

# Sutton Sound

Issue #001, November 2016

Written for the students, by the students.



this issue  
Open Evening Success!  
An interview with... Mrs Sherman

## WELCOME

Welcome to the first ever issue of Sutton Sound!

This is a newsletter written and designed by the students of The Sutton Academy. We look forward to bringing you news from around the school along with interviews, puzzles and much more!

## THIS ISSUE'S CONTRIBUTORS

Meghan Marsh, Charlotte Naylor Eaton, Phoebe Lilly, Shaarai Spriggs, Ben Peers.

Do you have a story? Would you like to be involved? Do you want the newsletter to have a feature which it currently doesn't? Please get in touch at [studentjournalismteam@thesuttonacademy.org.uk](mailto:studentjournalismteam@thesuttonacademy.org.uk) or come along to Journalism Club on Tuesdays after school in BGo9.

## OPEN EVENING SUCCESS!

On September 28<sup>th</sup>, The Sutton Academy Open Evening took place, giving primary school pupils the chance to see what our school is like. The night offered many activities across all subjects. Overall, it was a great success thanks to staff and academy students that helped out.

Activities ranged from maths puzzles, inflating sheep lungs in Science to writing and crafts; there was definitely something for everyone! Over the course of three hours, we saw many parents and children take part in everything we had to offer and, judging by the reaction we got, it was enjoyed by most. The main core subjects were very popular as expected, as were creative ones such as Drama, which had people leaving with scars, cuts and bruises (just makeup)! Food and drinks were available at the majority of subjects across the school to keep everyone refreshed during their stay.

Yet again, the academy held another great open evening. If anyone wishes to partake in the open evening next year, letters are handed out closer to the time. Any help is appreciated!

Story by Meghan Marsh, 10S

## An interview with... Mrs Sherman!

We recently had the opportunity to interview Mrs Sherman to find out a little bit more about our principal.

### How did you get into teaching?

Since I was little I always wanted to be a teacher. So much so that my sister bet me £5 that I wouldn't get there so I guess I saw that as a challenge! Initially it was being a primary school teacher that interested me. However as I went through school myself I realised I had a talent for mathematics and so I decided to study mathematics at university before coming a mathematics teacher.

### What do you like most about the Sutton Academy?

It has got to be the students! The atmosphere when I walk around the academy is fantastic and I really love the relationship between the students and staff.

### Inside sources have informed us that you may have a particular taste for rock music, could you shed some light on that for us?

When I was your age I did like a certain genre... maybe rock music! I was fortunate to see quite a few famous groups play live. However, nowadays, I do like many types of different music.

### What's been your biggest challenge to date in your teaching career?

That would have to be the changes to the curriculum. Many changes have been made with little time to prepare and we have got to

make it as smooth a transition as possible for the students.

### Where would you like to see the school in 5 years?

We need to be the best school in St. Helens, with the best results definitely! I'd like us to continue our journey and even start competing nationally.

### If you weren't a teacher, what career would you have pursued?

Of course I had always wanted to be a teacher but I did consider joining the police force or maybe even becoming a meteorologist.

### What hobbies do you partake in outside of school?

I enjoy gardening and my new kitten is keeping me very occupied at the moment but most of all I love spending time with my 2 year old granddaughter.

### What's the best bit of advice you could give someone wanting to pursue your career?

Never give in, follow things through and, most of all, enjoy it. You've got to work hard and persevere but you'll always get there in the end.

Interview by Charlotte Naylor Eaton, Phoebe Lilly and Meghan Marsh.



## Poetry Corner

### Dear Autumn...

You bring the beginning of school with you,  
Waking up at dawn is fun!  
We both know that's a lie...

I remember apple bobbing in your  
autumn sunset,  
Chasing my little brother around the  
house,  
Walking the length of the city.

Autumn, do you remember  
Pizza at midnight,  
After Trick or Treating for hours.

Thank you for the simpler things;  
Nights of hot chocolate, soup and  
blankets,  
Ghost stories around the fire.

Autumn, before you leave  
Look through the window,  
See the street lamps shining through  
the rain...

Now as the last amber leaf falls,  
We must say goodbye,  
Until next year...

## Lumos

## Sudoku Challenge

	4		2
1		3	
2		4	
	3		

## Game Review —Overwatch

By Ben Peers

Overwatch is a first person online competitive game released early 2016. It is playable on PC, Xbox One and PlayStation 4 and was developed and published by Blizzard Entertainment. Overwatch puts players into two teams of six, with each player selecting one of several pre-defined hero characters with unique movement, attributes, and abilities; these heroes are divided into four classes: Offense, Defence, Tank and Support.



The game is set sixty years into the future of a fictionalized Earth, thirty years after the resolution of the "Omnic Crisis". Prior the Omnic Crisis, humanity had been in a golden age of prosperity and technology development. Humans developed robots with artificial intelligence called "Omnic", which were produced worldwide in automated "omnium" facilities and put to use to achieve economic equality. The Omnic Crisis began when the omniums started producing a series of lethal, hostile robots, which turned against humankind. The United Nations quickly formed Overwatch, an international task force to combat the threat and restore order.

I think Overwatch is a highly playable and is highly recommended.