

CLUBS *that captivate*

Students connect, create, compete in array of engaging organizations

By: Calla Reynolds (11) & Mia Roncevich (10)

Magic: The Gathering, Debate and Forensics Club, Book Club and Pep Club included a variety of subjects and topics to engage students' minds.

These clubs, all sponsored by Ms. Heather Giammaria, helped students get in touch with their creative sides and develop their kinetic learning skills through a variety of hands-on activities.

Magic: The Gathering was a newer club that was introduced at the end of the last school year. Members of the club traded cards, which summoned mythical creatures and magic spells, to beat their opponents. To win, players had to know all the rules of the game and what each card did, and they had to know strategies to play their cards wisely.

Debate and Forensics Club members chose various topics about which to debate during their meetings. They researched evidence that proved their points and learned how to argue effectively to refute opposing viewpoints. These topics were not controversial and were made to be

fun for everyone participating.

Those in the Book Club voted on books to read and discussed how the books connected to the real world. During the holidays, they exchanged books as gifts.

"[Book Club] helped me understand the world around me," Linea Probst (9) said. "I really liked how we got to talk about the books and things we wanted to discuss."

In Pep Club, members were tasked with boosting school spirit through eventful times of the year, like organizing "Spirit Weeks." These weeks focused on dressing to promote the most engagement from students.

"The excitement of deciding Spirit Weeks was my favorite thing about Pep Club," Abigail Hunter (11) said.

Even though these clubs covered a wide variety of interests, they were all centered around using the mind in a way that differed from a regular academic class. These clubs encouraged students to be themselves and to use their imaginations.



Reading up

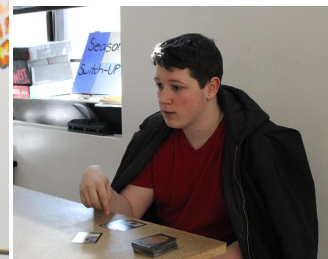
Finding enjoyment in her book, Nora Powers (9) reads Jim Butcher's "Storm Front." Book Club members were able to vote for the books they would read throughout the year.

Calla Reynolds | Shawnee

cold as ICE

Teachers embrace Spirit Week festivities

For the week leading up to Homecoming and winter break, the Pep Club hosted spirit weeks to boost student excitement for upcoming events. Throughout the year, teachers joined their students in dressing up for these special weeks. Ms. Hope Bennett and Ms. Morgan Pierce participated in "Dress Like a Snowman Day" for the winter spirit week.



Win in the cards

Putting his cards down, Michael Fayad (12) tries his hand. Magic: The Gathering players use cards to complete tasks and beat others.

Mia Roncevich | Shawnee



Say "Cheese!"

Showcasing their school spirit, students highlight their red and white attire. For Homecoming Spirit Week, Pep Club encouraged students to participate by dressing according to each day's theme.

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Winning smile

Excited about his next turn, Robert McNear (12) fans out his playing cards in front of him. Players in this game are known as "Planeswalkers." "I honestly just wanted to learn how to play the game; it's very intriguing," McNear said. "I like most of the people in the club."

Mia Roncevich | Shawnee



Bottle bantering

Arguing her point, Abigail Hunter (11), debates on whether "Bring Anything but a Water Bottle Day" would be an appropriate theme for Spirit Week. This particular debate used Debate and Forensics to assist Pep Club with their decisions and gain more student input.

Mia Roncevich | Shawnee



GATHERING *materials*

Magic: The Gathering members utilize various materials to play the game

Tokens: To represent figures that are not represented with a card.

Dice: To count and keep track of things like lives and creatures, or to make decisions, such as who goes first.

Cards: To represent magical spells, creatures or enhance fighting strategies and abilities.

captivating clubs
ACTIVITIES **159**