
Wildcat Spotlight

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NaNoWriMo is NaNoWriNow

Skylor Wilson

NaNoWriMo stands for National Novel Writing Month, an event in which anyone is put up to the challenge of writing a 50,000-word novel within the span of November. Mr. Ellis has also challenged the Licking students to perform the same task.

Twelve students, as well as a few teachers, have signed up to write the novel, and it will be no easy task. To break it down to the math, 50,000 words in a month means to write about 1,667 words every day, which can round out to about 7 pages. No one said it would be easy, but putting students in a position where they must write every day is rather rewarding to both the student and the teacher.

The novel that a person creates can be anything they like, enjoy, or want to write about. There are almost no set limits, except that the story must be an original creation, and must have no other writer's copyrighted characters or settings. This gives the aspiring writer a great opportunity to create the story they've dreamed of, by setting a straight-forward goal at a certain deadline.

Famous writers around the globe also participate in National Novel Writing Month. Some people may think that since the great writers do it that the creation in a month should amaze and astound readers. It is quite the opposite. A single month is hardly enough time to write an awe-inspiring piece of literature. This does not mean to not try to write something great, just do not be discouraged by the fact that everything isn't perfect. With all the time that is needed for writing, there would be no time for revising, editing, and everything that helps create a best-seller. Just write, and anything that is created is good.

In life, practice makes perfect. It doesn't matter if a drawing can be described as bad, all that matters is that it is created. The same goes with writing. Write every day, or any short periods of time, and just create something. Everyone has something beautiful in them that should be shared with the world, and NaNoWriMo is a good place to start healthy habits of creation.





Finding Myself on the Court

Alyssa Atchley

In my opinion, the best hobby for a high school student to take up in is a sport. I had trouble being myself as kid and through my junior high years but the only thing that made me feel a part of something was basketball. Growing up, I never would have imagined myself playing basketball until I reached junior high level. I was a 5'6.5" tall seventh grader that had a passion for winning and beating other teams. It sounds terrible, but it's the truth. It was always fun, but then as I developed as player, I started to cherish my time on the court and times with my team. It started to become a passion of mine. I grew a love for the game that only a serious player could have.

I believe that playing any sport can give you a comfort that no one or nothing else will. It can give something to look forward too, like the long bus rides back from a game or the new gear you receive each year. It can give you life long memories that you will carry forever. Being apart of something, like a team, gave me a warm feeling to know that they had my back, off and on the court. It gave me a way to express my emotions without having to say anything at all. Basketball helped me cope, find myself, and discover who I really was, and that's why I believe that a sport can help any high school student.



STUCO District Meeting

Bailey Green & Joy Grover

On Friday, October 21st, Licking Student Council attended the district meeting at Pleasant Hope High School. Three hallways were set up for informational meetings and were color coded red, white, and blue. The advisors handed out a sticker to each member corresponding with the color of the hallway where their meetings were being held.

While interviewing a Student Council member, they stated that as soon as the bus arrived, the meeting began with a scavenger hunt where each school sent a "delegate" to run around the gym searching for random items such as a quarter, a pen, and even a water bottle. After the scavenger hunt was finished all members and advisors were released to their first meeting. One student council member attended a social media meeting and talked about how Student Council could reach out to their school faster.

Afterward, members were released by intercom to search for their next meeting location. Next, our Student Council members went outside to eat lunch, which consisted of Papa John's Pizza and donuts. Finally, before the entire student body came together for the ending of the meeting, students were organized by school to participate in teamwork building activities followed by an inspiring presentation by Marty Powers.





Scientific Enhancement

Chezni Rocha

During the three-day-weekend of October 21st and 22nd, Licking High School's Science Club had a couple of exciting adventures. That Friday, while school was out, about thirty or so students were directed by Mr. Holmes on a hike at Council Bluff. The hike was about four miles long, as some students were dismayed to discover. They stopped by the lake's shore to have lunch and head back home.

The next day, however, the Science Club had more entertainments available for students that evening. That night, at Mr. Holmes house, the students that showed up had fun with one of his classic Astronomy Nights. As per usual, he introduced many new constellations and showed the students how to read the stars. Want to enjoy fun times such as these? Then see Mr. Holmes about attending special events open to all high school students.



Family Fun for Everyone

Chezni Rocha

Friday, October 14th, a fun night open to all ages was held at the Licking High School. Administration called in the best party planners and created an awesome night. There were a total of three bounce houses in the new gym along with a Yearbook stand that sold over 100 yearbooks from previous years. Meanwhile, outside the new gym building, there were two bouncy slides, a flying swing ride, and Buckets –o – Fun (a spinning and epic ride that was so awesome and dangerous there was a height requirement).

Mr. Hot Dog from Sonic made a noticeable entrance, and danced the night away. Children of varying ages enjoyed having the chance to say hello to the larger-than-life hot dog. The fun was available from 6 p.m. to 9 p.m. that night- a total of 3 hours of fun, and everyone attending received a free bottle of water and bag of popcorn. If students missed attending this year, then definitely try to attend next year.





Running Home

Dustin Reno

On October 17th, the Licking High School Cross Country team hosted the Conference Meet with six teams competing, those being: Crocker, Dixon, Laquey, Licking, Plato, and Stoutland.

Licking Varsity girls team placed 2nd overall and the Licking Varsity boys team placed 4th overall. Competing for the girl's team was freshman, Kaitlin Breedlove (6th), sophomore, Katelyn Wilson (10th), Karly Elledge (12th), sophomore, Tiana Lewis (14th), and sophomore, Sara Taber (20th). Competing for the boy's team was sophomore, Keegan Black (6th), sophomore, Tyler Chambers (12th), sophomore, Justus Barred (14th), sophomore, Kasen Monds (15th), freshman, Connor Degon (23rd), and freshman, Brett Lewis (26th).

Athletes who placed in the top ten at the conference meet made it into All Conference, members from Licking whom joined All Conference include: Kaitlyn Breedlove, Katelyn Wilson, and Keegan Black. Congratulations on a job well done, Licking Cross Country!



Blood Drive Madness!

Patricia Barton

The Licking High School Blood Drive, hosted by Family, Career, and Community Leader's of America was held on October 11, 2016. According to FCCLA, 74 people registered and sent the bloodmobile back with 56 units of blood, with the potential to save 168 lives; they crushed their goal! Free t-shirts were handed out to everyone who donated and there were plenty of snacks.

FCCLA hosted a raffle for a free lunch ticket for one student that donated blood, the donor who received the ticket was sophomore, Tom Parks. Donors also received small tattoos of blood drops. Congratulations to Tom, and a big thank you to everyone who donated blood. FCCLA encourages every eligible student to continue saving lives!





Roles and Rolls

Gabriel Crossgrove

The best hobby for a high-school student to take up is, without a doubt, tabletop roleplaying games. Along with simply being fun, it can also shape and strengthen many of the skills required to be an effective student and a well-rounded person.

While frequently portrayed as a “nerd’s activity,” roleplaying games can appeal to a wide variety of people of every gender, age, and personality; there are many more options than the fantasy world found in the often stereotyped Dungeons and Dragons. From dozens, to even hundreds, of different and interesting genres to choose from, roleplaying games can truly entertain the masses.

Roleplaying games can effectively sharpen one’s mind. When a person is regularly exposed to a game with an element of numbers or statistics within it, that student will generally find it easier and quicker than before to perform mathematics and some algebra.

Students can become more familiar with popular (and less-popular) storytelling methods by playing through games that focus on a singular plot; or benefit from a wider vocabulary due to the level of language used in some of these types of games. Lastly, tabletop gamers can be more proficient at social skills than they might be without. I know that this breaks the mold of a person who plays games for enjoyment, but hear me out.

Tabletop games are never played alone, usually requiring 4-6 people to play. Acting out as a fictional character within a group encourages you to express your creativity and can easily provide a student with social skills that are sure to last a lifetime. Roleplaying games can significantly benefit any high-school student in multiple ways, whether by increasing the skills of a student, of just giving them a fun outlet; it is certainly more than worth a roll.





Fright Fest Extravaganza

Skylor Wilson

On Friday, October 14th, the Future Business Leaders of America went on a trip to Six Flags, outside of St. Louis, Missouri, during Fright Fest. The night was filled with horrors and even scarier rides, leading to heart-pumping action and excitement.

A total of thirty-seven students and four chaperones attended the trip and had an astounding time. At Six Flags' Fright Fest, zombies, ghouls, ghosts, and other frightening creatures roam the streets of the park, terrifying the unwary fairgoers. The rides fuel the people's adrenaline, and the monsters just add to the heart rate increase. FBLA goes on this trip every year, and is a great time for the group. A student only had to pay roughly thirty dollars to go, or twenty dollars if the person promised to help with this spring's pictures.

In order to attend this trip next year, a student would need to be a member of FBLA. The student must not only be in it for the trip, but also participate in the other exciting opportunities FBLA brings. FBLA attends Fright Fest, as well as many other trips, annually, so why wouldn't a person want to join? In the club, friends are made, good times are had, memories will be made, and new experiences will be plentiful, so hopefully FBLA will see more faces in the future, both on the trips and in the clubs.



Pixelated Pastime

Skylor Wilson

One can argue that playing video games can be a great, or at the very least, an okay hobby for a high school student to take up. Like most hobbies, it has its pros and cons, and the controversy of whether or not it's worth the time it consumes.

Like any sort of sport that is available to students in a high school setting, video games can improve a person's physical performance. It may not be in muscle mass, but games can improve one's hand-eye coordination, response time, and focusing on multiple objects at once. On top of physical attributes, video games can improve a person's mental state, whether it be their mood or thought processing. Video games can strengthen a person's critical thinking, ability to analyze information, and problem solving skills. They have even been shown to make better drivers of regular players!

Some might think that playing games is a waste of time or energy, but playing video games is more useful than, say, watching TV. While watching TV is a passive experience, which doesn't require much thinking or participation, games require the player to engage in a story and make decisions, to progress further and deeper into a plot, much like a book does.

Although playing games may not be seen as the best way to spend time for some people, but it can still be a great attitude booster, and can improve a person's capabilities in many different ways, both mental and physical. So grab your controller and get to gaming!





Get Ready to Smash!

Gabriel Crossgrove

On October 27th, the second year of LHS Gaming Club hosted its second tournament; this time for Super Smash Brothers 4 on Wii U and Nintendo 3DS systems. It was a single elimination tournament without teams, but rather a one-on-one format with the winner proceeding to the next round. Most of the rules were based on the EVO 2016 tournament rules. EVO is the biggest fighting video games tournament in the world and its rules are commonly recognized and honored. This was a highly anticipated tournament, with many members (and non-members) of the Gaming Club showing profuse interest already about the game.

Unfortunately, the prizes for this tournament were not as glamorous as the Halo tournament's prizes because of the lack of teams in this competition. Snack coupons are still the gold standard for prizes. Brandon Schoonover was the main coordinator of the tournament and plays Smash at a competitive level, and showed off his skills to take home the gold. He stated that he only intended to play what he considers fun rather than what he is best with, so not to give him too much of an advantage against less-experienced players. "If I do have to play competitively, though... I'll play Toon Link and use bombs at range to get combos," he said.

Super Smash Bros. 4 will be the second tournament hosted by the LHS Gaming Club with more to follow, with suggestions of Mario Kart, Soul Caliber IV, and Call of Duty rising to be popular ideas. At an unset date during December, the club will host the second Halo Reach Tournament, and will be a free-for-all tournament set.



Creative Submissions

The Sea and Me

Gabriel Crossgrove

The Sea is a lot like myself
On the surface it does not but sway with the winds
But down beneath is where life illuminates
A new, vast, and sometimes terrifying landscape appears
With things still hidden the deeper you tread.

A bustle of activity,
Fish in schools swimming like neurons firing off
Did you know that sharks cannot live unless they keep moving?
I imagine them both anxious weary
I see myself similar in this life I've led.



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