

CDS  
Lunches  
Go  
Green!

# CDS Times

ISSUE 2

WINTER 2010

The CDS Student Government puts forth a school wide challenge: Which lunch period can reduce the trash by the most? After each lunch the garbage cans are weighed, and the weights are recorded. At the end of February, the winner will be announced.

**A second installment of you favorite serial:**

*The Merlin's Agents*  
by Samantha Schmutter

CHAPTER ONE: THE MARK

I was waiting for a plane to arrive at the airport. Then a pilot appeared in front of me. He seemed like an odd man. But then, his arm glowed in a weird shape. "You," the man said, "You will be the one, the one to defeat Larfor, enemy of Faypes, brother of Gladde, father of Nimune. Matthew Geyman,

marker of The Terrible One, Larfor, shall be your enemy. This will both improve your spells, and grant you eternal power." Suddenly, my arm started to glow, and his mark went away. Then he exploded. I fainted.

"Hey, dude, wake up... hello?" I woke up to find a girl standing over me. "Oh, yo, I'm Blake. This is my roommate, Lindsay." She pointed to a girl with blond hair standing next to her. She muttered something. "R-roommate? F-for wh-what?" I said, confused. "Well, M.S.M.A., of course."

"MSM...What?"

"YOU HAVEN'T HEARD OF IT?! Grrr, it's Merlin's School of the Magical Arts." "So... you tell me this why?" "Grrr, come here."

She tugged me over to a secret corner. "You know the pilot that made you faint? Well, thanks to him, you're now a Marker, as in, one of the Six Larfor Defeaters, or Merlin's Agents. We have the Marker coming to M.S.M.A. Headmaster wants you to help. Here." She handed me a letter. "Well, hope I see you at school!"

(continued on page 3)

## Drawing Contest



The newspaper is having a drawing contest.

You can enter a drawing, comic, or character.

Please give the drawing to Chad Burton with your name and grade on it before Spring Break.

Good luck!

## 10 Tips for Good Study Habits By Claudia Rose

1. Take notes during class so you will have something to study besides your textbook.
2. If there is something that you don't understand, don't hesitate to ask a teacher or one of your friends.
3. Use a marker or a highlighter to mark sections in your notes or textbook that you think are key points.
4. You might be tempted to read ahead if your class is reading aloud, but don't. Chances are, you will only have the opportunity to read it aloud once.
5. If you are studying at home, find a quiet place away from distractions so you can concentrate.
6. If you have trouble remembering words in another language, like Spanish, write them down or draw a picture to help study.
7. Do your homework. A lot of the time, you will be able to study from your homework.
8. If you find quiet study boring, make up a study game to make it more fun.
9. Sometimes there will be things that are tough to remember. If so, make up an acronym to help you. For example, for the math terms *Rational*, *Irrational*, *Whole*, and *Counting*, the acronym could be *Run In Wide Circles*.
10. Don't wait until the night before the test to study. Study a little every night.

I hope you do well on your next test!



## Multicultural Day

By Jalynn Woody

Multicultural Day was one of the best days at CDS! We learned about different countries. My first stop on this journey was England in Mrs. K's classroom. It was awesome when we learned about it. I wish it wouldn't end. Then we went to China, and it was great. We visited third grade last, and it was awesome. I can't wait for next year's Multicultural Day.

*The Merlin's Agents*  
by Samantha Schmutter  
CHAPTER TWO  
Merlin's School of the Magical Arts  
(MSMA)

After I met with Blake, I opened the envelope that she gave me once she left. It said:

**Dear Samantha Schmutter,**

**we have noticed your magical skills at merlins school of the magical arts. Please come to merlins on September 21. We hope to see you there!**

Headmaster Ashfeather.

**Alex ashfeather head of school.**

The letter wasn't very convincing, but knowing that Blake was there was. So, I decided to go there on the 21<sup>st</sup>. I got my room and met my roommates: Melissa and Marta. They seemed nice. We all called rooms, and I got the best: Room Two. It had its own bathroom!

*If Only I Had Known*  
*By Claudia*



When I met you for the first time,  
I saw something new in my life.  
Maybe I could stop being everyone else and just be myself.  
My hopes rose up, like a cloud  
that had just been relieved from the burdens of rain.  
But as the daylight began to fade  
my mind began to whisper to me  
that you were gone  
just like the daylight  
and had left me standing there  
in the glimmering new beams of the  
moon.

*The Merlin's Agents*  
by Samantha Schmutter  
CHAPTER THREE

Plan of Mass Destruction

"So," said Matthew Geyman as he ate his dinner. "We finally have all the markers together... all of them. If we destroy all of the spirits..." he was stopped and interrupted by Maya Sternburg, his closest ally.

"Larfor will take over the world... WE will take over the world. Everyone will bow to us and we will finally get some respect, despite our evil looking scars," she pointed to the mark on her face which Blake had made with a water spell.

"Don't forget mine!" Matt pointed to the scar cutting to his eye. "Maddison Graybow accidentally shot a fire ball at my eye... making me look evil. Thinking about it... I NEVER wanted to end up like this...but now I...and you... must serve Larfor."

"So let it be. WE were chosen... This is our fate... we were MEANT to be evil, take over the world... or die trying. This is what we were meant to do, even if it means... destroying ... former... friends. Or maybe even... each other. That would kill me. You, Matthew, have been a brother to me. I was alone and you welcomed me with open arms..." she was crying when the door opened.

## POPTROPICA By Clara Smith

*Poptropica* is a website. It is very exciting, and you never know what will happen next. In *Poptropica* you create a character. Without one you won't be able to play. On *Poptropica* you explore the island on which you are working, you collect items and put them to good use. After you solve the problem and complete the island, you will receive 50 credits. You use the credits in the *Poptropica* store. There you can buy stuff for your character. When you complete all of the islands, you must wait for the next island to form. Surprises can come in the store!