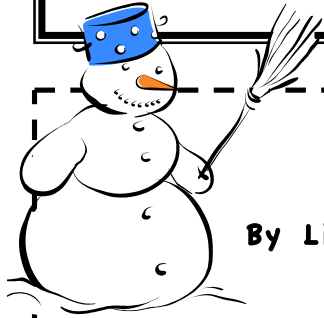


DUTCH CLIQUE

Holland Hall Middle School Newspaper for 6th, 7th, and 8th graders Fall 2008 Issue



Giving our Gift

By Lily Lohrey

This is our Christmas present to the world! What's yours? ☺

My advisory, Morgan, is doing a Christmas project. For this project, we are gathering change, and every other week during advisory we count the money. At the moment we have about 100 dollars. When we reach our goal of 120 dollars, we are going to send in the money so that we can send an animal to a family or village in South America. We can send anything from honeybees to llamas ☺. Our advisory is thinking about sending a:

Chicken for \$20

Llama for \$120

Pig for \$100 or a

Sheep \$120

Seventh Grade Girl Stream of Consciousness on Dating

By Bry - 7th Grade

Wow, is it really that time? The time when girls and boys decide they're ready to be bf and gf (boyfriend and girlfriend) and take it to that "next level." Or is it going to be the way it was back when boys/girls had cooties and were just plain gross?

Well, by this time almost everyone has had or currently has a crush and is falling for someone and is afraid that "special someone" isn't going to be there. I mean, let's say one day you catch yourself staring at that special someone; either that person has something on their face or you're madly in "like" with that person. Or maybe you find yourself daydreaming of you and that someone special when you're listening to your fave song, (not to mention the time before and after the song). Or maybe your mind's playing tricks on you and don't know why you like this person, but all you know is that you and that person are destined to be.

[Please turn to page 2.]

A Note from the Editor, Nick Weaver (8th grade)

If misery could be compared to a food, I'd expect it would be akin to eating a gumbo made of liquid mercury, thumbtacks and locusts. Also, with every bite the chef kicks you in the ribs.

That being said, it seems obvious that misery does not feel good. Do you know how many people are diagnosed with depression? A lot. Almost everyone has had an utterly miserable day when there seem to be no real meaning to be in the world, and everything is disappointing. This can be compared to how I was feeling around 1:50 P.M. on August 27th. I shuffled into science class, putting on my "cheerful peppy student" face, and sat down. Somehow we got on the subject of who would make a good class president. Someone suggested that I should be the DutchBuzz editor-in-chief, as I'm a better reader than leader. (See what I did right there?) I thought this was a pretty good idea. So at the end of the day, not seriously thinking I'd get in, I made my way to catch Ms. Grewe, just out of class. I put on my "bright-eyed young hopeful" face and proposed my appointment as editor-in-chief. She answered with a resounding "Yes." Well not those words exactly. I think it was more something like "Yes, you're of course the obvious choice for the job, you lovable child." Or maybe I'm paraphrasing. Anyway when she said whatever she said, I was no longer depressed. No, I think what I was feeling then was a mixture of anxious nausea, sheer terror and radiating exuberance. I made my way to my sports period, and I swear I am not lying, came up with this entire article in my head. I'm not kidding. Every word you're reading I came up with in that 60 minute time period all while I was burning calories and building muscle. That's how excited I was.



Note from the Editor, Nick Weaver [Cont. from page 1]

It then dawned upon me "I'm actually going to have to *edit* all these papers." I think I shuddered a bit there. But no matter! "That's the point of the job isn't it?" I remember telling myself. "How hard could it be? People all over the world do it all the time."

So now you're probably thinking, "Nick this seems to be a very dreary article. Surely there must be *something* you like about being editor." This is the correct assumption. And don't call me Shirley. (Sorry, old joke.)

But it is a very admirable job. I have power over what this school is saying to others. I get to write all the time, a hobby of mine. I also get to help others, and let other kids feel happy that their opinion is being heard. So it's a very good job indeed. What exactly is the moral of the story? I don't really know. Maybe it's something like "*We all put on faces to cover up our real emotions*" or "*A small thing can greatly change the outcome of one's day*" or maybe it's "*Gee Nick, this sure is getting long for an editor's NOTE huh?*" Yes, I agree.

Isn't that the point of the written word, really? There may not be a moral. It just occupies a person before they have to rush off to whatever they have to do next. I hope you can take some time to do that now.

God, I love my job.

-Nick "Yes I just said 'God there'" Weaver

Bry on the Hunt: [Cont. from page 1]

The Seventh/Eighth Grade Population

Believe it or not, these are just a few symptoms of falling madly in "like" with someone. Falling in "like" with someone isn't always perfect (I know). Let's say you're madly in "like" with someone who doesn't know you exist (been there, done that) or, the two of you are great friends and you think telling him/her you like him/her would ruin the friendship. Even worse, maybe you're just somewhere in between, so you don't know how to act around that person.

Usually, this is the part where I'm supposed to give you advice on how to get that special person; actually I was hoping someone would tell *me!* In other words there is no right or wrong answer on how to get your destined someone (believe me I've tried everything in the book). But whatever's, let's see what some people think about dating

A 7th grader who is currently in her first relationship thinks you should start having a bf/gf in the 7th grade. She loves it when a boy is easy to talk to and can make her laugh.

A young man now in the 7th grade had his first gf in the 5th grade, realizing now he should have waited, but he loves it when a girl hugs and is easy to be around.

A 7th grade girl who wishes to remain anonymous feels it's acceptable to start having bf's/gf's around the 6th grade. She loves it when a boy buys her roses and is of course, nice.

An anonymous boy also of the 7th grade thinks having gf's/bf's depends on maturity levels, and he loves it when a girl talks about boys and sports.

A 8th grade girl who asked to remain anonymous loves the "old fashioned" type of love and feels actually going on dates should start sometime in high school.

I must personally agree with the anonymous 7th grade boy on the fact that dating depends on your maturity level, and I myself love funny guys who are mysterious, the ones who leave me wanting more...conversation that is.

Words That Sound Like Advice

Keep in mind, girlfriends and boyfriends will come and go. Seriously, I've done my time in the prison cells of love or "like"...or better yet strongly in "crush" when one moment you're lost in his...I mean his *or* her gorgeous eyes and the next moment you could not care less if a bus mysteriously appeared and ran him (or her) over. Once you're free and no longer in "like" with that person it's as if you're exploring a new planet because it's as if you spent 99.9% (for me, better yet make that 100%) of your time dedicated to that person, and after the affair is over (or what you think is over)... then you realize, "Oh, this is what having a life feels like!" So in conclusion, love, but for now "like" is a two-person job, and these are the best years of your life!

A Tall (Grass) Order - Working for Oklahoma's Prairie

by James Darden



page 3



Holland Hall students Will Booker, Julian Masullo, Ryan Arthur, Jamie Newman, Jordan Vetal, James Darden and Aaron Bickert have been working on an interactive kiosk for the Tallgrass Prairie. We have had help from Mrs. Moore and Andrew Shead, a representative from the TGP. The kiosk will feature a touch screen, much like the ones seen at the airport. The

information is conveyed using slides made by us, the kids. It will be placed in the visitors center building to raise awareness about the prairie in Northern Oklahoma.

Should Middle School Star Wars Club Be Revived?

Do Middle School students want a new Star Wars Club?

By Nick Hofmann

This summer, the teacher that sponsored the Star Wars club moved to the Upper School, eliminating the Star Wars club for all Middle School Students. Do 6th, 7th, and 8th graders care enough about the club to find a new sponsor?

I am a **BIG** Star Wars fan, and I'm sure that there are more Star Wars fans in the entire middle school. A Star Wars club, *I think*, is a great idea. It *was* a good idea, too. The 7th and 8th graders who have been in the club, I trust, liked it and want it to start back up again.

I'm going to take a small survey over the next week or so, and results will be in either this issue or the next. There will also be a second survey of the people who want the club back, asking who they think should be the new sponsor. A graph should be in the next issue or even this one based on the survey results.



Anyone who wants to make a statement for the club sponsor or whether we should bring the club back, find me after class or after school and I'll *probably* get you into the paper. It might take a minute and it might not even make it into the paper, but I'll try! Teachers may volunteer to sponsor or co-

sponsor. We'd like input from both teachers and students.



The Roman Adventures

This story is about a kid named Max and his best friend Nick. They both went to Holland Hall private school in Tulsa, Oklahoma. They have an adult friend named Dr. McDonald. Dr. “Ronald,” as the kids called him, was a brilliant scientist/inventor. His latest project was a time machine capable of sending the user anywhere in the space-time continuum...

A Normal Day

“Nick, ya coming or not?” said Max.

“And we’re headed to...?” replied Nick.

“Dr. Ronald’s place. I told you at recess.”

“Well, I forgot. You know how easy it is to forget something between recess and sports?”

Max said, “Yes, but I thought your memory was better than that.”

“Oh, give me a break!”

A short time later, they were observing the dormant, metallic, structure that Dr. McDonald had created over a four-week period.

“So, what’s it do?” inquired Max.

“Duh! It’s a time machine. Where’ve you been for the last four weeks?” said Nick.

“That is correct! It is my masterpiece!” replied Dr. McDonald.

“Well, prove it works. Send my homework back to Roman times.”

“I’m afraid that is an invalid form of testing. If we were to send it to the Roman time period, and then bring it back, it would not be able to tell us if it worked, now would it?”

“I see your point.”

“Hey, why don’t you send us?”

“YEAH!”

“No, no, no! It is too dangerous. If a living, talking, organism is to be sent back, he must be a qualified scientist capable of daring things, and survival skills.”

“Aww, man!”

“Please?”

“No.”

The Break-in

“OK, so it’s agreed that we shoplift the thing at midnight?”

“No.”

“Oh, please! What’re you complaining about now?”

“Does it have to be that late? Why can’t we do it at, like, two A. M. or something?”

“Oh. Good point. Two A. M. it is.”

“I was kidding.”

“Oh, brother.”

“Sorry.”

“OK, midnight. Agreed?”

“Yes. On *one* condition.”

“Yes, what?”

“Can we bring fruit snacks?”

Dear diary,

We’re preparing to crack the eggshell on the side of the neighbor’s house. If Mom finds out, we’ll go to the “playpen.” The weight to lift is on the entranceway table, under the brass sun. When we lift it, we’ll go back to the spy campsite and down to the center of the earth. There, we’ll flip the switch and see if the dog’s alive. If so, we’ll dawn our togas and see Vesuvius Mons erupt for the “E Pluribus Unum” time. We’ll record our Indian artifacts uncovered in this tabula. Vale, if there’s a deadly bulldog in the fauces.

March 29, 2009

Well, that’s what he wrote. It’s in code. It really means:

We’re prepared to break into the neighbor’s window. If an adult finds out, we’ll go to juvenile hall. The target is on the entranceway table, under the chandelier. When we steal it, we’ll go back home to the heater room in the basement, and see if it works. If so, we’ll go back to Roman times and see Mt. Vesuvius erupt over Pompeii. We’ll record our findings in this diary. Goodbye, in case we get killed on the way. March 29, 2009. (To be continued in the next DutchClique issue)



John Lohrey's Reviews

What **John Lohrey** wants you to play!

Hello fellow gamers. It is I, John Lohrey and I am here to help decide what to do with your very dull and gray pastime and turn it into a colorful and exciting time that makes you happy that you have finished your homework two hours earlier than you expected. This is my first review for the Dutch Buzz, so if you disagree with my grading system, or you disagree with a review I give, please let me know! Anyway, let me give you an idea of what the ratings I give to these games mean.

1 out of 5: An absolutely terrible game. Please do not buy the games of this rank unless you have a death wish or you like playing games that make you vomit.

2 out of 5: A pretty boring or not fun game. Not absolutely terrible like 1 out of 5 ranking, but still not worth playing.

3 out of 5: Your basic video game. It's fairly good, but not anything special. It is neither famous for good gameplay nor bad. It just exists because it wants to.

4 out of 5: A very good game. It has pretty much everything you could probably need, with maybe a few flaws or disappointments on the side. A pretty good score.

5 out of 5: YES! YES! THIS GAME IS AWESOME! It is one of the best games you can buy. If you have the time, money, or permission, you must get this game. You must. I command you to get it.

Anyway, that's the rating system. Now let's look at the game.

Spore, for Windows and Mac

In the beginning, there was nothing. Then, there was Spore. Spore, created by the same company that made The Sims, places you as a single-cell organism that was born on a planet after a meteor crashed. You start by choosing to be a carnivore or an herbivore, then go about and get food. Players get to design everything about their cell from where the spikes on the back of your cell are to the color of its skin. After you have eaten enough food and grown big enough, it is time for you to hit the beach. Your creature grows legs and moves onto land. After that you can design everything about your creature. Will you make a vicious pack hunter, or a majestic flying peace-lover? Do whatever you want to design an amazing and fantastical creature. After your creature has grown smart enough, he will form a tribe with his species and become a village. Design tribal outfits for your creature to make him look like an Indian and send him off on adventures. Will you be a war-like tribe or will you become friends with them. You make the choice. Eventually your creature will become so smart he becomes a civilization. He will create a town (and of course, you design the buildings) and vehicles. Set out to conquer the world or unite all countries under one religion. Once you have taken over your planet. You build a spaceship and set out to explore the cosmos.

Spore offers many ways to create things that stretch your imagination and make you amaze yourself at what you can do in just a few small clicks. How will you create the universe? Definitely a 5 out of 5. So what are you waiting for? Buy Spore right now before I make you!

That's it for this edition of John Lohrey's reviews.



By Dot and Dash

THIS IS AN ADVICE COLUMN, IN CASE YOU'RE HAVING TROUBLE WITH SCHOOL. WE'VE BEEN THROUGH IT ALL (PRETTY MUCH ANYWAY). SIGN IT ANONYMOUSLY. IF YOU HAVE SOMETHING THAT YOU WANT TO WRITE ABOUT, GIVE IT TO THE TEACHING ASSISTANT FOR YOUR GRADE LEVEL.

A recent letter from "LUNCH-MEAT":

Hey, Dot and Dash, I have a problem with the school lunch. I never seem to like what they are having in the school cafeteria, and I don't have time to make my lunch in the morning. What should I do to make my lunch better?

Dot: Hey LUNCH-MEAT, what I would do is get up earlier or pack my lunch the night before. I totally have this problem all the time; it's not a good idea to just eat junk because you won't have any energy to stay awake through 4th and 5th period, even if you don't want to be awake. Love
. and -

W.O.W FANCLUB

By Marshall Emmer

Hello, W.O.W. players. I am "Hatdude" as my guild members call me, and I am here to spread the word of the greatest game ever, "World of WarCraft." We're all exited about W.O.W.'s 2nd expansion pack, "The Wrath of the Lich King"! Now, 70s, be careful when you are driving those siege engines! You wouldn't want your engines to destroy anything important! Now, let's talk about those Death Knights; they are going to be the first Hero class! Unfortunately, due to the fact that Death Knights start at level 55, you will have to HAVE a character at level 55 or lower on that realm to have Death Knight. Oh, and one more thing, you can only have ONE Death Knight per realm.

My guild master has asked me to talk about our guild on Bloodhoof. It is called, "Council of the Dragon," and it is a great guild. We offer a 4 slot guild bank, over five 70s, and members who will help you whenever you need it. We believe in friendly pranks on occasion and discourage rudeness. Also, if you have ANY problems with a rude guildmate, talk to one of our many officers for help. Join our guild today!

KAT'S SCHOOL FASHION



Hey it's Kat, and basically my purpose here is to tell you about school fashion. Now I know what you're thinking. "Kat! IZ YOU CRAZY? WE HAVE TO WEAR...*bum, bum, bum* UNIFORMS!" Well obviously, I know that since I've been forced to go here for over 8 years. If you haven't guessed already, this is an article to tell you about how to "Kat-ize" your uniform. (HEHEHE)

GIRLS:

TIP#1- Headbands. Headbands NEVER get old. Like...denim. Headbands would definitely help you in your whole appearance. It's a stylish accessory; it keeps the hair out of your eyes, and can be really helpful in sports to keep your neat and tidy and not all over the place.

TIP#2- Chokers. Not the average necklace! Chokers (although the name is SERIOUSLY disturbing) are really fashionable if you find your right style. Also, choker also fills the extra space between the shirt collar of your uniform shirt and your neck. (Get it? Chokers...?)

TIP#3- Knee Socks. Knee socks can be really helpful dress code wise, even though you're limited to three colors: White, Navy, and Black. They keep you warm in fall and winter weather and also fill the space between your skirt and shoes. (NOTE: I WOULD NOT RECOMMEND KNEE SOCK IF YOU ARE WEARING PANTS.)

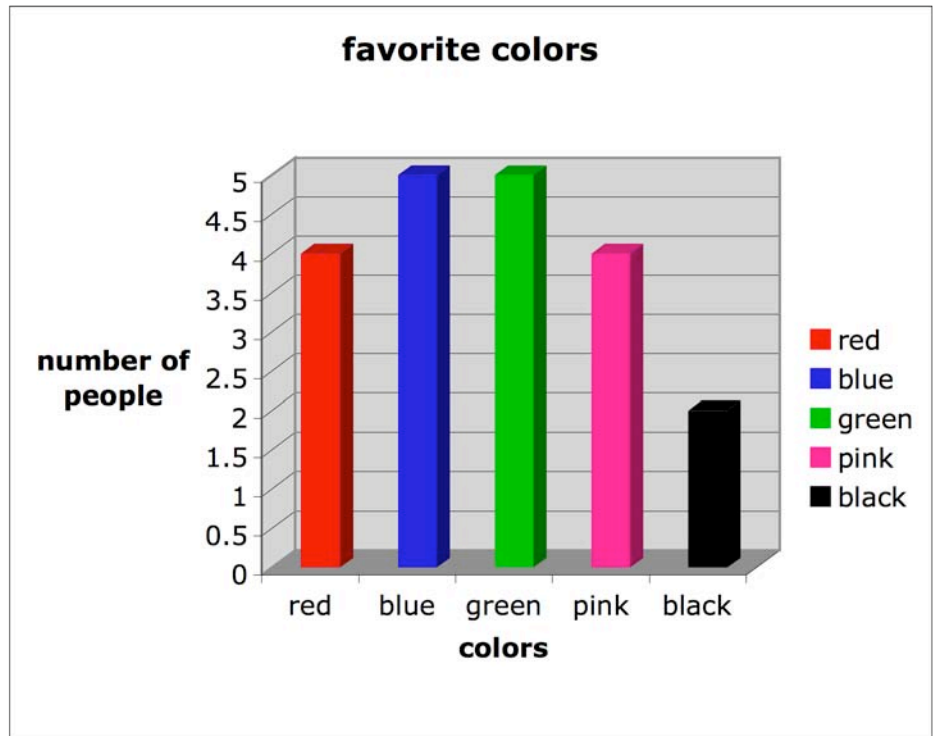
So, that's all my time for now, and if you haven't noticed I'm only going to give 3 tips per-issue. Next issue I'll be talking about guy's fashions. I'll see you next time on "KAT'S SCHOOL FASHION!" CIAO!



Favorite colors

By Morgan Wagner

I watched a TV show about vision. One of the things they said on the show was how the rods and cones in your retina (a thin layer of cells in the back of your eye) detect color. The rods and cones detect 3 colors: green, blue, and red. I noticed those colors are usually people's favorite colors. So, I did a survey to see how many people out of 20 had green, blue, or red as their favorite colors. I concluded after looking at the results that blue and green are tied for first with five each. Red and pink are tied for second with four each. Black is dead last with two. I believe my thinking may be correct, but we may never know with so many colors out there. Thank you to everyone who participated in this article.



Notes about our online magazines:

DutchBuzz and DutchClique are our Middle School magazines. Meetings are on Mondays in the MS computer lab from 3:15 -4:15. All students are welcome to attend meetings and/or submit stories via email. You may attend meetings whenever you like; it's not a requirement. Send stories to Ms. Grewe mgrewe@hollandhall.org