

# THE SQUAWK

April Edition

The Voice of Craigmount Students





by Robyn Neilson

This is our last edition of The Squawk for this academic year, but it's also the last edition for our sixth year journalists who will have their final days of school in April. As such, we wanted to give a little send off to the whole year group, alongside the fifth years who are about to enter their final year after exams.

Sixth year is a time of a lot of change. Everyone's getting ready for their next step in life, whether that be university, college, apprenticeships, jobs or gap years. People are ready to move on after six years spent at the same place with the same people, and we've grown and developed a lot since we entered the school in 2019.

But there's also something bittersweet about leaving. Yes, we want to, and we can't wait for new opportunities, but Craigmount's also been our home for these past years, whether we always liked it or not. It's what we're used to, where we get to come in every day and see our friends and teachers, all those familiar faces in the corridors which you're unlikely to see ever again.



To the new sixth years, I wish you all the best. You'll have a blast. Sixth year is probably the best year you'll have here, if you manage to avoid the drama that'll inevitably happen. But there are so many great experiences to look forward to, and as you go into your last year here at Craigmount, I want you to make the most of it. There's always going to be stress about exams, university, friend fall outs and arguments, but what you remember when you leave isn't that: it's the fun, joyful, downright silly memories that were made.

So, do all the things you were too scared of doing in fifth year. Make new friends, do the subjects you love, and enjoy your time here. Despite any annoyances and drama, I know I sure did. And hopefully you do too, even if you are counting down the days to get out of here.

As well as applauding all the sixth and fifth years who have been a part of the Squawk team, we also want to thank all those who've contributed and helped out behind the scenes, specifically Mrs Burns who has helped organise the whole thing and kept us on track throughout the year.

I'm sure that the upcoming sixth years who join The Squawk will also be writing a similar letter next year, but before they do, we want to wish them the best as they head into their future!

You guys better not mess up all of our hard work ;)  
With many thanks and well wishes,  
— Robyn Neilson, The Squawk



# FIVE WAYS TO KEEP YOUR SANITY DURING EXAM LEAVE

Senior  
recommended



by Sathvik Sriramadesikan

## Read a book

Books are the perfect form of relaxation during exam time. They're portable, they expand your vocabulary, they're likely be connected to whatever subjects you're studying and, most importantly, they're super enjoyable. You don't have to start your reading journey with a 1000-page volume, try a comic book or a manga instead.



## Delete/Limit Social Media

With the constant barrage of rage bait, clickbait, AI slop, depressing news and a generally worsening quality of what social media algorithms spit out into our feeds, it is a near necessity to unplug from social media every now and then to keep from going insane. Exam time is as good a time as any to do so. Besides, it's not very helpful having your notifications going off about Trump's latest threats to invade Scotland because his golf club got done in for tax evasion while trying to memorise a history essay.



## Try Gaming

Competitive multiplayer games like Marvel Rivals or Valorant aren't exactly known for stabilising one's mental state, but gaming in general is a very effective way of relaxing during exams. It allows you to immerse yourself in a different world and to have fun blasting villains. Some of my personal recommendations would be Sonic x Shadow Generations (which I reviewed in the previous edition of The Squawk), Sonic Unleashed (which I'm reviewing for this edition!) and Pokémon Platinum. If you're looking for a cooperative game, something like It Takes Two or Super Smash Bros Ultimate should work fine.

## Get some fresh air

Sometimes, after a long day of staring at pneumatic circuits and structure diagrams, the best thing you can do is to go outside and touch some grass. It's also a great way to get some exercise in which can be hard to do while cramming for exams but is absolutely essential for your physical and mental health. And hey, you could have a listen to some of the music recommendations from the previous edition of The Squawk while you're at it.

## Spend some time with your friends and loved ones

A little cheesy perhaps, but genuinely, spending time with the people you value is a pretty foolproof way to keep your sanity, and something that could be paired with many of the other suggestions listed above; playing online Smash Ultimate, visiting a nearby park with your friends, hanging out in the library with your siblings, or walking your dog.



# S6 GLORY OVER STAFF BASKETBALL TEAM!

By Cameron Redmond, Kyle McGrevy and Sonny Tees



The 31st of March was the day that the staff basketball team suffered their first loss against S6's. After a hard-fought game, the S6's managed to secure the win with Jack's magical 3-pointer to bring glory to the year group.

The day was long awaited by all involved, anxious to see who would have the skills to come out on top. The teachers were favourites, but the Sixers believed they could do some damage to the champions.

It was a debut game in charge for Coach Redmond and Physio McGrevy. Leading the team to the win in their first game was key to greatness in their careers. Many doubted Coach Redmond, opposition team member Mr Clark said, "It'll be a tough game for him, especially first game in charge. I think he's inexperienced, so we'll need to see how it goes."

With an all-star roster behind them, the Sixers went in with all of the confidence in the world. The fans backed them until the end, getting right behind the team, fuelling them on.



'Physio McGrevy led a fantastic warm-up with the Sixers, making sure they were ready for anything.'

The first quarter was a sensational display of defence, with both teams not allowing many baskets at all, Matthew was a standout player for the s6ers, putting up all of their 8 points and commanding the paint with his rebounding ability, brilliantly coached by the well acclaimed Coach Redmond.

For the staff's side Mr Clarke came out and had an instant impact leading the way as the team's point guard, scoring baskets, throwing assists and playing lock down defence. Mr Hutchinson was very influential grabbing all the rebounds in the paint and with other key players in Mr Gondo & Mr Gray the game was kept tight.

The first quarter ended with an 8-6 Sixers lead and heading into the second, they felt as confident as ever.

The Sixers were all over the second quarter, completely taking over the game, with baskets from Harley, Sonny, Lewis, Jack and somehow even Owen pulling the Sixers firmly in the lead. Gregor and Torin played some of the best defence the game of basketball has ever seen, managing to contain the staff's physical play, and Vlad took a long-ranged shot that everyone thought was going in, but just missed. The crowd was electric, and the Sixers bench was giving the players on the court all the motivation they needed to take a commanding lead over the staff team, but not for long...

At the start of the 3rd quarter the game was in the Sixers' hands. With the lead gained from the 1st and 2nd quarter. The Sixers, fatigued from the rampant quarters prior, allowed the teachers back into the game.

Off the court, Cailan went rogue, abandoning direct orders from Coach Redmond, going actively against his decision to keep him sidelined and took matters into his own hands, forcing his way onto the field. The change in tactics wounded the Sixers momentum. Staff then took advantage of this moment of confusion with star players Mr Clark, Mr Gondo, Mr Gray netting many buckets and swishes that helped the staff to a rocketing 24-21 lead, going into the 4th quarter.

4th quarter and the Sixers knew the game was still in the balance, with all to play for. An early final quarter 2-pointer by Harley gave the Sixers just the start they were looking for, reducing the deficit to only one point. After some slack defending from the Sixers the teachers scored twice to send them to a 28-23 lead with not long left on the clock. After another Jack lay up, Sonny then had the chance from the free throw line to convert and again bring the Sixers back into the game.

An intense moment, only made worse by the heckling from Mr Hutchison from the opposition benches. Sonny stayed cold as ice, and under the pressure made the free throw to once again bring the Sixers back into the game, then making a shushing gesture in the direction of Mr Hutchison, who he then made the astonishing play to block Mr Clarke on the counter attack, keeping the Sixers within reach. Mr Gair was quoted saying the block reminded him of "LeBron in the 2016 finals". A true compliment to Sonny's best efforts. Scott was subbed in.



The game was then decided by two moments of magic from the Sixers. The first, Harley receiving the ball on the left and hit an inspirational 3-pointer effort. To bring the Sixers within 2 points of snatching the lead from the staff team. Then to win the game for the Sixers, Jack stepped up, having been allowed space from Mr Clarke, released a biblical effort that looped into the hoop, which lead to be the winner. As the final whistle blew, celebrations began, parading the long overdue victory for the students, who can now write themselves in the history books as the team who beat the teachers.

When the final whistle blew, the Sixers celebrated, and praises were shared amongst everyone on the court. The teachers congratulated the coaching staff for their spectacular debut game and praised the players for how well they stood up to the challenge.


Matthew took the award for Man of the Match, after producing stellar performance. The team's captain, Sonny, expressed how pleased he was with his performance saying, "Matthew's performance might be the single greatest moment the sport of basketball has ever seen."

Now the players can go home with immense pride, feeling like they have done their year group proud. It was a memorable day for all that were involved, they agreed it was a particularly enjoyable way to end their tenure at Craigmount.

“...victory for the students, who can now write themselves in the history books as the team who beat the teachers.’





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# STAFF V S6 PUPILS NETBALL

By Mrs Clark

The most eagerly anticipated of the Staff v S6 Pupils events is the annual Netball match and this year's clash of the titans did not disappoint.

The S6 pupils fielded a strong team with many veteran players who have represented Craigmount proudly throughout the years. The Staff Team included three semi-pro Netball legends: Miss Cowan, Miss Reid and Mrs Douglas.



In the first quarter, Pupil Wing Attack Hannah coped valiantly with Staff Wing Defence Mrs Clark's clumsy footwork and circumspect attempts to win the ball. As the match progressed, several staff fell foul of some stringent refereeing by Eve. However, as the first quarter ended, thanks to some expert shooting by Mrs Douglas and Mr Gray, the staff were firmly in the lead.

Some brilliant shooting from Devin and Tara helped to keep Team S6 in the match, and helped bring the score back in quarter 2, while some strong defence including Robyn Millar made it hard for the staff team to convert. The loudest cheer of the match was reserved for Staff Goal Attack Mr Hutchinson's successful conversion into goal at the thirteenth time of asking. The Staff team dominated the mid court game with Miss Westerduin





supporting as Wing Attack and Staff Centre, Mr Sansom, equalling the speed and agility of a player half his age- Mr Clark.

Niamh and Erin created a closely contested mid court area with Mr Muttitt and Miss

Reid, and made it difficult for the staff to keep up with the pace. Some spectacular scoring from Sarah brought the pupils back into contention in the third quarter, despite a special guest appearance from Mr Gair as Goal Keeper.

However, the final quarter switch of basketball legend Mr Clark into the Staff Goal Shooter position resulted in a runaway score. At the final whistle it was a resounding 27-14 victory to the Staff with a great time had by all.





# INTERNATIONAL WOMEN'S DAY : CONNECTING THE DIVIDE

By Carolina Gomes and Robyn Neilson

"Feminism isn't about making women strong. Women are already strong. Feminism is about changing the way the world thinks." - G.D Anderson

And that world begins with men and boys. Changing the way men and boys perceive women is crucial in achieving gender equality worldwide. Women have been deemed an inferior species for thousands of years; the world itself is an internalised patriarchy.

It's not easy to dispel gender stereotypes and make the times when women were not deemed as worthy as men a distant and distasteful memory of the human race.

But it's possible.

It's to this hope that feminists all around the world cling to the hope that one day we will live in a world in which people don't give the differences between men and women a second thought. A world where our biological sex does not determine the course of our lives.

Misogyny is present everywhere, including schools. The recent release of the TV series Adolescence sparked debate on the negative effects that social media and toxic masculinity have on young boys. The story follows 13-year-old Jamie, who is accused of murdering his female classmate.



At the core of feminism is the goal to convince boys and men to accept women and girls as equals, and to embrace a world where gender roles are challenged and sexes can co-exist in harmony.

With this in mind, Robyn and I decided to speak to male students to get their perspective on what it's like living in a gendered world.

One thing we discovered almost immediately was that most boys we spoke to knew close to nothing about International Women's day, "I mean, I know it's a day!" There seems to be an overall lack of understanding of both women's achievements and suffering, which is something that could be made more obvious in the school curriculum.

"I don't regularly see it in the curriculum and I've not been made aware of it through news outlets or anything like that."

"When people are young, because of how our society works with gender roles it's like boys are into engineering or boys are into computing and I think that just continues and things get worse."

Most boys we interviewed considered sexism within Craigmount High School to be of a limited capacity, however, some mentioned internalised aspects of the curriculum that have enabled casual sexism. For example, a student discussed the way education can treat boys and girls and noticed "girls always deal with questions on emotions or relationships whereas boys might be called on for facts or opinions."



This could be a positive sign that times are changing, "I think it (misogyny and sexism) has improved a lot from the past."

Actually, a lot of boys we spoke to could identify harmful attitudes towards women and girls within their respective friend groups:

"There's been some comments where they (girls) get sexualised or when they (his friends) say particularly sexist comments."

Another student hesitantly told us about one of his friend's behaviour towards girls which he described as "weird" and "uncomfortable".

The problem isn't identifying the issue, although raising awareness about sexism and misogyny is vital, but empowering boys and men to stand up against it.



**'It's about empowering boys and men to stand up as well'**

"It's a herd mentality. I've heard from female friends things like "oh yeah I love that guy - by himself. When he's with his friends it's a whole other deal."

**The question is: what can be done to change this?**

"Treating girls right should be taught to younger kids."

"I would make modern studies a mandatory period because I think it's good to be informed about news and politics and things like toxic masculinity on the internet."

It's not just gender roles enforced by the family and the educational system that contribute to an unfair society, but now more than ever social media plays a big part in the upbringing of children and teenagers, and its impact can be harmful. Adolescence touched on this, mentioning controversial figure Andrew Tate as an example of how toxic masculinity can be spread through social media platforms like TikTok.

The feminist movement has come a long way from its roots in 1848, and it's true that in recent years, social media has helped unite women across the globe and spread awareness of their suffering. International Women's Day is extremely important because it celebrates the achievements of women, as opposed to focusing on female oppression. It's necessary to show the world that no matter what you throw at us, women will continue to fight.



# ARTICLE 28 : RIGHT TO EDUCATION

By Shravya Sriramadesikan

One could argue that education is one of the most basic humans right. Yet, millions of children are denied access to quality education. Companies like UNICEF emphasise that every child has the right to education, regardless of their background, gender, economic status, etc.



Education is more important than just knowing how to read and write. It needs to be able to empower children, promote equality, teach life skills, and break the cycle of poverty. Good education for a child and lead to an informed person who can make a difference, challenge discrimination, and help the world become better. Without education, children are more likely to be mistreated like forced to do child labour or even early marriage.





But how can we honour this right? There are many ways we as students can help spread the word about this right.

Donating or volunteering with local charities can help provide resources for children in need. Talking about the important of education can also inspire people, we can put our social media to beneficial use by spreading awareness. We can also advocate for policy changes such as making sure that the government must ensure free and easy to access education for all.



Every child deserves the chance to learn, grow and thrive. Education should not be a privilege; it needs to be a right that must be promoted and protected. By helping, we can make sure that no one is left behind in their pursuit of knowledge.



# CULTURE DAY AT CRAIGMOUNT

By Macy Lawrie and Robyn Neilson

## Scotland

Tartan is a traditional Scottish pattern that first originated in the Highlands. It's often worn on kilts and formal wear to show what clan you belong to and is one of Scotland's most iconic fashions. It's become a symbol of Scottish pride and independence. Over the years it's turned a lot more casual. (Macy) I also brought in a stuffed animal of a highland cow called "Benny". He is the best friend of "Jerry" and when they are together they become "Ben and Jerry" like the ice cream. Me and my friend decided to get highland cows as we love them dearly and think they represent us as brave Scots.



## Portugal

I'm dressed as a 'noiva do Minho'. This is worn by brides from Viana, an area of Portugal, on their wedding day. A lot of the jewellery worn, alongside the veil, is symbolic of Portuguese Catholic traditions. I also brought in filhoses that my mum made, they're traditional Portuguese treats eaten at Christmas time. You can find the recipe for them in the December edition!





# India

I wore a traditional Indian wedding guest outfit. It was custom made and the colours are bright because Indian weddings are traditionally colourful. I also brought in pakora which is usually served as a snack on a rainy day. Indian jewellery is usually gold and bold!



# Poland

The floral shawl 'chusta' is a big part of traditional Polish folk outfits especially in place Łowicz, where bright colours and embroidery are everywhere. The flower crown 'wianek' is something girls wear at festivals and celebrations, it represents youth and a connection to nature. Both are really recognisable parts of Polish culture, so they felt like the perfect way to show it on culture day.

# Northern Ireland

(Niamh) I wore my Northern Ireland shirt for culture day. I'm very proud of this part of my culture and it was great to see so many people in their outfits today! (Harriot) The top I wore was made by my aunty who owns a small business in Portrush and sells t-shirts with fun slogans on them, usually relating to Ireland. I am very proud of my culture and enjoyed seeing what everyone else wore today!





# STAFF MEMBERS VS STUDENTS: A BATTLE OF MUSIC TASTES

By Eili Kandasamy

Exploring the favourite artists that define two generations at our school

## The Staff Members Playlist

- Mrs Millar (English teacher) - Goldfrapp
- Mrs Dickson (Modern Languages teacher) - Billie Eilish
- Mr Gair (Deputy Head) - Bruce Springsteen
- Mrs Lennen (Biology teacher) - Dolly Parton
- Mr Gullen (Physics teacher) - Dua Lipa
- Ms Rezende (Biology teacher) - Pink Floyd, Red Hot Chilli Peppers
- Mrs Stevens (Biology teacher) - Joan Miró
- Mr Sansom (Guidance teacher) - Gaslight Anthem
- Mr Gray (Modern Studies teacher) - Sisters of Mercy, The Doors
- Mr Galloway (History teacher) - Led Zeppelin
- Mrs Burns (English teacher) - The Breeders
- Mr Owens (Physics teacher) - AC/DC, Red Hot Chill Peppers
- Miss Cowan (PE and Dance teacher) - Tate McRae, Sabrina Carpenter, Beckie Hill, Dua Lipa
- Mr Hume (School librarian) - Kylie Minogue
- Miss Lynch (Music teacher) - Taylor Swift, Maggie Rodgers, Declan McKenna
- Mr Higgins (English) - Super Furry Animals





## The Students Playlist – (students have been kept anonymous)

- The Living Tombstone
- Drake x3
- PARTYNEXTDOOR x2
- Frank Ocean x4
- Brent Faiyaz x2
- Daniel Caesar
- Mac Miller
- Fleetwood Mac
- Bob Marley
- Tyler, the Creator
- Billie Eilish x2
- Olivia Rodrigo x3
- Sabrina Carpenter x3
- Taylor Swift
- Hozier
- Mac Demarco
- Robert Fripp
- Lady Gaga
- Kali Uchis
- Bruno Mars
- The Weeknd
- SZA x2
- Lana del Rey
- Amy Winehouse
- Rachel Chisoriri
- Kendrick Lamar
- The Fat Rat
- Phoebe Bridgers
- FredaGain
- Ariana Grande
- Tate McRae
- Madonna
- Rihanna
- Cigarettes After Sex
- Tribalistas
- OutKast



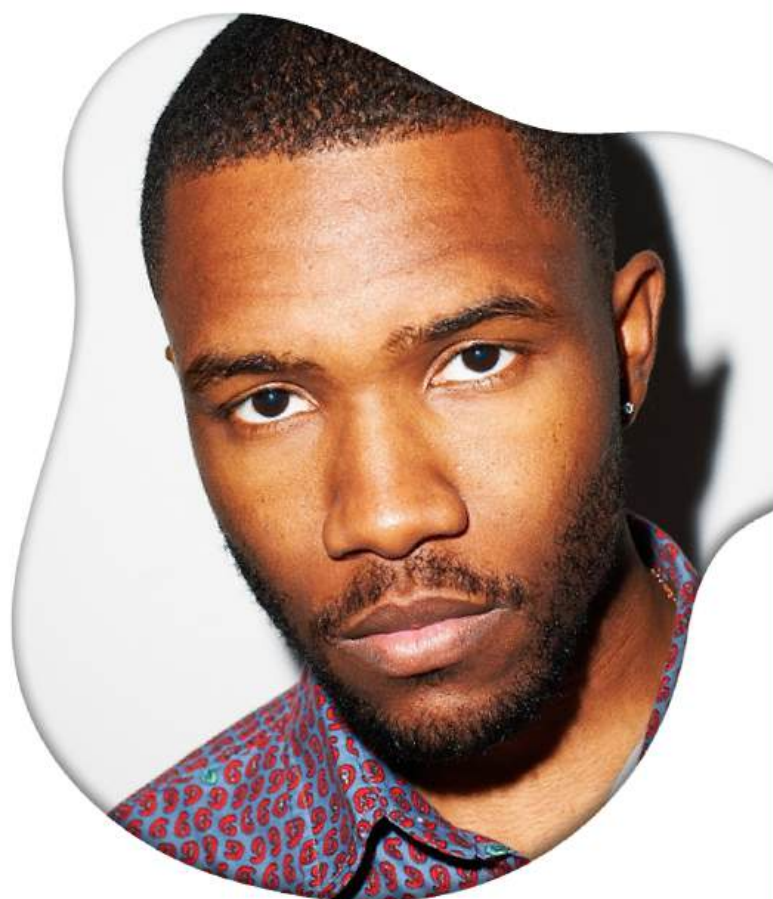
The staff members have leaned heavily towards classic rock, folk and iconic artists from the 70s, 80s and 90s with names like Bruce Springsteen, Led Zeppelin and AC/DC making appearances.

Students, on the other hand, favour contemporary R&B, hip-hop and indie pop, with multiple mentions of Drake, Frank Ocean, Olivia Rodrigo and Brent Faiyaz.

However, there are some notable overlaps – Billie Eilish, Taylor Swift and Tate McRae appear on both lists, showing that some artists have successfully bridged the generational gap.



There are also some unexpected choices on both sides. Some teachers have broken the stereotype with Mrs Dickson's favourite artist being Billie Eilish and Mr Gullen's being Dua Lipa. Likewise, some students seem to enjoy more classic artists like Bob Marley, Fleetwood Mac and Madonna, proving that older music still resonates with younger generations.



In conclusion, while staff members and students may argue over whether 'music was better back then' or 'today's hits are more diverse,' one thing is clear – music remains a powerful way to express one's identity and to connect with others. Whether it's a nostalgic throwback to a teacher's first concert or a student's latest viral discovery, our playlists tell a story about who we are.



# SONIC UNLEASHED:

## Review

By Sathvik Sriramadesikan



Sonic Unleashed was released in 2008 to... mixed reviews. I personally enjoy it an incredible amount but it is certainly flawed in many aspects and it was a departure from previous Sonic games in a way fans and critics found jarring at the time. It was ambitious, perhaps too much so, and to this day, it is the fastest (and sometimes the slowest) Sonic has ever felt, as he blasts across the world to put it back together and stop the resurrection of a literally earth-shattering threat.

The gameplay has 2 main types. The day stages which involve you playing as Sonic in his regular form, with the Boost, which increases your speed to ludicrous amounts (aided by copious visual effects and blur) and makes you able to blow right through enemies. This makes Sonic feel like he's actually going at the speed of sound, as he runs through entire cities, forests and deserts in minutes, sliding, drifting, dodging and grinding along the way. The night stages meanwhile are slower paced (annoyingly so at points), platforming and beat em up affairs where Sonic transforms into the werehog (A-plus naming) and clobbers enemies the good old fashioned way, with cartoonishly stretchy limbs.

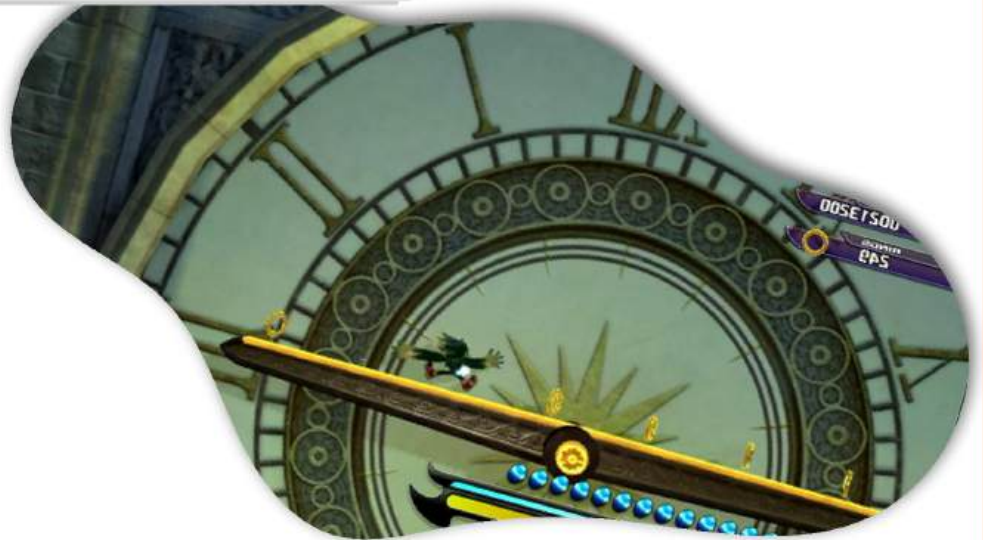


## Levels

Sonic's daytime stages mix insane speeds with genuine challenges. You have to react to enemies, obstacles and alternate paths at high speeds in order to stay alive. Plus, if you're not fast enough you'll be faces with pits, spikes and slow platforming. Succeed and you'll enter a magical world; It feels like you're watching a cutscene play out, except you're in control of what happens!



SONIC RUNNING  
THROUGH THE JUNGLE  
JOYRIDE, ONE OF THE  
GAME'S LATER STAGES



The night stages throw tonnes of enemies at you and forces you to clobber your way through them with the werehog's various moves, which you can upgrade and unlock through the EXP system, where you gain Chaos orbs from defeating enemies which level you up. The stages also focus on platforming, where you use the werehog's stretchy limbs to hang, swing and pull yourself up. These stages are by far the weaker half of the game, but still nice to play.



## Hub Worlds

The game's original name in Japanese is 'Sonic World Adventure' which is pretty accurate as the game has you jetting all across the world, visiting locations loosely based on real life (Holoska is based on Alaska, Chun-Nan on China, Apotos on Greece) and exploring hub worlds, where you can talk to NPCs and take in the game's beautifully crafted surroundings.

JAPANESE POSTER FOR 'SONIC WORLD ADVENTURE. SHOWING OFF THE GAME'S ANIMATION



SONIC  
RELAXING IN  
CHUN NAN'S  
HUB WORLD  
DURING THE  
DAY

The medal collecting you have to do here and in the main stages in order to progress and unlock new levels is absolutely AGGRAVATING at points (I recommend just using a YouTube guide if you get bored) but otherwise, they're a fun change of pace and help the game's world feel alive and the adventure feel real.



## Story

The game's story is not a central focus but it is genuinely well done. It focuses on Sonic and Chip, a small fairylike creature who Sonic befriends. Together, they travel around the world to activate Gaia Temples using the Chaos Emeralds and repair the Earth after it was shattered by the unleashing of Dark Gaia. The brotherly dynamic between Sonic and Chip is well-written with some heart string tugging moments between the two amongst all the epic spectacle.

SONIC AND  
CHIP  
HANGING  
OUT,  
ENJOYING A  
SUNDAE



## Bosses

Defeating the bosses of the daytime stages are usually chase affairs. Catch up to the boss, dodge its attacks, slam into it. Simple and somewhat repetitive, but enjoyable. The Nighttime bosses, however, will usually have you solving some kind of puzzle to make the boss vulnerable (tossing water at a burning phoenix, pushing blocks to weaken a giant brute, freezing a dragon looking thing) and then clobbering it with your oversized fists. More methodical but still enjoyable.





## Presentation

The game's presentation is by far one of the highlights. The visuals are so incredible (thanks in large part to the game's lighting, I'd highly recommend checking out the GDC talk one of the devs gave if you're interested in that kinda stuff) that the poor 360 and PS3 struggled to run it. The music of the game is the cherry on top of all of the game's attempts at a globetrotting world adventure featuring a varied soundscape based on location and mood. The Werehog gets laid back jazzy tracks while the day stages get fast paced tracks with a focus on percussion. Genuinely, do yourself a favour and give some of tracks a listen on the official soundtrack, they are INCREDIBLE.



SONIC DUCKING UNDER A ROBOTS SWING IN SLOW MOTION DURING THE GAME'S OPENING CINEMATIC, SHOWCASING HIS REMARKABLY SHINY SHOES

## Conclusion

Sonic Unleashed is an adventure like no other, a rollercoaster of mach speed thrills and methodical platforming. It tries to do so much and sometimes fails, but when it succeeds it's so good that it's still jaw dropping 16 years later. It's available on Xbox Series consoles through backwards compatibility and on PC through the fan made Unleashed:Recompiled project.





# THE SQUAWK

This is our school newspaper and we are seeking voices from across the school to be a part of it. Would you like to write? Interview? Photograph? Design?

Get in touch using the QR code or pop along to Room 220 on a Thursday during junior lunch or if you recognise any named from our team, please get in touch.



## TEAM SQUAWK

Aoife Donald, Carolina Nunes-Gomes, Carly McLearn, Elili Kandasamy, Jakey Yang, Robyn Neilson, Rowan Kelly, Sathvik Sriramadesikan, Torin Gilmour

