

# H-I-L-I-F-E

Bellefontaine High School Student News

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## Will we be remote this Winter?

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# BHS plans for the possibility of going remote

by Brooke Miranda, Rylie Fullerton, Lindsey Heminger, and Camren Hinkle

With a shortage of staff around the district and the amount COVID cases going up, Bellefontaine High School has been challenged with the decision to shut down or not. Dr. Pamela Noeth said “the school board and administrators are constantly watching to see what other schools are doing in the surrounding counties.” With the amount of staffing throughout the district being low this is a main concern as to whether we should shut down or not. In order to help cover teachers who are sick or out the district has been sending teachers to different buildings to help in their free time.

The district has also set up a backup plan to help this in different ways. A few weeks before Thanksgiving break the school board had sent out emails to parents stating that there could be possible snow days in the upcoming future. This means that students will be able to stay home and have an online day just like they would on days the weather is bad. Dr. Noeth said “we want students to have the Chieftain experience and we will find ways to get over these hurdles and start finding some sort of normalcy.” With this being said, “the only way we will shut down as of now is if the state/ health department shuts everything down or if the staffing issue becomes too much to handle.”

Students have questioned if we shut down if the school sporting events will still continue. BHS Athletic Director Matt Comstock stated that “if our school is shut down due to lack of staffing, the season will continue. If it were the case of an outbreak within the school the season would be postponed or

cancelled.” Teams and families can attempt to keep this from happening by wearing masks and following guidelines set by the state and school district.

Dr Noeth said some of her biggest concerns during the shutdown was student health mentally and physically. She worried about students that relied on the school for a meals and shelter. However the school advisers met daily to make sure that these concerns were being taken care of. For example there were drop off locations for meals during the day and students who need a place to stay would reach out to the teachers to see if there’s an alternative solution. Dr Noeth said it was hard to prepare because nothing like this has ever happened before so communication was key. She doesn’t see a full shut down our future because we really have not had a rash of cases, just quarantines that have been impacting us. The only case where we would sort shut down is if did not have enough staff to run the building, and it would not be a full shut down we would just go virtual for a couple days or weeks.

Mr. Core, Dean of Students, says it depends on “County and State numbers.” A shutdown will take effect if it is needed to ensure the safety of the students. A plan is already made, and the school is prepared. Core mentioned that a shutdown could last only two days or two weeks, he also said that if we were to shut down for an extended period we would “transition” back into physical learning, starting off full remote, then into a blended schedule, then back in the classrooms. To continue, all calamity

days, including snow, ice, fog, will now be remote learning days. Furthermore, the school is taking efforts to inform the teachers about platforms such as Schoology to decrease confusion and make the remote learning process easier. The school is also working hard to ensure students are provided with devices, so they are not left behind during these times.

Angie Horvath, Director of the Gifted Program, says she is focusing on “making sure the kids are checking emails often, to ensure we have a clear line of communication.”

Although virtual learning allows students to finish their work at their own pace, it can be problematic if a student needs a question answered or needs further instruction. Horvath says, “It can be very difficult to get a grip on the virtual learning, but we have high expectations for our students.”

Challenges can be detrimental to the students’ learning process when using virtual learning. “A big problem includes the communication between students and teachers,” Horvath states. Teachers are working hard to get their plans together before they are required to go fully online. This allows teachers the time to explain their intentions with set plans, to decrease the chances of students becoming confused.

Another situation teachers are preparing for include the distribution of technology for their students. Horvath says, “It can be challenging for students to do virtual learning especially if they don’t have the proper technology.” Bellefontaine High School can’t provide students with laptops or other

devices, so teachers are trying their best to ensure their students have the materials to allow them to learn successfully.

When asked about one-to-one, Dr. Noeth said she thinks it is important for every kid now to have technology now with education because there isn't any job that doesn't involve technology. "You really can't even run a household without it." Noeth believe that every student having a device will teach them to stay connected to school, to home, to work. The plan to go one-to-one is going to take off next year. There are a lot of variables that go into it like calibrating the Chromebook before handing them out, including actually getting them because with the pandemic everything was in short supply.

Students were actually supposed to receive the laptops this Fall but now we are expecting them to be here by January. However, it will take a while to get everything started up and everyone trained on the proper way to use them. Dr. Noeth says this will best benefit the kids in every way possible.

# Mad River Mountain to reopen with some restrictions

by Erin Jackson

One of the biggest attractions in Bellefontaine in the winter is Mad River Mountain. The Mountain draws people from all around Ohio to Ski as well as Snowboard. This year a lot of changes will happen with COVID restrictions. As we quickly approach the mountain opening on the Dec. 19 people will be able to go on the mountain by Dec. 21.

The biggest restriction that we will see will be the amount of people allowed on the mountain at

one time. People will only be able to snowboard and ski by reservation. One of the challenges the mountain will face this year is renting out skis and snowboards to customers as well as interacting with these people when they are returned. They have decided to do rentals through an on-line app which could be complicated at the beginning of opening.

Employee Donovan George said he expects this year to be "even busier than past years due to not being able to just walk in and go on the mountain. Now that people must make reservations, and this is expected to lead to always having customers wanting to snowboard."

The mountain has always been known for their "Madness" hours going from 12pm to 3am. This could change this year due to government restrictions. This could also affect their annual Louie Vito rail jam.

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# Wrestling season schedule in doubt

by Makayla Hayes

The Wrestling team's schedule is filled with uncertainty due to COVID restrictions around the sport; questions like if there's going to be a certain number of matches and if there is a limit on who can be in the room and how many people there will be allowed inside.

They recently found out that they have their first tri-meet next Tuesday. They can only have duels and no tournaments this year but as of right now they are following the same procedures as every other winter sports team.

The wrestling team had their first varsity match against Bloom-Carrol this past weekend. The girls wrestling team has tournaments this weekend, away at Western brown.

The wrestling team had six matches scheduled frequent changes will be popping up throughout their season. You can find the information about the matches on the BHS athletics page.

# Choir readies for Dec. 13 performance

by Mya Godsey

BHS is hosting a choir concert Dec. 13 at 2pm. It will be held in the auditorium. The requirements are consistent with the previous concert. Choir direct Mrs. Calton says, "Students are required to attend and participate as part of their grade. We are required to wear masks at all times. Audience members are required to wear masks and be socially distanced at all times."

Each participating student is allowed two tickets. That will put them at maximum capacity for the

auditorium under COVID guidelines. We are required to be quite distanced while singing so they can allow space on the stage and the floor for the singers. There is not an entry fee for the concert. As stated previously, each student is permitted two tickets only for family or friends. Students had to reserve their two tickets in advance and those attending will be required to check in at the door.

Concert choir is preparing three pieces. Symphonic choir will have four songs ready including the Pentatonix arrangement of "Oh Come All Ye Faithful." Mrs. Calton says it is very challenging, but "the choir always rises to occasion."

Concert choir's most demanding piece is "Sing We Now of Christmas." Calton says, "The concert choir have gained so much confidence since the Fall Concert and I am excited for them to show what they can do."

# Key Club Reschedules Volleybuff

by Austin Lamb

The Key club at BHS will be hosting Volleybuff in the Spring this year after rumors of the event being cancelled. As far as restrictions, Mr. Reed says "playing and attending shouldn't change much this year, other than wearing masks and staying separated somewhat in the stands."

Similar to Powderpuff, sign-ups will be completed in groups during the school day, as announced by the front office. The price to compete is 15 dollars, which will give you a spot on the team and a t-shirt representing your grade level. Mr. Reed predicts this year will be, "a big hit", saying seating may be maxed out this spring.

# Senior athletes celebrated earlier in the season

by Lindsey Heminger

BHS Athletics had planned to have multiple Senior nights last week. Normally Senior nights are at the end of the season but this year teams moved them forward in fear of the season getting cancelled. Senior Night gifts are paid for by collecting money from the underclassmen to get them a memorable gift. The Girls Basketball team had their Senior Night pushed back due to COVID exposure from the opposing team. Junior Carmen Shumaker said, "we moved our senior night to December 7 against North Union." The basketball team plans to decorate the gym and present their seniors in the center of the court.

The boys and girls bowling teams both had their senior night this past Wednesday against Indian Lake. Sophomore Kayla Watkins said, "to make the night memorable for our girls, Coach Jane created gifts for each senior and they were different from years past." Normally, seniors would walk down the center isle at the bowling alley and be announced but due to COVID that had to change this year. Each Senior was individually recognized with their parents on the lanes. After the match was over both teams enjoyed individually wrapped cookies and opened their gifts. The Girls Basketball team had bought gifts for three seniors and four coaches and the girls and boys bowling team celebrated six seniors as well. Senior Nights are very important to the seniors because it symbolizes the ending for that chapter and they are soon to start a new one.

# Review: Call of Duty: Black Ops Cold War

by Camren Hinkle

“The numbers, Mason! What do they mean?” Call of Duty: Black Ops fans will remember that infamous quote from Jason Hudson. This year’s Call of Duty is a direct sequel to the original Black Ops, developed by Treyarch and Raven Software and published by Activision. Call of Duty: Black Ops Cold War is the sixth installment to the Black Ops series and the 17th in the entire franchise.

Before we begin, we must address something. This Call of Duty was initially led by Sledgehammer games, but after being cancelled the project was dropped on Treyarch’s lap by Activision. With that, Treyarch had about a year and a half to deliver a game that usually has a three-year development period. So, instead of pushing the game back a few months, Activision’s greed once again caused this Call of Duty to suffer. The game is riddled with bugs, crashes almost every play session, and has laggy cutscenes and unfinished textures sprinkled throughout. For me personally, I’ve experienced hundreds of unfinished textures, multiple laggy cutscenes, and luckily has only crashed like twice, but one of those times it deleted all the progress I made in the campaign.

Which is where we begin our spoiler-free review. The story is based on a real-life Cold War conspiracy involving a Russian spy named Perseus. This gives the story a realistic and grounded tone, making you really feel like you’re apart of secret operations. Set in the ‘80s, the game does a fantastic job of creating that atmosphere. The music, the cities, the old styled camera you take pictures with, the computers, the TVs, red rooms, the secret arcade machines you can find—it all creates this amazing vibe that really brings you into the world.

The story pacing is amazing. Call of Duty games seem to believe that they need constant explosions and gunfights to be interesting. The game is rated M for mature, but this story proves that you can slow down sometimes and still entertain your audience. It features memorable characters, some from past titles such as Jason Hudson, Alex Mason, and Frank Woods, and

some new faces, like Park, Lazar, Sims and the main man Russel Adler, but in all every character is interesting and adds a lot to the story. You can really get to know them by talking to them at the safehouse. Also, while you learn more about the characters by speaking to them, the remaining characters will perform tasks around the safehouse and talk to each other on their own. It’s a small detail, but it really makes the game feel more alive.

Now onto the gameplay: it’s great. The missions are diverse, featuring your typical shoot everybody missions, some turret sections, a standoff sequence, and a heavy emphasis on stealth. There are 2 missions that stand out amongst these, a mission where you play as an American spy inside a Russian facility where you don’t shoot once, instead you have to acquire a key card to unlock a bunker. This mission is awesome, giving you complete freedom to explore the facility and choose how you acquire the bunker key. This is totally non-linear and makes a nice break from the rest of the missions. The other is near the end when you relive your memories in Vietnam. What makes this mission so interesting is Adler is guiding you and you can choose to follow his story or make your own. This trippy journey through your thoughts is amazing and is one of my favorite Call of Duty mission of all time. Finally, throughout all these missions you can collect evidence for two optional side missions that were really fun to do because you have to search for hidden messages and solve puzzles to crack the code and get the job done successfully. This is really mature and makes you feel like a big brain Black Ops soldier. You even return to a location that was featured in the first Black Ops. This Campaign is really one for the hardcore fans, seeing all the little easter eggs hidden throughout the game is really cool, but it’s still extremely enjoyable for those unfamiliar with the black ops story.

The core mechanics of the multiplayer are fantastic, the movement is fluid, the guns feel and sound awesome, hit registration, time to kill, are all good. Where things start to fall off is content. The game features 8 6v6 maps, three combined arms maps, and a Fireteam: Dirty Bomb map. The maps themselves are good and fun but it’s hard not to get bored when you’ve played Crossroads: Strikes six times in an hour. The game contains only 24 guns and a handful of modes. There is the gunsmith returning from Modern Warfare which allows you to have a lot more attachments for your weap-

ons, improving them, but also hindering them in some areas. I love this system and this time around it feels like the attachments are adding more than they subtract unlike Modern Warfare. The returning modes are great but the new ones are underwhelming.

Cold War introduced us to a new way to earn scorestreaks. Instead of earning towards your scorestreaks by getting kills and completing objectives but losing all progress if you die, this version you keep all progress, but your streaks are more expensive, and you get a score multiplier on your kills for the more you get in one life. This system is controversial, and I personally don’t mind it. It’s not perfect, but that is to be expected when the other system has been perfected by its constant reuse over a decade. The scorestreaks themselves need work though. The chopper gunner for example takes a lot to acquire and can be taken down in seconds with a new attachment that increases your guns damage to vehicles.

Our final game mode to discuss is the Zombies. This version of Treyarch’s Zombies experience is arguably the most innovative to date. Guns now have rarities, common, uncommon, rare, epic, and legendary. The gun is more powerful the higher the rarity, instead of spawning in with a pistol like previous Call of Duty’s you now create a class and spawn in with a weapon of your choosing but it’s a common, so it won’t be long before you need to get a new one. This zombies experience really excels at progression. I was a huge fan of maps like Shadows of Evil that took a long time to be fully set up, but many casual players didn’t like this map because it was so tedious just to pack-a-punch. This zombies mode quenches both of those thirsts. The game requires a lot of points to become your most powerful you, but it’s not tedious; it’s straightforward, but expensive. The mode only features one map which is kind of a bummer, but the mode by itself is so fresh that it doesn’t get boring. The map is another discussion in and of itself. It’s called Die Maschine, German for the machine, and is a reimagine of the map Nacht Der Untoten from Call of Duty: World at War. This is concerning, though the original Nacht Der Untoten takes up only about 10% of the new Die Maschine, Zombies has had a problem with reusing maps. Over half of the 30 or so maps have been remastered and some have even been remastered twice. With rumors of a Kino Der Toten remake already buzzing this could be the key to ruining this year’s Zombies experience.