

ISSUE 7: November 2021

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- Hutch Siegen - School Events
- Sophia Siegen - Entertainment
- Sophia Darden - World Events
- Diamante Cameron - Entertainment/Health
- Paul O'Brien - Entertainment
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A STATEMENT OF PRINCIPLES

Hello, and welcome to the SCVi Leader newspaper. This newspaper will be a vital and interactive part of the learning experience here at SCVi. The goal of the paper is to inform and unite learners of all grade levels, and this is not just limited to readers. Staff will also receive the same inspiration, and will also feel a sense of pride and unity about their creations in the paper. We will be covering important events that not only relate to SCVi, but to the outside world in general. Our articles are created to inspire learners and prepare them for the future. We will cover topics such as: Entertainment, World Events, School Events, and more! All articles are written with learners in mind, and subjects such as World Events will be focused and based on how they affect the lives and futures of learners. That said, I hope you enjoy this and every other issue of the SCVi Leader!

Hugo Turner, Editor in Chief

A Most Moist Mishap: Updates on SCVi Flooding

Hugo Turner

The past two years have not been kind to us. From Covid rearing its ugly head, to endless political intrigue, we all seem to have had our fill of major historic events, practically pleading for them to end. Although our cries to the universe have not been fully answered, a problem has arisen in the SCVi High School that thankfully isn't major or very historic!

Around the 23rd of September, Learners and Facilitators alike noticed an unwelcome moisture emanating from the walls and floor of some of the High School rooms. This disturbance would grow to a fever pitch over the weekend, causing the Pavlova, Wordsworth, and Etta James classrooms to be closed indefinitely for repair and restoration. But by this point, that's old news (yep, this issue's taken this long to come out...pain). What isn't, however, is this hot fresh (and possibly shiny) interview with our school's lovely directors!

Renovations:

Q: How extensive are the renovations for the damaged rooms?

A: It has been a big job. All of the rooms had to be professionally dried out and the furniture/school equipment placed in storage. Additionally, damaged dry wall had to be replaced, new flooring installed, and each room is being painted.

Q: Will anything new be added from the renovations? Or is it simply a patch-up job?

A: I think the flooring will be a noticeable upgrade. After that, it's mostly just restoring what was there.

Q: When will the rooms reopen?



A: We are expecting to be able to reopen the rooms in mid November. Unfortunately though, projects such as these occasionally run late.

Actual flooding:

Q: Does it have anything to do with recent street piping work on Hasley Canyon rd?

A: We don't believe so.

Q: Was it caused by Learners (maybe devious licks)?

A: No, there's no reason to believe that this was caused by anyone or was part of any vandalism. In fact, the leak was coming from inside a wall.

Q: How much will/did the water damage cost the school?

A: Although the damage was extensive, our insurance policy was able to cover most of the costs.

Luckily, things seem to be starting to go back to normal, and while the effects of the flood were bad, they were not as bad as they could have been. Aside from room damage, no other discernible large scale utility problems have been noted, nor has any threat to Learner Led Clubs. With hope, this moist mishap will mark the last large-scale problem to appear on the SCVi campus, and the next semester can move on undeterred!



Metroid Dread: A (Mostly) Spoiler Free Review

Paul O'Brien
Skill Level: Moderate



Metroid Dread is the 5th 2D Metroid in the mainline Metroid series, and the first new 2D Metroid game to come out in 19 years. After playing it, I think it was well worth the wait. Whispers of a new Metroid game appeared back in 2005, and it was supposed to be on the Nintendo DS. Nintendo said the game was cancelled, but during Nintendo's E3 2021 Direct, Metroid Dread was formally announced with a release date of October 8th.

In my opinion, this game is amazing. The Nintendo Switch's power gives so much life to the world of Metroid, and the main character Samus controls phenomenally. The different areas are so much fun to explore. They each have so much detail from the creatures in the background, to the environments you get to explore. The game's graphics look incredible on the TV, however it still looks great in handheld mode. Aside from graphical improvements, Metroid Dread has some great gameplay mechanics, such as E.M.M.I zones. The E.M.M.I zones are areas where the E.M.M.I robots are chasing Samus, and in order to proceed you must evade them. These zones are stressful in a very fun way, and will keep your heart pounding. Each Robot has a different ability. One can run faster, one can stun you, and more. Each Robot is fun to evade, and once you receive the phantom cloak you can hide from them for a certain amount of time until your phantom cloak runs out and starts consuming your health.

The bosses in this game are incredible, however one thing I will say about the bosses is the use of quick time events. It can be hard to tell whether or not you should be shooting a boss or preparing to press the x button for a quick time event. Other than that the bosses are extremely fun. Planet ZDR is very fun to explore and it keeps the traditional metroid style of finding abilities and items to expand Samus's arsenal to help you along the way, and this style is still incredibly fun.

My verdict on the game is this: Metroid Dread is a fantastic game that does so much right. It's great to control, the areas are incredible, the E.M.M.I zones are stressful but fun, and the bosses are great. Metroid Dread gets a 10/10 from me.



What's Up With The New Samsung Flip Phones?

Sophia Darden

If you have been living under a rock and haven't seen the new Samsung flip phones -- no, not the old ones -- then this review is for you. They are basically like a regular smartphone, but with a split through the middle and unique-looking cameras. In some ways, the new flip phone is a good design, and in others, it's not.

Let's start with some of the best features of the Samsung flip phone. Number one, the phone folds into 3.4 inches and can easily slide into your pocket instead of the typical smartphone that usually only fits comfortably into a back pocket. But don't you



notice people's smartphones sticking out of their back pockets and think that doesn't look like the safest place? Yep, me too. Number two, the new flip phone is a retro concept that just genuinely looks cool. Most smartphones out now all look the

same. They are getting quite dull considering they just added a bigger screen and more cameras, but the new flip phone seems unique for unique people. The phone is a great conversation starter, in that people might just come right up to you to ask about what it is. The third and final excellent feature is on the back of the phone near the camera. There is a small screen to view new notifications, time/date, control music, check alarms, or you can add different widgets to get other information there as well. This neat feature makes it easy to check your nonsense and notifications without actually opening up your phone.

But this new flip phone isn't just all buzz, buzz, buzz. There are a few buzz kills, or rather, a few features that are less than desirable. First, the cost is unbelievable. The new Samsung flip phone is anywhere from \$900-\$2,000. Although the price can be justified by this unique version of a smartphone still being relatively new, it still is pretty expensive -- especially on my middle-school budget. Second, it's hard to find good-looking cases that can fit the phone due to its folding. You can't just have your new phone out here naked and afraid. An expensive phone like this deserves a good protective case, but finding a cool case can be challenging. Most phone cases on the market are for regular smartphones, not one that flips, and that means you won't have a lot of flexibility to decorate your phone and make it look the way you want it to, which can be disappointing for people looking for high customization.

Overall, if you are in the market for a new phone, it's worth a look. And don't be put off because it's an Android. Every phone has its ups and its downs.

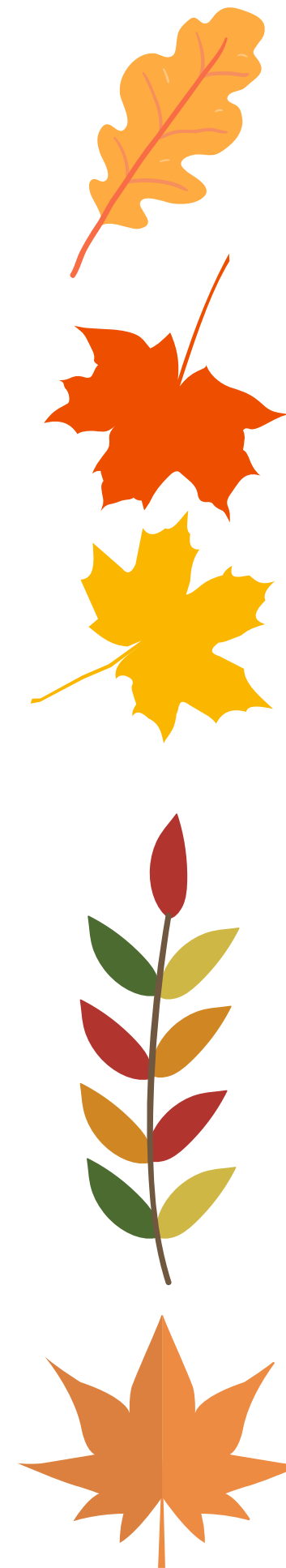
Santa Clarita's Block Party and Scarecrow Alley at Senses

Hutch Siegen-Sophia Siegen



Santa Clarita's Senses Block Party was awesome! The night was bustling with people. It was great to have our city come together to enjoy the fall, harvest, and the Halloween season. The atmosphere was perfect. The evening was warm with a slight breeze, a perfect southern California evening. You could feel the excitement of Halloween approaching.

There was country western music to listen and dance to as you walk down Main Street, according to the SCV Signal the music was from Tina Michelle and the Rhinestone Cowboys. There was even a dance floor set up so you could dance the night away. Kids of all ages were so cute dancing on the dance floor. The littlest of kids were adorable dancing their cares away. There was a pumpkin patch set up for kids and you could see they loved picking their perfect pumpkin. The pumpkin patch was not too scary for them, it was just perfect. The pumpkins were set amidst hay bales and corn



stalks to make the harvest feel just right



There were booths set up from different businesses in the city that offer different services like Snow Orthodontics. There were even food trucks that lined the street. Many of the food items were harvest themed, with pumpkin and apples being a staple. Walking down Main Street you could see many restaurants with outdoor dining available and folks enjoying the evening. There was an outdoor area that had complimentary apple cider to drink too. The cider was some of the best these reporters have had, originating from The Old Town Junction.

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The main attraction was the annual Scarecrow contest. The public could register to decorate their very own scarecrow. There were three categories: Classic, Creepy, and Creative. Each category winner would receive a \$50 gift card. The final category was called People's Choice and received a \$100 gift card. The winners, according to the city of Santa Clarita's Arts and Events Office, the first category Classic winner was named "MoBo Cowboys", the most Creepy was "S-Gary-Crow", the most Creative was "Puff and Jackie Paper," and to everyone's delight the top winner and People's Choice award went to "Puff and Jackie Paper" (it was so good it won twice).



Although no scarecrows from SCVi or iLEAD were seen, this reporter would be glad to lobby a team to make one. Who knows maybe if we win we could put the winnings towards things the school needs or maybe we could start our own scarecrow contest.

The Element of Fear

Diamante Cameron

We may have moved on from the spookiest month but that doesn't mean we have to leave the most controversial genre, horror. Horror is a genre audiences seem to either love or absolutely hate. Yet why does it scare us and why do some like being safely scared? The horror genre has been around for so long, so has the target of what is scary changed with our rapidly changing society or is fear fear and it hasn't needed to change in topic? And overall what is frightening to us?

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The horror genre has been around for a long while, so has "scary" changed with our rapidly changing society or is fear fear and it hasn't needed to change in topic? And overall what is frightening to us?



To understand horror we have to first understand what fear is and how come we feel it. On a basic level fear is there to keep us safe, we have a genetic predisposition to be afraid of things that could cause us great amounts of harm. If we fear something most of the time we will avoid it, and that especially was helpful in ancient times. Things such as height, dangerous animals, natural disasters, are all dangers that evolutionarily most would want to stay away from. We also have fears of things that are less reasonable such as spiders, the dark, and close spaces, these usually are learned fears either from who we live with or the media we consume. The interesting thing is that usually the only "fears" we have until 8-10 months old are the fear of strangers and loud noises, and to be exact those are more reflexes and instinct not so much a true fear.

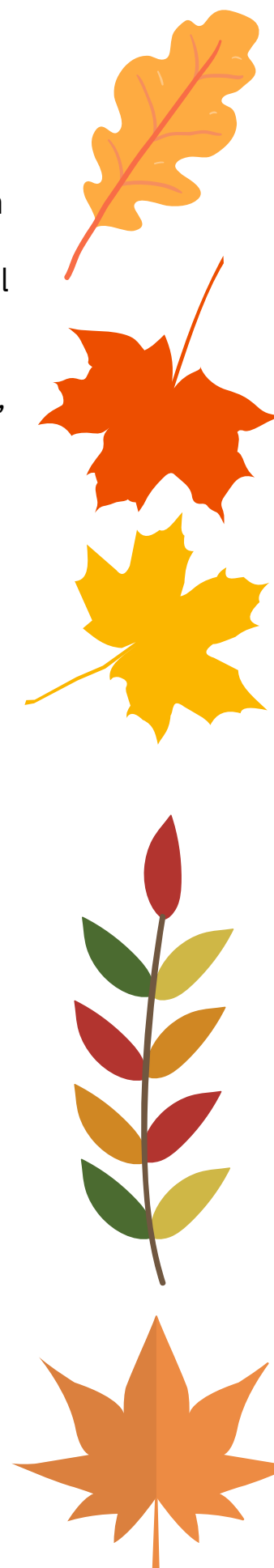
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But if fear is evolutionarily established to keep us safe is there to keep us safe, why do some people like things that are honestly terrifying such as horror movies, roller coasters, skydiving, and swimming with sharks? There are a lot of factors to why some people like the feeling of being afraid. One reason is because when we are afraid, a chemical called adrenaline is released causing the flight or fight response. When the mind realizes that there is no real danger it will release the happy chemical dopamine, this phenomenon is often referred to as an adrenaline rush. Another reason is there is a sense of pride to overcoming something others, or even a past version of yourself, couldn't. Also specifically when it comes to horror stories and movies it can be very cathartic to be able to identify with the dark and morbid in a safe way.

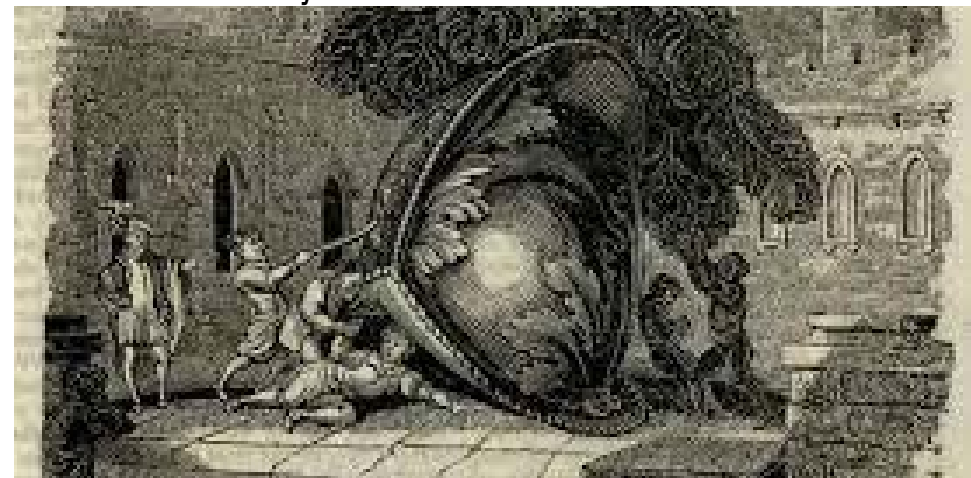


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People have been enjoying horror for centuries. In fact the first horror story was published in 1765 by Horace Walpole, although it was written between 1095-1243 by an unknown author. The story



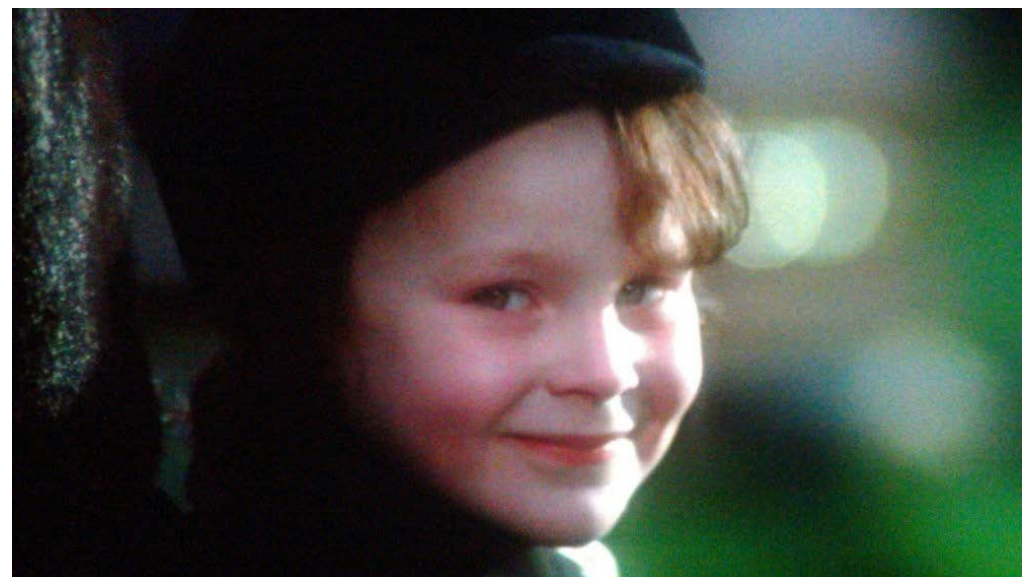
is called The Castle Of The Otranto and follows a king who is awaiting the marriage of his son, but due to mysterious events the son dies just before the wedding can commence. The king then attempts to marry the princess himself in order to protect himself from an ancient curse that foretold the castle falling when love is lost. The king grabs the princess but suddenly the ghost of his grandfather comes in and warns him that he is making a horrible mistake and the princess is able to get away. The princess then runs away and falls in love with a village boy, meanwhile her own father goes out in search of her. When the princess's father goes to the castle he falls in love with the king's daughter and makes a deal that the king can marry his daughter if he can marry the king's. The king continues to try desperately to pressure the princess to marry him, when she refuses he falls into a blind rage and goes to kill the princess. The story ends with the king mistaking his daughter for the princess and killing her, completing the ancient curse and the castle crumbles as an image of the king's grandfather bursts through the rubble. It is a very interesting yet convoluted story but it does illustrate some horror elements that are still used today.



The first horror movie on the other hand was a lot less convoluted, it was actually excruciatingly straightforward. "Le Manoir Du Diable", which roughly translates to "The Haunted Castle" or "The House Of The Devil" was a 3 minute French silent film by Georges Méliès. It was created in the late 1800s (probably 1890 but no one knows the exact year.). The plot was, as I said before, very straightforward, it was about the Devil making things appear and disappear until a priest comes in and tries to banish the Devil. Watching it in the 21st century seems silly and the filming is something that anyone with a basic knowledge of how a camera works could do, yet if you put yourself in the position of someone in the past it must have been incredible. From my knowledge this was one of the first films to use special effects in this way and in a hyper religious time, I'm guessing this film would have been truly terrifying.

The first examples of horror centered on paranormal events but why do we fear the supernatural? This fear comes from a lot of different factors, we naturally are afraid of what we don't understand and the paranormal prey on the fact there is no explanation for the events that occur. Also humans will see faces and people in pretty much everything so horror makers can do less and let our imagination do the rest, because most of the time what you can imagine is worse than any monster a director or author can. The fear can also come from a childhood fear of the dark, again seeing things that aren't there makes our brain try and rationalize things and when there are so many stories about the supernatural that is where our minds will go.

Children are actually something that horror relies on quite a bit, either childhood fears or having children as characters. As said before, usually children don't develop other fears other than loud sudden noises and strangers until 8-10 months. The first "irrational" fears are usually bad weather, being home alone, being kidnapped, medical procedures, and monsters. Horror will often use childhood fears or children's things in order to put the consumer in a childlike state of mind which makes them more vulnerable to being afraid. Sometimes children are even made horror antagonists, which is deeply upsetting because of how children are portrayed as the peak of innocence, and when children are used as the victim usually some empathetic instinct kicks in making the person care more deeply about what is happening.



In summary, horror plays on natural human fears and the breaking of societal norms to scare audiences, while at the same time delivering to them a cathartic chemical rush! The topic of what scares us can be so nebulous and intimidating, so hopefully this article will leave you a little less in the dark!

Student Art and Comics!

Sierra Kogan - Ollie Satterfeld

