Hello, Dumbledore."

"Hello McGonagall. Do you know
where we are and how long we've
been here for?"

"We're in St Mungo's and we've been
here for two weeks," announced
McGonagall proudly as though
everything she had said in the past
had been incorrect and misleading.

"How did we get here?"

"We got run over by a car," said
McGonagall in an overly annoying
voice.

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The Schoolboy

Liam O, Year 3

About one hundred years ago there
was a boy.

But he was no ordinary boy, he was
a very naughty and rude boy.

And he went to this very school that
you go to.

If you want to find out more, keep
reading.

The school boy's actual name was
Brian and oh boy, he was rude.

But although his name was Brian he
had many other names,

like...School bully, the keep away,
because you should KEEP AWAY.

But no one would say these names in
front of him or they would be
D E A D.

But one day a new kid came into the
school and he became very popular
as soon as anybody met him, some
people hadn't even met him and they
still liked him!

The school bully was popular but not
in a good way.

What did the teachers do about it?
Absolutely nothing.

Because he was sneaky. He was rude
to them when nobody was watching.

But even if somebody did see they
would not tell. They'd be too scared
to because if they did they would be

NEXT (dramatic music).

Soon the new kid (named Kelsy)
was the most popular kid at school.
As you can imagine, the school bully
was not happy about this.

One day at lunchtime Brian followed
Kelsy into the boys' bathroom.

He had been planning a prank
on Kelsy ever since he joined the
school

so he can show him who's boss.

Brian had made a little trapping suit
so he could force Kelsy into it and,
once he was in, there was no way to
get out. You see, the machine had
a system. When it sensed a body,
it would shoot little metal spikes in
front of him, so if he tried to move
forward he would get hurt.

And on top of that a controller to
make Kelsy do whatever he made it
do.

Brian slowly crept up behind
Kelsy and wrapped his arms
around him and forced him into the
trapping machine.

"Why are you doing this?" Kelsy
asked in a scared tone.

"Because you need to know who's
boss!" Brian shouted.

The trapping machine immediately
trapped Kelsy.

"And now to say good night," Brian
snickerd while pressing a button to

shut a cover over Kelsy.
Now Kelsy could not see a thing.
But Brian could he could see his controller doing weird things like it was malfunctioning.
Then Brian heard it, a gutly horrible screech.
"AGHHHHHHHHLLLLLLLLLLLL!!!"
Brian felt horrible and sick in the stomach.
He tried to shut down the machine but it would not work.
"You dumb machine, why won't you work?!" Brian shouted.
Brian was scared.
He ran out of the bathroom and into the playground.
Brian felt sick in the stomach and just then a teacher on duty walked up to him.
"Brian, are you okay?"
"I'm fine," Brian said, looking green in the face.
"You don't look fine. Go to the office and they will get your parents to pick you up," the teacher instructed.
From that day on Brian never lived a normal life ever again, not as a school bully, nor as a completely normal kid.
Because of that day he was different.
1 month later...in a different school with completely different people...
"Hi."

Runt: The Book vs the Movie

Nora G, Year 3

Before you read this please be aware that there will be some spoilers!

Runt is a fictional book about a dog. But it was also turned into a movie and today I'm going to tell you some differences about both the book and the movie Runt so you can decide if the movie or book is better.

In the book and the movie, the girl who owns Runt is named Annie but there are lots of other differences. In fact I will not have time to write all of them!

First in the book (which is the original) Runt is brown but in the Movie Runt's black and as you would expect the book has more details than the movie (also more funny bits) so I would watch the movie and read the book.

These are some more differences that have stood out to me...Firstly the book has some funny, tiny and important bits of story which the movie doesn't have.

Secondly as normal the movie is

shorter and you watch it all at once so personally I think it's more emotional than the book.

Finally the book has some crucial information about Runt and how someone tried to buy him.

Now you know more about Runt, ask yourself, which is your favourite: the book or the movie?

How to Play Dungeons and Dragons

Toby G, Year 6

Dungeons and Dragons, or D&D, is essentially make believe for grownups and kids who think that "I ride a unicorn to the moon and become the queen of unicornland" just isn't going to cut it any more. It is a TTRPG. This acronym can be broken down into two parts-TT, which stands for table top, meaning it is played in physical space to some degree and is typically played around a table with your friends, and RPG, which stands for roleplaying games, meaning you act out or roleplay another character. There are two ways to play; as a player, someone who plays one

character which is theirs, or as the dungeon master (referred to for the rest of this article as a DM). Whereas players focus on the one person to roleplay, the DM is the embodiment of the world you are in and all its inhabitants, including animals and NPCs (or non-player characters). They are an impartial arbiter of the rules, and the person who gleans the meaning of the dice. All people in the game have six main ability scores- Strength (Str), Dexterity (Dex), Constitution (Con), Wisdom (Wis), Intelligence (Int) and Charisma (Cha). The following chart shows their meaning.

Score	Related abilities
Strength	How strong you are.
Dexterity	How fast, agile and flexible you are.
Constitution	How good you are at overcoming things that challenge your health (e.g disease, poison).
Wisdom	How good you are at finding things and calming creatures. Also how wise you are.
Intelligence	How good you are at remembering and discerning things from clues you already know. Also how smart you are.
Charisma	How good you are at interacting with others (e.g. lying, performing, scaring)

Each of these have skills, which are more specific aspects of that ability. For example, charisma has persuasion,

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intimidation, performance and deception, so if you are lying, you may not be asked to make a charisma check, but a deception check.

Each ability score is generally somewhere between 1 and 20, with a modifier that is the ability score minus 10 divided by 2 and rounded up. When asked to do a check with a specific skill you make a check with the associated ability score, and add your proficiency bonus if you are proficient with that skill.

But how do you make a check? You roll a D20, and add your bonus. What is a D20? It is one of the 7 dice you will be using in D&D. There is a D4, D6, D8, D10, D12 and the aforementioned D20. These are 4, 6, 8, 10, 12, and 20 sided dice, respectively. The D20 is the most frequently used, as it is used to make D20 tests. In these tests, you roll a D20, add a certain bonus or penalty. Types of D20 tests include skill checks (commonly used to actively attempt something), saving throws (commonly used to resist a negative effect) and attack rolls (commonly used to attempt to make contact with another creature). But there are only six examples of dice, I hear you cry. That is because

the final die is actually 2 dice - a D10 and a D100. a D100 is a D10, except there is an extra 0 after each number. You add the result together - for example, a 50 on the D100 and a 7 on the D10 makes a total of 57. Whereas the other dice (apart from the D20) is generally used to determine damage, and sometimes randomise, the D100 and D10 together (commonly called a D100) are used almost exclusively for randomization.

Now, up until this point we have been mainly talking about general roleplaying, but it is time to talk about combat. Combat is more structured than roleplaying because it is turn based, everybody taking turns in an order known as initiative. To determine initiative, at the beginning of combat everybody rolls a D20 and adds their dexterity modifier and any other bonuses specifically for initiative, and then they go from the highest down. On your turn, you may take one of the following actions:

Attack	By far the most versatile action, you attempt to make contact with an opponent, be that with a weapon, your fists, or to shove or grapple them.
Cast a spell	You can cast any spell with a casting time of 1 action.

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Dash	You can move up to your movement speed.
Disengage	You don't provoke opportunity attacks this turn.
Dodge	All attacks against you until your next turn have disadvantage, and you have advantage on dexterity saving throws for the same duration..
Ready	You may ready any other action, specify a trigger, and wait. When the trigger occurs, you may either ignore it or use your reaction to take the readied action.
Help	You may grant one other creature advantage on their next ability check.
Hide	You make a dexterity (stealth) check to attempt to hide. If this check beats either another creature's passive perception (10+ their wisdom (perception) modifier) or their wisdom (perception) check, you are hidden from that creature. While hidden, they are not aware where you are, they have disadvantage on attack rolls against you, and you have advantage on attack rolls against them. You stop being hidden when you attack or cast a spell.
Search	You make a wisdom (perception) or intelligence (investigation) check, up to your DM. depending on your roll, your DM will tell you things about your environment.
Use an object	You may use an object (e.g. pull a lever). You get one free use of an object action per turn.

You get one bonus action per turn. You can take bonus actions as specified by your class, race and cast spells with a casting time of 1 bonus action. You get one reaction per round, as well. You can use this to take an attack of opportunity or opportunity attack, where you attack someone who has moved out of your melee range without taking the aforementioned disengage action.

You can also cast spells with a casting time of 1 reaction, and use reactions specified by your race or class. You may also move up to your movement speed. When you attack with a weapon, it will have one of two ranges - melee or ranged. A melee weapon has a range of 5 feet, unless otherwise stated. A ranged weapon will have two numbers, separated by a slash (e.g 30/60). Attacking within the first number of feet will have a normal attack roll, whereas beyond the first but within the second the attack roll will have disadvantage. You can't attack beyond the second number. When you roll with advantage, you roll two dice and use the highest roll, and with disadvantage you take the lowest roll. They cancel each other out.

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The game involves the following classes:

Name of class	Style of play in layperson's terms
Barbarian	Essentially, the incredible hulk.
Bard	Magic music.
Druid	Nature shape-shifter.
Cleric	"I get my power from the gods i worship"
Fighter	Slashy slashy.
Monk	Just really fast.
Paladin	Knight in shining armor.
Rogue	Sneaky-sneaky-kill.
Ranger	My animal friend will help me hunt.
Sorcerer	Wait, where did that magic come from?
Warlock	My big bad patron gave me magic.
Wizard	I studied for years to get magic.
Artificer	I'm so smart, I'm magic.

And these races:

Dwarf
Elf
Halfling
Human
Dragonborn
Gnome
Half elf
Half orc
Tiefling

If you are interested, talk to Mr Lay or read the players' handbook.

Enjoy!

The Trojan War: A Greek Myth Sage I, Year 5



The Trojan War is a Greek myth written by famous writer Homer. It is about Helen, queen of Sparta, and the war over her.

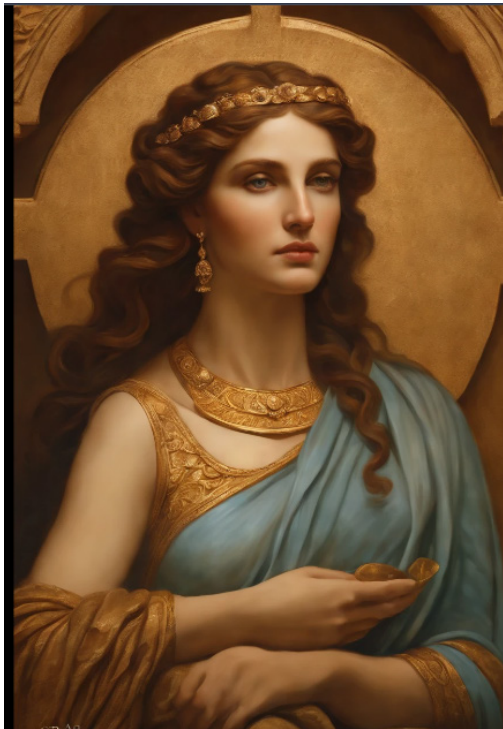
The Trojan War started when a visitor arrived in the Greek kingdom of Sparta to rest after his journey. The king and queen, Menelaus and Helen greeted the stranger kindly. His name was Paris and he immediately fell in love with the queen who was rumoured to be the most beautiful woman in Greece.

Aphrodite, the goddess of love and beauty, had promised Paris the most beautiful woman in Greece at the wedding of Thetis and Peleus

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because he had chosen her as the most beautiful goddess there. She said he could have any woman he wanted. Paris told Aphrodite that he had found the most beautiful woman, Queen Helen, and he wanted to take her to his kingdom of Troy.



Helen fell in love with Paris and went with him to Troy. But when Helen's husband, the king, Menalaus found out that Helen had gone with Paris he travelled to the kingdom of Mycenae to see his older brother, Agamemnon the king of Mycenae. He told Agamemnon everything and they started to find the strongest and smartest warriors to travel to

Troy because who wouldn't be angry if some person takes their wife?

Once the warriors were ready, they set off to get Helen back. The journey took 10 years and the troops stayed in Troy for another 10 years so it basically took 30 years to get Helen back! Odysseus, the king of Ithaca, decided to build a giant wooden horse to trick the Trojans into thinking the Greeks had left but instead they were hiding in the horse waiting to be let into the kingdom.

The Trojans took in the wooden horse and a great fight began. Menalaus was so angry that when he saw Paris he picked up a bow and arrow and shot Paris in the chest. He then went looking for Helen who had been watching from a balcony in the castle.

The Greeks returned to Greece after 30 years of hard work and fighting for Helen. This myth is one of the most famous Greek myths in the world and one of my personal favourites.

Saitama Season 1

Dimitri T, Year 5



Mosquito Girl/Gorilla Beast Episode + Introduction

Saitama is an anime character from One-Punch Man, a show from Japan where anime comes from. Anime is an animation that is from a manga created before the anime. Manga is where most anime comes from that were inspired. You read manga from right to left instead of the way we do which is left to right. Manga

is like a comic book but instead without colour and led to Anime's following the structure of the Manga in the animation.

Saitama can one-punch anything like the monsters who are from each city from each state. Saitama lives in City Z with his disciple, Genos, who wants as much power as Saitama. Genos first met Saitama when he was attacking the Mosquito Girl who was walking down the avenue and saw him in his pajamas. He first thought about him being a normal citizen in City Z which he told him to evacuate but the Mosquito Girl laughed in tears, thinking that Genos and Saitama are weaklings.

Saitama stayed and watched as Genos got shredded into broken parts of his mechanical body. When Genos used his blast, he used it to clear out all of the mosquitos that Mosquito Girl was holding but the thing is, she didn't even need them at all. She had no choice but when losing all of them, she told them; "I didn't really need them." They were wondering, "Why did she need them anyways?" Well simple, the mosquitoes were slaves of the empire that Mosquito Girl held,

feeding her blood all the time. "The more blood she consumes, the more powerful she becomes." - Genos

When Genos decided to use his self-destruct to destroy Mosquito Girl even though his doctor advised him to not use it, he asked Saitama for his name. Saitama responded to Genos's question and Genos asked if he wanted to be his disciple. Saitama wasn't looking for any disciples but Genos thought he had mechanical parts in his body. Genos told his backstory about how he used to be a normal human but then a cyborg appeared in his hometown which destroyed most of his parts in an ordinary human. Dr. Kuseno spotted Genos when he was almost entirely injured and turned him into a cyborg.

Most of the important stuff is in each episode/chapter but I highly suggest you read the manga OR the anime to learn more about Saitama and the other characters.

And now to finish this off. "Sorry, Amanai. I'm not even mad over you right now. It's just that the world feels so beautiful right now. Throughout Heaven and Earth, I

alone am the honoured one. Take the amplified and the reversal, then smash together those two different expressions of infinity to create and push out imaginary mass. Imaginary Technique: Purple." - Satoru Gojo

Why Join StoryChasers?

Luka D, Year 4

Using stories, authors and illustrators are able to let their creativity flow, producing hundreds of stories and making their readers satisfied. It is fun to make stories and make ideas.

Most people don't make their ideas come true, so making stories at a young age can inspire people who join StoryChasers for whenever they have an idea they can make a fabulous story. Having this opportunity is quite amazing at this time.

If you join StoryChasers, you might become a big name, for example, an illustrator like Ben Wood, or an author like Andy Griffiths. It would be amazing if your name could be one of greatest authors or illustrators in the world.

You can change the world for the better with stories, and let your creativity flow. This is why the opportunity for StoryChasers club is a great choice.

Approaching Mist 2

Luka D, Year 4

Jake lept startlingly out of his bed and his red covers flew across the floor. The kid had no time at all for getting ready and breakfast. He put on a cloak which did a great job at shrouding his night clothes. He didn't even say bye to his parents. He just ran out of the cottage in a flash.

Jake ran across the path with haste, turning corners over and over. He ran down the tall mountain searching for the cave. It got steeper and steeper and Jake grew slowly more concerned and worried until, CRACK! Jake was sliding across the rock as the mist slowly obstructed his view. Jake, who heard the rumors, tried to take hold of anything on the mountain. Until, a hand with scratches on it gripped his cloak. He had orange hair similar to a blazing fire. The mysterious person had an orange and red cloak. He dragged Jake across the steep mountain not even slipping slightly even though it was very steep. He dragged Jake through the overgrowth on the mountain.

When the mysterious character

dragged Jake through the greenery, he just simply lifted up all the nature, making a pathway. The vines tickled Jake's face and brushed his body until Jake and the kid made it. The greenery made a curtain for the entrance of the cave. A grumpy looking man observed Jake all over. He passed Jake a sheathed sword. Jake had long blonde hair and brown eyes with a hint of gold.

"Hello, again, students," sighed the old man. "And especially, you." He looked at Jake and grunted. "You have never used a sword, have you? Well, unseathe your wooden training sword and try to strike that dummy with accuracy, speed and damage. Jake stood at the corner of the cave. The old man looked at poor Jake struggling to make a single dent in the dummy. "You're not doing anything. I guess you need to come here and I'll tell you something since you're three years late." Jake sat down with the other tweens. "So, swordsman mana is something you want to learn about now," exclaimed the old man. "You have to explore your inner body by losing touch with the physical world... or something like that, and then extracting mana makes your attacks better," he instructed.

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Jake sat there for minutes and hours. He first lost focus on all sounds, then sight, and the breeze of air on his skin and then, his taste. He could only pitch darkness. He couldn't feel bored or anything. He was just there. He subconsciously wandered throughout his mind until he saw it, a lavender glowing core that almost blinded him. He scooped his hands in it, and then, he woke up. He felt like he could do anything. He had a lot of energy. He took a step and grabbed his blade. He lept at the straw dummy. It felt like the cold wind of a tornado just passed by him but he was still alive. The dummy's chest burst open exposing all the straw. Suddenly, the rush stopped. The old man said while looking at the daily news,

"The next thing, mana technique, you can craft your mana into a permanent technique that's more specific and helpful with attacks. Jake meditated again, wandering his mind. He thought of all that was required in battles. He shaped mana all over coming up with a technique. He thought of all it could do. He looked at the complex pattern he made. "My technique...Will be...uhhh... What kind of technique will my peers choose?" wondered Jake. Suddenly, he was taken out of his

mental world and into the real one. Jake was worried. He looked around. All his classmates were grinning like they had the best mana techniques in history. Jake pondered about what his mana technique is.

My Bogus Adventure

Mitchell R, Year 2

"Hi, I'm Mitchell..." SMASH! "Oops! One sec. I better go see what happened..."

I walk to my bedroom, "MAX! I TOLD YOU NOT TO ENTER MY ROOM!" Max had accidentally broken my lamp after tripping over my baseball bat.

"We're going camping in one hour. Are you ready?"

Two hours later, we arrive at the campsite.

"Finally!" says Max. "That felt like 100 times all eternity!"

"Why are you pointing at me? A burnt marshmallow? What burnt marshmallow? Oh come on! It was my burnt marshmallow!"

"Too bad," says Max. "You just wasted the fifth last marshmallow! Now we've only got four!"

Soon it is time for bed. Zzzzzzzz...

"WAKE UP!" yells Max, swinging on a vine across the lake. It was quite impressive if you ask me. He was gliding without a single piece

of his pants getting torn off!

"Max!" I spot a giant dragon five metres from killing us. "Quick! Run to that village over there!"

"Phew! We lost him," said Max. We arrive in the village but why is everyone's head square...?

TO BE CONTINUED

The Ghost Hotel Story 1

By Sharlin S, Year 2

FINDING OUT THE HORRORS

"So, this is the hotel? A bit small..."

"Welcome fellow person!"

"Uh, just one room for one please...?"

"RAVEN! COME DOWN HERE!"

"Yeah? What's wrong?"

"Give this person a key." Gingerbread looked at them and walked away slowly. What was going on?

Raven grabbed Gingerbread by the back, and pulled her into her room.

"AHHHHHHHHHHH--"

"OH! A NEW ROOMMATE," Avianna squealed.

The hours passed. More people came but Ginger was still unamused. You would definitely think she was a statue...

Ginger stayed in bed until she heard the

announcement, "DEAR GUESTS, WELCOME TO HOTEL GHOSTLY. PLEASE MAKE SURE TO REMIND YOUR MAID TO GIVE YOUR TICKET BACK."

THE GHOSTS INTRODUCTION

"IT'S MY TURN TO SCARE HER!" squealed Mave.

"RAH!" shouted Nava. The two ghosts fought all night till Raven became a ghost and yelled at them to stop. Mave became quiet as a mouse, followed by Nava.

"What have I told you two about fighting?! You can scare the same person together! Now hush." Nava stuck her tongue out at Mave.

12 O'CLOCK

The ghosts watched the clock tick. The sounds made them more mischievous. Tick tock tick tock. RING! It's time for a little prank. Nava and Mave teleported over to Gingerbread who was in her bed thinking nothing bad could happen. BOO! Surprise!

"AHHHHHHHHHHH!" Gingerbread screamed. Avianna woke up and Gingerbread was breathing faster than ever.

I HATE THIS PLACE

Gingerbread jumped out of bed and ran to the exit. Too bad it was only the fire exit. Ginger grabbed an axe near the kitchen and questioned this place. She started to count down from 20 to 1. "20, 19, 18, 17...FORGET IT!" She chopped the door down but was greeted by Avianna. She looked at her axe and looked back. "I'm sorry. I have to leave..." The cardboard cutout of Avianna fell, it wasn't Avianna. Just another prank.

Ginger walked and walked but something was pulling her. A hand grabbed her leg and pulled her back inside. She grabbed onto a fence and hoped for it to let go. GRAB! BANG! CRASH! Gingerbread was all messed up now. She had no idea what was about to happen.

STUDENT NEWSPAPER

Edition 13 2024

TO BE CONTINUED... Just kidding! Be ready for a long story in the next Storychasers edition :)

Brain Rot is Rotting our Brains for the Worse (Senator Edition)

Stavros T, Year 5
and Christopher G, Year 4

Source: Senate Hansard

What is Brain-rot and how does it affect children our age?

Brain-rot is a term for 'degradation of intelligence, common sense or morals' and also 'low value content that affects the brain.' It affects children our age, as they say things like 'skibidi toilet in ohio mega.' There are more brain-rotting terms such as 'oh my god a sigma in ohio! Is he mewing to baby gronk kai cenat?!'

Senator Payman makes a speech in the Red chair

The senator strikes with a speech in the Red chair: passing the speech off to the Gen Alpha generation and telling Generation Alpha and the

generation beyond on how to vote in the elections. "To the sigmas of Australia, I say that this goofy ahh government have been capping, not just now but for a long time."

Senator Payman strikes again!

"A few of you may remember when they said, "There will be no fanum tax under the government I lead." They're capaholics. They're also yapaholics. They yap non-stop about how their cost-of-living measures are changing lives for all Australians."

Stavros' Point of View (POV) on the Situation

It seems we are doomed. We don't want brainless individuals who only speak in Brain-rot terms, don't make any discoveries at all and instead sit at home doom scrolling on YouTube shorts until the only brain-cells they have are non-existent. This negatively impacts their brain: causes reduced attention span, lack of teamwork and self awareness.

Christopher's POV on the Situation

Brainrot is just polluting our brains with useless, unnecessary junk, and then people look at it and say to themselves, "Oh wow, this looks cool!"

Then, when you look at brainrot, the YouTube algorithm says, "Oh, this person likes that type of content! I will send even more of that kind of content to them." This part just fills you up with brainrot. According to Google: some symptoms from Brainrot are:

1. Difficulty concentrating: concentration is key when it comes to learning and work. Difficulty of concentration can lead to bad grades and overall low employment options
2. Memory problems: forgetting things frequently including important stuff.
3. Reduced communication skills: could affect employment, relationships and teamwork skills.

Overall, brainrot content does not help anyone or anything in a good way. When one person watches brainrot, they pass it on at school for more people to know. It is just like the Spanish Flu: instead of killing people physically, it kills them mentally but spreads just as quickly. One click on videos could ruin lives mentally. It is our job to prevent that.

Parent monitoring options for Windows/iOS/Android/Kindle/ChromeOS/MacOS :)

Parental control apps are crucial today as there is a lot of harmful, rotting and inappropriate content on the internet. This content is harmful for you, young children and more. I recommend some good monitoring apps:

Qustodio: it is one of the best and supports all of the platforms above.

Microsoft Family Control: it is made by Microsoft and only supports Windows.

Kaspersky Safe Kids comes included with a plan (Kaspersky Premium) and supports most devices except for Kindle and ChromeOS. On tests done by independent facilities, it scores really high, often beating out competitors.

Apple Parental Control: only supports Apple devices (MacOS, iOS, iPadOS, VisionOS). However, it is really good as you can manage the screen-time and a lot more.

Hey you! Yes you! What is your opinion on Brain-rot? Is it bad? Good? Seriously, what do you think?