

THE WINDSOCK

MSC ORCHESTRA

EXPERIENCE

BY: LEAH CHUNG

In early March, students from the EMHS orchestra participated in a full-day orchestra workshop led by EMU's Assistant Music Professor, Dr. Benjamin Bergey. This workshop culminated with a wonderful program that was presented to the Eastern Mennonite school community. Following a long, full day of musical practice, the orchestra presented what they had learned at an evening concert. The orchestra played three songs; including Three Riders Overture composed by C.L. Cruselle, English Folk Songs Suite composed by R.Vaughan Williams, and On Top of the World composed by B. Balmages.



THE BENEFITS OF SPRING SPORTS

BY: FORTIE CHIPETA



There are many spring sports opportunities at EMHS, among these are Baseball, Girls Soccer, co-ed Track and Field, Boys Tennis, and co-ed Golf. Students compete in these sporting opportunities at the varsity level. Many people sign up for sports for the intensity and competition. However, for many, it goes far deeper than competition.

High school isn't a walk in the park. Students have many responsibilities to take care of on a day to day basis. It is certainly no surprise that high school can feel challenging. Thankfully, there are ways that students can ease the burden of school related stress. For some students, one of the best stress relievers is sports. Not only are sports a way to stay healthy and in shape, playing sports can improve academic achievement as well. Playing sports can increase concentration and memory, enhance creativity, provide a sense of relaxation, help with more effective problem solving, and an improved mood- all of which can extend into the classroom. Taking up a sport might not always be easy, as they require patience and hard work, but along with the potential difficulties come rewards. Playing sports teaches individuals important life skills such as discipline, responsibility, self-confidence, accountability, and teamwork. Sports create an environment where athletes can learn to overcome difficulties. Athletics is a great way to learn about perseverance. An essential trait both in the classroom, and in life. High school has its downsides, but sports is not one of them. Sports are a great way for students to learn, to interact, and to have fun.

MODEL UN CLUB BY: STEVE KIM



Led by Ms. Roth, members of the Model UN club headed to a hotel in Washington, D.C. to participate in an event with students from many states and countries. Model UN is a unique way for students to learn through experience, simulating real life UN debates with topics ranging from issues relating to refugees, all the way to electoral fraud. The trip to DC was 4 days long; beginning on a Thursday and ending on Sunday. Previous to events, club members wrote position papers, representing their nations stances on the issues discussed in the committees they had chosen. On the first day of committee sessions, students found their meeting locations within the hotel. During the first day, nations would present their position based on the views of their nations. Later, countries would join together and discuss various ways to solve these problems.

The next day, countries with similar ideas would collaborate to create another position paper that described their views. Later in the committee process, these collaborative groups, later known as blocks, would create a specific solution to solve the problems they were facing. Nearing the end of the conference, blocks would present their solutions and all of the countries would vote for the solution they deemed the best. Model UN is a unique experience for students, providing them with the chance to practice many skills such as public presentation, collaboration, and discussion. Many memories were made as a part of this trip through interacting with friends, meeting new people, and exploring the city of D.C. Model UN, a current club at the school, is set to become a class during the coming school year. Joining Model UN will give you the opportunity to learn more about international politics, collaborate with your peers, and have a great time.

Super Mario Bros. Review

By: Noah Loker

The Nintendo Entertainment System was one of the first home consoles. It was home to many classics and the original Super Mario Bros. was one of the best. It revolutionized platformers and gaming as a whole. In this review I will give my thoughts on the game and ultimately determine whether or not it holds up or not.

Super Mario Bros. is respectively long. Even though many people say it is too short I would say it is a good length considering it doesn't have a level select screen and if you're playing it on a NES or a NES classic, you can't die any more than four times without restarting the game without putting in the large amount of effort needed to get an extra life.

This game has 32 levels in total (eight worlds with four levels each) and there aren't that many bad or unfun ones. They are basically serieses of 2D platformers and obstacles that you need to cross to get to the end of the level. Many of them are crafted strategically with a lot in mind and level 1-1 was crafted with human psychology in mind. It was made to be the perfect tutorial and the design team succeeded tremendously. This level is one of my favorite tutorials in any game ever, but this level has been analyzed and picked apart to the ends of the universe and back so I'll move on.

The levels I do have big problems with are the puzzle levels. These are the last levels in a few of the worlds. I like having puzzles in some of the levels in this game but the puzzles in this game are very unfun. You're in a castle and you come across two or more pathways. You take one and when you come out of it you're back at where you were before so you take the other one and you come out of it encountering two or more different pathways. If you chose the wrong one you have to restart this entire puzzle. These puzzles can be time consuming in a game where if you take too long you lose a life and you only have 3 of them. If you lose all of them, you have to restart the entire game. The worst offender of this is level 7-4. In this level there are four stages to this puzzle and it infuriated me when I played it because it was just a long and costly guessing game.

Overall, the levels in Super Mario Bros. are very fun and the ones that aren't really don't take away from the experience. Also, these levels are full of secrets that can help you a lot and I believe there is even a secret water level somewhere in this game but I haven't been able to find it yet. There are secret extra lives, bunkers with coins, and many other secrets hidden about. I like the concept of the levels in this game and Nintendo executed them near perfectly.

The enemies in this game are simple, effective, and very unique. The most common ones are goombas. These are brown mushrooms and you can find them on pretty much every level.

The bosses in this game are very repetitive. The only distinction between them is whether they throw ninja stars or not. Even then there are many who do throw ninja stars and many that don't. This means that there is no distinction between one boss who throws ninja stars or doesn't and another who shares that same trait.

The fights themselves are ok. You just have to get behind the boss and touch the switch behind them without touching the boss or the ninja stars that they may or may not be wielding. That's it. That is about as simple as boss fights go. I love boss fights and they are the best parts of some games and I really don't care about how simple boss fights are as long as they are fun and this game's bosses aren't that fun. They are very close to hitting the mark, though. All they need is to jump around a lot more and the fights could be a bit longer. Then they would be good. The boss fights in late game are very hard for new players but they can be mastered very quickly and only last about 10-20 seconds. This is one of the biggest weaknesses these boss fights have. This isn't much of a complaint though, as these fights aren't very enjoyable and this is a platformer. Overall, I would say that Super Mario Bros. has OK boss fights. They aren't bad because this game was made for the NES but they don't remotely hold up today.

There are some other things worth including like the story. This game has a very simple story about Bowser kidnapping Princess Toadstool. This isn't mentioned in-game. Actually, there is not much lore included in-game at all. The closest the game comes to actually including a story is after worlds 1-7 where the mushroom you rescue says something along the lines of "LOL the princess is in another castle!". This entire game is basically just an infuriating wild goose chase around the mushroom kingdom where you go conquer castle after castle to no avail, freeing useless mushrooms but not finding the Princess. This is just filler content, but the story is so basic and short that this content is needed to give the game some much needed length. Also, some people think that this game's physics are very outdated and wonky but I've never had any problems with it. I understand that they may be a bit confusing and hard to work with at first but you'll get used to it after a few minutes.

Super Mario Bros. is a true NES classic and it is still worth playing in 2022. It has great level design, good controls and physics, and whatever flaws it does have are quickly overruled by it's positives. Because of the lack of a save function however, I would recommend playing it on Nintendo Online for the Switch because then you can save your game and so back to previous saves.

