

Access Gazette

Providing OAC students with a voice and access to school news.

In This Issue

- **Open Access College - upcoming events**
- **Fun puzzles and riddles inside!**
- **OAC Students share their creative writing and artwork**
- **Gazette seeking new creative works for second edition - writing pieces and artwork welcomed and encouraged**

Access Gazette

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Students collaborate to produce first-ever edition of the Access Gazette

Welcome to the Access Gazette! We, the teachers and students of Open Access College's Gazette Team are excited to present a variety of content in the first-ever edition of our digital newspaper. From students' creative works to teacher interviews, plenty of interesting reads abound in this publication. Thank you for taking the time to read our first issue. Please enjoy!

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Writing Pieces

Disclaimer: If you find any of the content within this magazine uncomfortable please chat with your SWL or head over to [Beyond Blue](#)

Paper Planes and Cuddles - Jemimah

A Vision of Handsomeness: A Parody - Chloe

Biomutant Game Review - Luke

Novel Review - Rahab

Here are some writing pieces and reviews by our fellow pupils, please read and enjoy.



PAPER PLANES AND CUDDLES

BY JEMIMAH

Hope looked out her window, breath fogging the cold glass. She saw the girl next door crying in her room again, she looked extra upset this time. 'I wonder what's wrong,' Hope thought. The girl next door cries lots, she never looks happy. She went to the same school as Hope, but Hope never managed to speak to her. She always disappeared when Hope got close. Hope went and sat on her bed, she wanted to cheer up the girl and take away the sadness. She looked over to her desk and saw some paper, an idea popped into her head. She got off her bed immediately and sat at her desk, she took a piece of paper and her pencil, and wrote.

*Hi, I'm Hope Backer.
What's your name?*

She folded it into a paper plane. She opened her window and looked out. Hope went back to her desk and made another paper plane. She then threw the paper plane with no writing out the window. It flew out and dropped a bit short of the window. Hope went back to her desk and made another one. This time the paper plane hit the window. The girl looked up, went towards the window and opened it. Her eyes were red and she still had tears flowing down her cheeks, her red hair covering her eyes. Hope threw the other paper plane out and the girl caught it. She opened it then went to her own desk and wrote on some paper, turned it into a plane, and sent it out. Hope caught it and opened it, it said:

Hi, I'm Joy Twinge.

Hope went to her desk and wrote another.

*Hi Joy,
Are you ok?*

Hope folded it like a plane again. She went to the window and saw that Joy was still standing there. Her eyes were a little less red. Hope could see pain in them, and it hurt Hope to see her like that. She wanted to take away the pain and put a smile on her face. Hope threw the paper plane and Joy caught it, when she opened it more tears flowed from her eyes. Hope's face lit up with concern. Joy looked at Hope and shook her head, Joy then broke down her tears flowing faster. Hope quickly went to her desk and she wrote another again.

Do you wanna hug?

She made the paper plane, went to the window and threw it to Joy. When she opened it, she looked up at Hope and mouthed 'help please', before she broke down again and fell to the floor. Hope quickly put a jacket on and grabbed her phone, a bar of chocolate that she hadn't finished, and put them in her backpack. She ran out of her room and went down stairs. Her mum and dad were in the living room, they looked up as she ran down the stairs with her backpack. They just looked at her weirdly before she raced out the door. When she got outside she turned left and went next door. When she got to their door she knocked, there was no answer. So, she knocked again and this time someone answered. It was a woman who looked really sweet. She had red hair like Joy. *This must be her mum, Mrs. Twinge,* thought Hope.

"Hello, can I help you?" the woman asked.

'Hi, I'm Hope. I'm from next door,' Hope said pointing to her house, 'I am here to see Joy.'

'I am Mrs. Twinge, How do you know Joy?' Mrs. Twinge asked.

'I know Joy from school.' Hope replied confidently.

"Okay, well she is upstairs in her room, you can head up on the right." Mrs. Twinge said.

Hope quickly raced up the stairs. She walked up the stairs and turned right. She saw a door and knocked to announce her presence. When she opened the door, she saw Joy on the floor by the window. The window was still open. Joy looked up, her red hair covering her eye was sticking to her face with her tears. Hope walked up to her, shut the window, put her bag by the bed then went and sat next to Joy. She put her arm around her and Joy leaned on her shoulder. Her tears kept pouring.

'Do you wanna talk about it?' Hope asked, concerned.

'Yes please.' Joy whispered.

'So what happened?' Hope asked.

Joy started telling her what happened. She told her all about the bullying at school and her sister passing. She told her about moving school, being bullied again, and having no friends. She cried harder while she spoke.

'Were you close to your sister?' Hope asked.

'Yeah, we were like best friends.' Joy replied, talking a bit louder this time, her head still on Hope's shoulder.

'How did she die if you don't mind me asking?' Hope said, rubbing Joy's back, placing her head on hers.

"I-It.... Was a c-car accident." She stuttered, her tears falling faster. Hope hugged her tighter.

'It's ok... It's ok.' Hope whispered.

'It is all my fault...it was meant to be in the car, not her.'" ' Joy whispered.

'Hey, look at me,' Joy turned to look at Hope. 'It was not your fault, never say that again, you are an amazing girl, it wasn't your fault.'

'How do you know? You don't know me...' Joy asked.

'I can see it in your eyes.' Hope replied.

Joy's blue eyes looked up at Hope, they were so pretty and stood out from her red hair. Though they were red from crying they were still beautiful. Hope kissed Joy on her forehead and pulled her closer. Joy's head rested on Hope's shoulder. They both fell asleep in each other's arms.

The End.

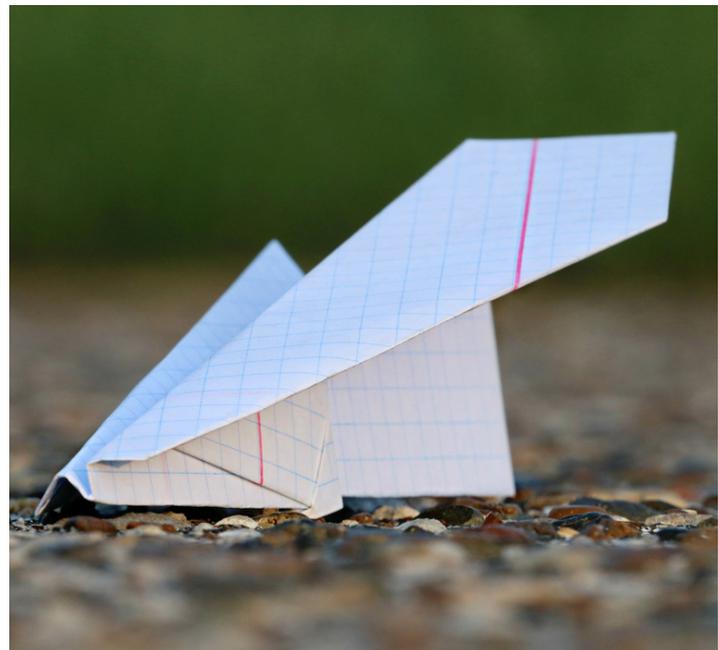
~ The Meaning behind the names ~

Hope Backer

Hope is named Hope because she is going to give Hope to Joy. Her last name is Backer because Backer is a synonym of Give, and Hope is giving Hope to Joy.

Joy Twinge.

Joy is named Joy because she is in pain and needs to be happy so she needs Joy. Her last is Twinge because Twinge is a synonym of Pain and she is in pain.



A Vision of Handsomeness: A Parody

By Chloe

Oh, what a vision of handsomeness, Tsarina Alexandra thought as she gazed at the face of her acquaintance Grigori Rasputin. He was kind, benevolent, and wise beyond his years, though, he was already pretty old by most standards. His eyes looked as if they had seen more than his share of traumatic incidents. As if all the world's suffering were captured in the image of one man, this man's unsettlingly calm gaze. The beauty of which was so strikingly introspective, it took the Tsarina's breath away and made her feel like she was going to faint.

He was more than a god. He was a gift from God, but greater than God himself. Looking at this mystic fortune-teller, the Tsarina felt as though she could forget her husband, Tsar Nicholas II, and his endless nonsense. Her husband, incompetent as a fallen tree trunk that would wither at the slightest touch, could not even manage to rule Russia or handle the duties that came with being the most powerful man in the country. However, despite his kind of a homeless look, Rasputin was so intelligent. He was so insightful into the workings of the world that Tsarina Alexandra often thought him a man twice reborn, all of his experiences living in that beautiful, albeit half-bald head of his.

Rasputin had also saved her son, her only son! After so many long nights in what felt like her endless number of pregnancies, she had finally borne a boy. But alas, that would be too simple for the cruel masters of fate! No, Alexei had to be jinxed, hexed to have his lifeblood quite literally drain out of him at the slightest cut. Damn that devil and his corruption, how would her heir be able to rule Russia one day with this kind of Achilles' heel?

Thank the lucky stars for Rasputin, this righteous lord who was able to cure him and promise Russia the ruler it deserved! Well, for the era after Tsar Nicholas's demise, which frankly couldn't come soon enough.

Speaking of Nicholas, the Tsarina's husband had departed to the front of the war. Oh, woe, what is a woman supposed to do, when the only man who had ever loved her left the country to go command hundreds of thousands of other men in uniform carrying rifles and bayonets! Oh, but fear not, dear friend, the universe seemed to say, as the Tsarina had been blessed with the arrival of this benevolent spirit, this kind soul. When the Tsarina didn't know what to do, looking out at the riots and the shouting people of Russia, Rasputin was there for her. He would massage her slender shoulders, caress her worried features, whisper sweet nothings to her.

Tsarina Alexandra could never have foreseen that with the departure of a man she depended on, another would enter her life and slowly influence her more and more. It was as if... he had some ulterior motive... like ruling Russia and corrupting the monarch, for instance. But no, that was impossible. Not this amazing deity, the fabulous, delicious and impossibly charming Grigori Rasputin.

Game Review: Biomutant

PlayStation 5/4 Game Review by Luke

Biomutant is an action-RPG created by Experiment 101 and published by THQ. *Biomutant* is rated M, featuring fantasy violence and cartoonish depictions of blood.

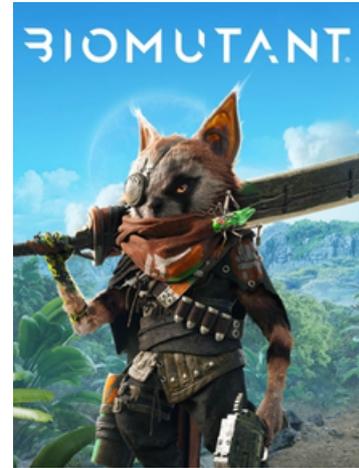
Biomutant, originally meant to be released back in 2017, has finally found its way to store shelves almost 4 years later. Sadly, maybe that wasn't enough time to fix the kinks in this long-awaited ambitious adventure through a world unlike any other.

Story and Voice Acting

Take control of a character only referred to as the "Ronin", an outcast with a foggy memory and a shaky past, as you take up the goal to remove the plague destroying your world, a world filled with mutants, radiation and a dark corporate background. It is up to you how you will solve this problem though. With the help of the world's broken tribes, will you rid the world of its plague, or let it die and start anew. The choice of how the story plays out is in your paws, with your choices told to you through a story-book nature by a nameless narrator (Voiced by David Shaw Parker).

Biomutant's story is hard to explain, not due to a complex story or an in-depth world but, due to the lack of explanation and lack of care put into the story. *Biomutant* feels forceful with its presentation, not taking the time needed to get players invested in its, at first glance, interesting world. Instead of trying to get the story out of the way fast, not letting anything sink in and sadly, making any goal you're given, feel pointless due to a disconnect between the story and the player.

The way the story is presented through minimal voice acting is interesting at first. Parker does a great job detailing and translating the critters' nonsense but hearing only one voice actor can get irritating fast. In a large-scale RPG like this, it can make it seem smaller than it is when you continue to hear only one voice, especially when quips begin to be repeated throughout your exploration.



Gameplay

Biomutant is a heavily customisable experience, as well as heavy with character choice throughout its world. You'll start your journey in its open world by creating your critter and choosing a class. Critter creation itself is lacking. Instead of giving full control to the player on how they want their critter to look, it is determined by a simple slider. Most characteristics are left out of the player's controls and it partly fits the game's style but, overall, it feels half-baked. Classes are pretty standard, though some feel underpowered. It offers a healthy selection of choices from the ranged focused "Dead Eye" to the defence and melee focused "Sentinel" and 2 classes focusing on both, and one focusing on "Bio-Mutations", which will be explained further later. Class choices are also backed up by a skill tree, while levelling up through the world you'll be rewarded several types of points. Through combat and exploration, you'll pick up Stat/Skill points, Bio-points and Psi-points. Stat/Skill points go towards health, damage output, defence and so on, these points are gained through levelling up. Bio-Points allow you to unlock Bio-Mutations, these mutations range from throwing up acid onto the field to creating a ball of mucus around your critter for defence. These points are found throughout the world in containers of green goo. Lastly, there are Psi-Points, these go towards abilities similar to Bio-Mutations, they just don't feature bodily functions this time. They'll allow you to set the field ablaze or float for a period of time, these points are gained through levelling up.

Biomutant, besides customisation, is also heavily focused on combat. With combat usually being driven by a repetitive fetch-quest style design, this wouldn't be too much of an issue if the combat wasn't as repetitive as its quest design. Combat consists of ranged and melee attacks. Ranged combat will have you performing acrobatic stunts as you man a weapon style of your choice. Handgun, rifles, shotguns and assault rifles, while basic weapon choices, change up the feel of ranged combat equally well, melee is where *Biomutants* combat becomes wonky though. Melee combat will mainly consist of 2 weapon choices, 1-handed and 2-handed weapons, 1-handed being faster. But no matter how much quicker the combat gets, it always manages to feel stilted and clunky, the lack of fluent animation and a decent amount of combos can make it feel like the worse option out of the 2 combat choices. Combat can be avoided if wanted though, many quests feature dialogue options, letting you turn the chat friendly or hostile, these become particularly handy when trying to persuade an enemy to join your side. Dialogue options are bare bones as well though, consisting of the same compliments or threats throughout the game's 15-20hr story, with it becoming even more repeated in the game's abundance of side-quests. Throughout *Biomutant's* world, you'll come across countless collectable, fetch and combat quests, all optional, due to the abundance of quest-logs. The world can quickly become clogged and annoying to go through. A large amount of content is always good, but not when I'm thrown so much. I lose track of all objectives in a mess of ongoing quests. The only thing that really sets certain quests apart is the chance to partake in conquests of other tribes or take on a world eater. This usually results in you taking a new outpost and unlocking a piece of your tribe's personal loadout, usually armour and weapons, as well as the thrill of going up against a tribe leader or a gargantuan beast. *Biomutant* is an initially intriguing experience that quickly becomes bogged down with too many repeated quest designs, uninteresting dialogue branches and clunky combat system, with the story's potential only showing rarely through the monotonous design.

Visuals, Sound and Performance

Biomutant's visuals are its strongest suit, with only minor inconsistencies throughout its textures. From green and lush fields to bright and unnatural irradiated chemical plants all the way to empty and desolate war zones, *Biomutants* visuals are never dull. Also, with an added pow from its comic book aesthetic, *Biomutant* really puts it all into the visual side. *Biomutant* does suffer from a lack of detail up close as many of the world's textures, hills, buildings and vehicles can become muddy and low quality quickly when viewed closer. Animations are as well, lacking. Some that you'll see while exploring are stilted and under-polished.

Biomutant's sound is nothing spectacular but, alright to get you through the experience. Gunshots are noticeably off sounding, with them sounding more muffled than they should be. Other sound effects are better, but still sound more like they were recorded on old hardware. Music is decent. A basic bombastic fantasy soundtrack to get emotions across in certain scenes, it's not amazing but it's not the worst.

Biomutant's performance luckily has no issues. On PS5 you're given a smooth 60fps with no noticeable dips, PS4 runs at a stable 30fps. I encountered no crashing or major bugs during my time with it, from beginning to end it ran as smooth as I could ask for.

Verdict: 5/10

Biomutant is initially interesting at a glance but, once actually going through it hands on, it all falls apart. An uninteresting stilted story, monotonous gameplay, and muddy textures and sounds are just a handful of the issues that make it feel under-baked. I sadly cannot recommend *Biomutant* in its current state.

Faro's Daughter By Georgette Heyer

Review By Rahab .



A wife from the gaming house! Such an affair would never do.

It is the regency time period, and youthful Adrian Mablethorpe has fallen in love with one of Faro's daughters, a woman out of a gaming house.

Being young, yet to become rich when he comes of age, a marriage between him & Miss Deborah Grantham would never do! Sent by Adrian's mother, Mr. Ravenscar deems to prevent a marriage between the two. He doesn't realise that Deb never intended to marry Adrian.

Throughout the book is a battle of wits between Mr Ravenscar and Miss Deborah Grantham.

I enjoyed this book because it is funny, romantic, and goes straight into the story without beating around the bush.

The story line is fairly basic, guy gets girl. However despite this I found it to be a really good book.

The book is a regency romance, and I hope you will read and enjoy it.

Book cover

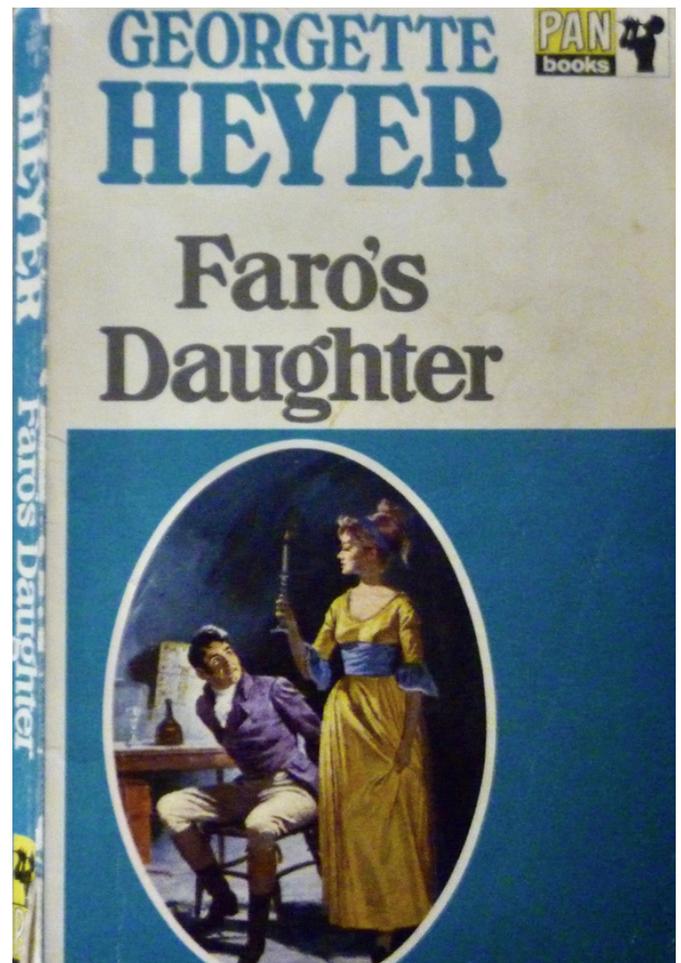


Photo by Rae

TINY ART EXHIBITION

1-31 AUGUST

Official Venue

SALA

#salafestival / salafestival.com

South Australian
Living Artists Festival
August 2021

KICCO MARDEN
7 PORTRUSH RD

1



2



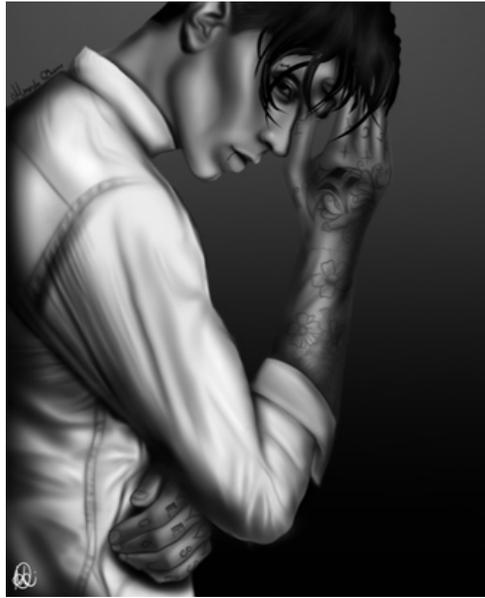
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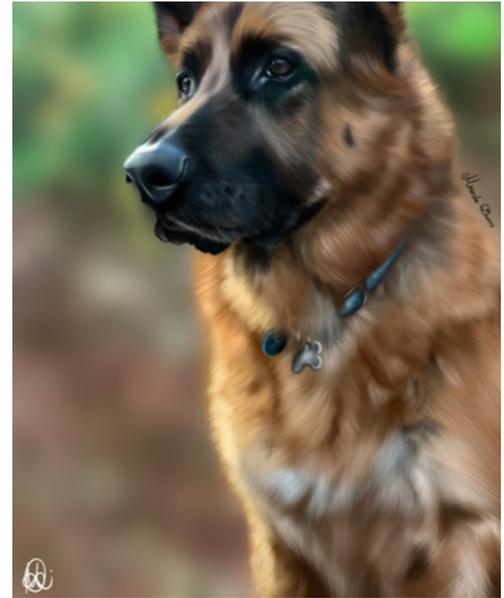
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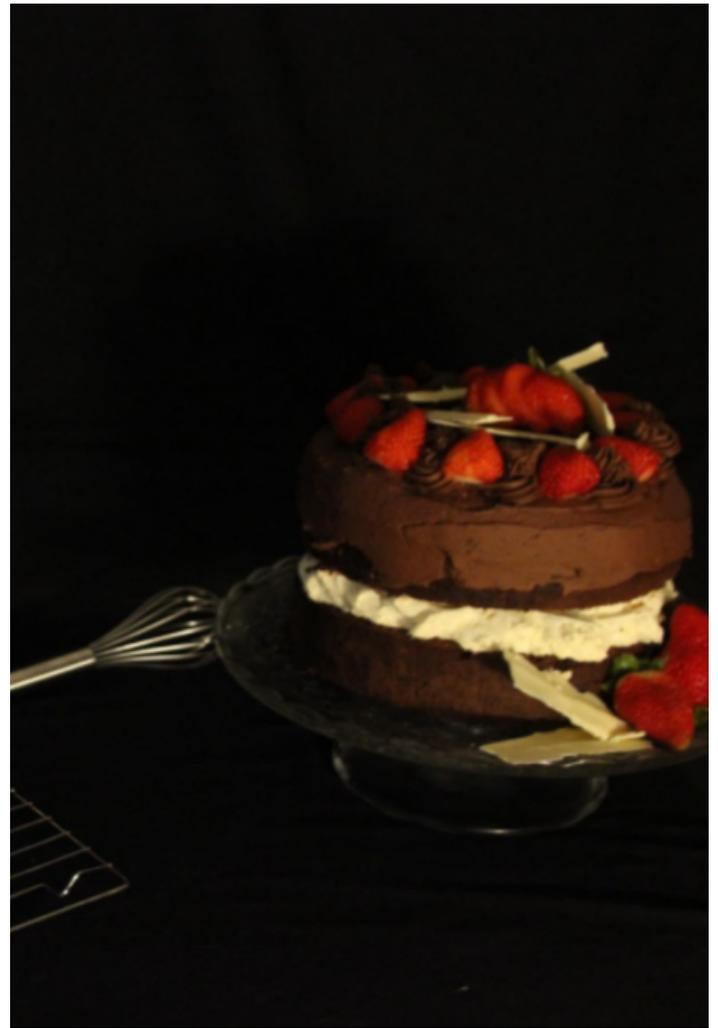


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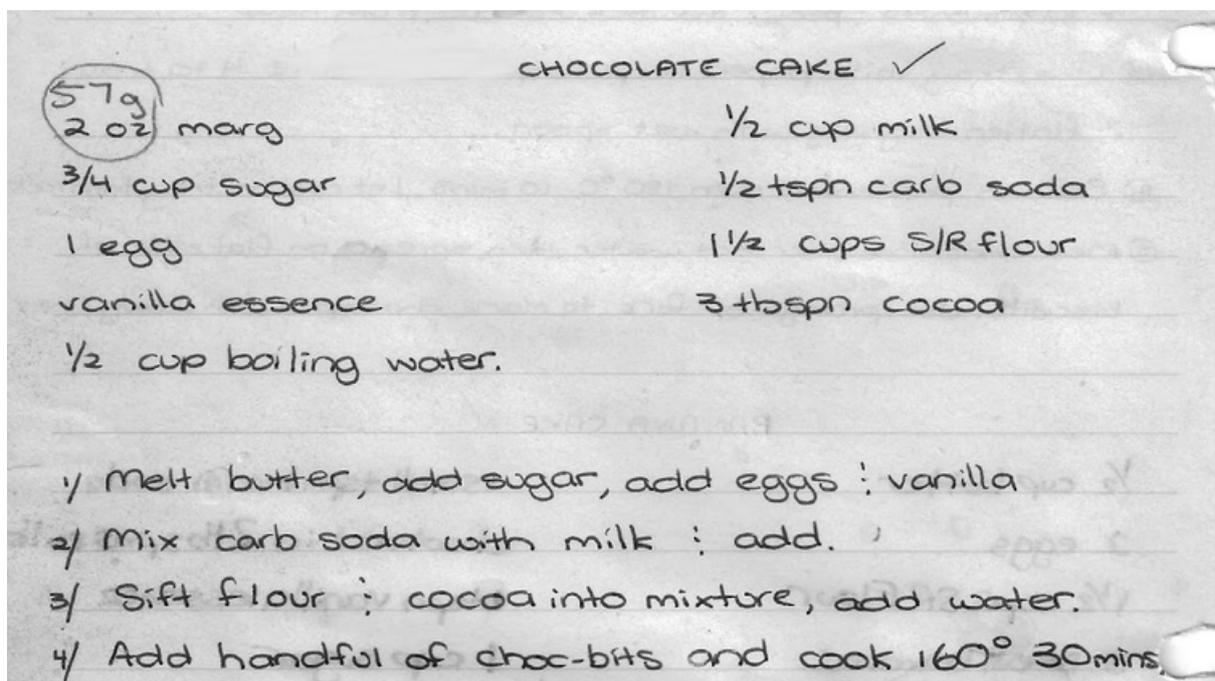


This amazing display of artwork was all created by Miranda, who is a Year 12 student. She wishes to submit a piece of the art featured above for the SALA arts festival, held from the 1st-31st of August and she needs your help to decide which piece she should submit. Please follow the QR Code in the bottom right corner of the page to submit your vote.





This decadent chocolate cake was baked by Levi, a Year 10 student. This cake was baked for a Food and Photography assignment where he was tasked with creating a cover for a food magazine. Have a go at making your own using the recipe below.



Interview: Forte Bagshaw

By Rahab 14/06/21

Forte Bagshaw has been a teacher for 11 years. He started teaching in Victoria in 2010 and taught for two years before he travelled around Europe, New Zealand and Australia. During his travels in Europe, Forte took part in a folk music pilgrimage when he realised that education was his primary passion.



When asked why he chose the career path of teaching, Forte's response was, 'I chose to become a teacher as a way of contributing to my community and leaving a legacy. I realised that being of service was a reliable way of having a meaningful life and making a positive difference in the lives of young people.'

Forte loves educating and feels deeply privileged to be able to build relationships with his students, he strives to show them that they are all valuable beings just as they are. However, Forte wishes he could spend more time with each student, and it is helpful when the students are proactive in their learning and communicate when they need support.

Forte has taught Psychology and Biology. Psychology to Stage 2, Science & Health to year 10, & PLP at Stage 1. Interestingly, when questioned as to what specific subjects he taught, Forte's response was clear & precise. He said that 'every different subject is simply a simulation of life to develop learning skills. It is a safe way to be challenged, providing challenges to grow resilience.'

When asked how he viewed resilience, Forte replied, 'Resilience is being able to accept things as they are, to be able to feel my feelings. Basically as life's ups and downs arise, being able to go with the flow. Building capacity to deal with life's challenges. Accepting life's problems and developing self-care.'

In his spare time (because teachers definitely have spare time) Forte hosts men's personal development groups and trains people in Authentic relating. He enjoys spending time in nature and singing songs around a fire with friends. Forte is a highly accomplished musician who loves playing music. His favourite music would be guitar based and rock. He says that he will always love music and educating since they are his two primary passions. He feels attracted to music because of the connection. People come around music as a collaborative action, rather than competitive.

Forte also does meditating. When asked to describe meditating he said, 'Meditation is a powerful way that I train my brain to observe and accept things as they are in this moment. There is much suffering when people crave things to be different and meditation is the best way to practice being in the present. It's a gift.'

As a way of ending the interview I asked Forte if there was anything else he wished to add, his response was something that I don't think I will ever forget. After a brief pause, Forte said, 'I think that this world is a difficult world to be in - it is not our fault that we struggle - if you're struggling, it's because you're aware that it's hard. It's not our fault, however it is our responsibility to respond in the best way we can, to be understanding to ourselves, take opportunities, make efforts and appreciate what we have - Be grateful for what we have. We can be compassionate, find new ways to connect to others and stay connected. A healthy connection, that is within your capability as a human.'

I wish to thank Forte for the interview. It was educational and very intriguing. What I learned about Forte from this interview is - Forte loves connecting with the land, meditation and helping others to truly appreciate themselves. He truly loves to educate others and uses his music to teach that. He then used that to shape his career and decided to teach because he wanted to show every student who passed through the school just how special they are, and to help shape the young minds of the future.

PUZZLES AND RIDDLES

The answers will be published in the next issue of the Access Gazette.

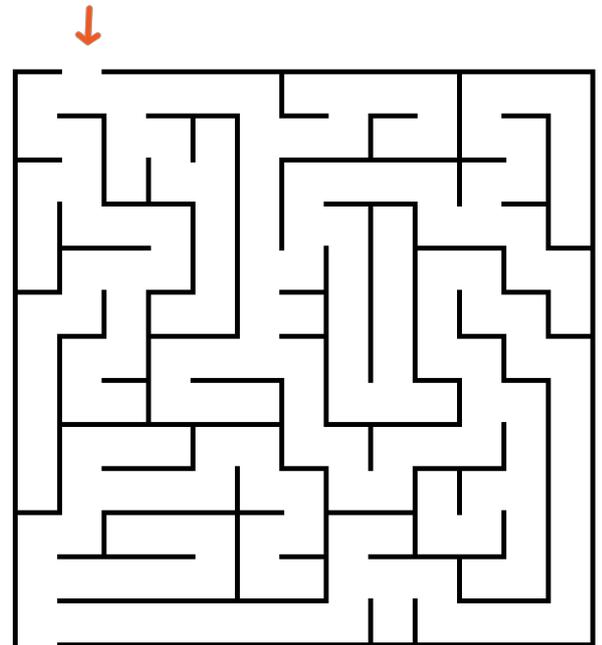
Sudoku

5	3			7				
6			1	9	5			
	9	8					6	
8				6				3
4			8		3			1
7				2				6
	6					2	8	
			4	1	9			5
				8			7	9

Riddle

In 1990 a person is 15 years old. In 1995 that same person is 10 years old. How can this be?

Maze



Word Find

D	H	O	B	S	H	N	E	P	T	U	N	E	Y
U	E	J	I	H	U	N	Y	S	T	H	A	O	R
D	N	A	U	U	E	E	E	M	A	E	N	W	A
W	N	A	I	P	L	U	T	O	N	A	O	D	H
A	G	H	P	L	I	Z	O	O	E	R	U	S	U
R	D	E	I	H	C	T	M	N	W	T	N	S	H
F	H	Y	H	O	P	B	E	O	Q	H	I	U	E
R	A	C	O	E	A	A	R	R	T	E	O	A	E
U	S	A	T	U	R	N	C	P	L	A	N	E	T
R	T	A	E	H	F	T	U	E	U	L	E	E	E
I	E	U	C	U	F	A	R	O	V	C	E	I	O
A	R	F	A	I	R	A	Y	A	O	E	I	R	H
T	O	A	I	N	I	A	B	E	A	R	N	A	E
O	I	A	T	E	O	E	N	A	A	E	H	U	A
E	D	I	D	D	O	E	D	U	T	S	E	T	S
E	S	Z	E	E	H	O	P	H	S	L	U	M	S

VENUS
EARTH
MARS
CERES
ASTEROIDS
JUPITER
SATURN

NEPTUNE
URANUS
PLUTO
DWARF
PLANET
MOON

FACTS AND JOKES

Fun Facts

- LGBTQ+ Pride Month is celebrated each year in the month of June to honour the 1969 Stonewall Riots.
- There is water on the moon!
- Humans share 98% of their DNA with gorillas.
- The hottest chilli pepper in the world is so hot it could kill a person.



- A dozen bodies were once found in Benjamin Franklin's basement.
- Napoleon was once attacked by thousands of rabbits.
- For a short time, the planet Uranus was named George.

Jokes

- A priest, a minister, and a rabbit walk into a bar. The rabbit says, **I think I might be a typo.**
- What did the DNA say to the other DNA? **Do these genes make me look fat?**
- What do you call a woman with one leg that's longer than the other? **Eileen.**
- A Buddhist monk approaches a hot dog stand and says **Make me one with everything.**
- My wife told me to stop impersonating a flamingo. **I had to put my foot down.**
- Today at the bank, an old lady asked me to help check her balance. **So I pushed her over.**
- Where would you find an elephant? **The same place you lost her.**
- Where do you find a cow with no legs? **Right where you left it.**
- What do you call bears with no ears? **B.**

Upcoming Events

August

- August 1st - 31st - Tiny Art SALA festival on display Years 7-12.
- August 12th - Careers Expo (Now an online event!).
- August 18th - Student free day.
- August 26th - Year 11 and 12 Formal

September

- September 6th - 9th - Wellbeing Week
- September 9th - RU OK? Day
- September 10th - School closure day - Royal Adelaide Show.
- September 24th - SOTA mini-schools (PAT).
- September 24th - Term 3 ends.

For more info about any of these dates go to the OAC website via the link below...

<https://www.openaccess.edu.au/>

Wellbeing Week

at Open Access College

6-9 September 2021

Fun, inclusive activities for all ages, at Marden Campus and online
Meet teachers, Student Wellbeing Leaders and OAC staff!

For more info go to:
openaccess.edu.au/wellbeingweek

Acknowledgements

Student Gazette Team

- Eloise (Year 10)
- Jemimah (Year 10)
- Rahab (Year 10)
- Chloe (Year 11)
- Andromeda (Year 11)
- Kortney (Year 12)
- Kristen (Year 12)
- Callum (Year 12)

Student Contributors to this Edition

- Jemimah (Year 10)
- Luke (Year 10)
- Rahab (Year 10)
- Levi (Year 10)
- Chloe (Year 11)
- Miranda (Year 12)

Teacher Team

These are the teachers who organised, supervised and encouraged the students in the making of this digital newspaper.

- Gabrielle Mundie
- Kieran Hodgson
- Danielle Dawson
- Kristy Evans

DO YOU WANT TO SEE YOUR WORK IN THE GAZETTE?

WE WOULD LOVE TO HEAR FROM YOU!

We are looking for:

- Artworks
- Music
- Creative Writing
- Science Facts
- Articles
- Anything you would like to share!

PLEASE SEND YOUR SUBMISSIONS TO:

gabrielle.mundie772@schools.sa.edu.au