

computer club

club computes for knowledge

By: Joel Parker

Computer Club provided an outlet for the computer enthusiasts in the school to meet and discuss their favorite topics.

"Computer Club is a lot of fun and you do not need to be a nerd to join," said **Tony Semones, 12**, president.

Sponsored by **Mr. Ken Clark**, this club met on Wednesdays or Thursdays after school at 2:30 p.m. During the meetings, the members discussed technology, played games, or had computer tutorials.

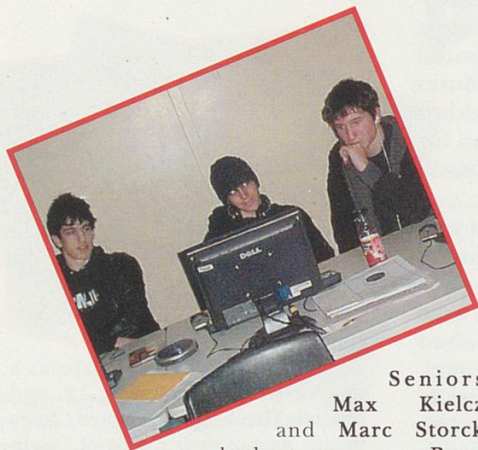
While the club did not enter into any competitions, students were able to discuss new ideas or just question and comment on old ones.

"We want computer club to become an after school activity where we combine fun and learning," said **Clark**.

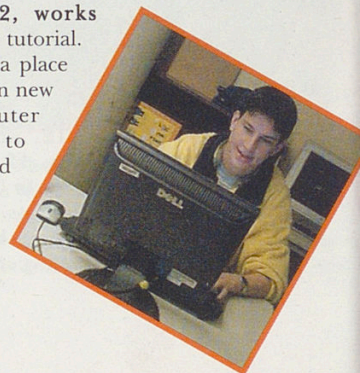
The club set some new goals. They decided to be more organized by having a planned agenda and purpose for every meeting.

Also, meetings were run by the student officers, president **Semones**, vice president **Joshua Lee, 12**, and secretary **Robert Tolley, 12**.

Shane Shapiro, 12, works hard on a computer tutorial. Computer Club was a place where one could learn new things. The Computer Club's plan was to merge fun and education.



Seniors Max Kielcz and Marc Storck look on as Ryan Thornton, 12, plays a computer game. Playing computer games was just one of the things members did. The Computer Club met on Wednesdays or Thursdays after school.



the log

publishing memories

By: Jen McLaughlin

Summer vacation, a time when most students are lounging by the pool, or sleeping away the day, the yearbook staff worked hard trying to make sure that this yearbook would surpass all of the previous books.

"I know it just seems like an 'easy A' type class, but if you want, it's an amazing place to bring out your creative side and get out there meeting new people all the time. Working on yearbook is what has given me ideas for what I want to do for the rest of my life. It doesn't seem like a whole lot of other classes in high school do that for you," said **Kelsey Kiley, 12**.

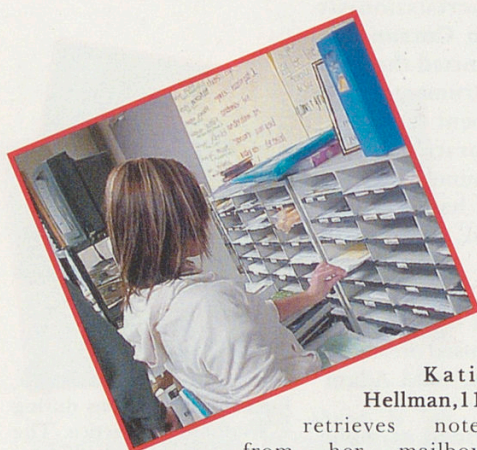
Drop caps, sub headlines, by lines, picas, and justified captions were all elements that are crucial when designing a yearbook. Not many people know how many different elements went into a yearbook, or even what "journalistically correct" meant, something that a *Log* staff member heard every day.

The concentrated topic for this publication was not having any posed pictures in the yearbook. The best journalists take unposed pictures for their publications. This raised an issue for most staff members, however it had to be done.

Despite the stressful deadlines, revising multiple pages, and working very late hours, having the responsibility of publishing this yearbook was rewarding.

"It's going to be great to see the finished product!" said **Jacky Roesch, 12**.

Arielle Ingber, 9, opens PageMaker to start working on her pages. PageMaker was one of the programs that *The Log* staff used to put its publication together. Photoshop and ImageIn were used as well.



Katie Hellman, 11, retrieves notes from her mailbox. **Hellman** was a staff writer for *The Log*. She worked diligently on all of her pages ranging from Student Council to fashion trends.

