



We made it to issue 2

Issue 2!

Monday, 7th November, 2011

www.colegioingles.com

ESAMAG

The English School of Asturias magazine

E.S.A IN

La Nueva España

THE CHARITABLE efforts of the students, teachers and parents of the English School of Asturias were acknowledged by the regional newspaper *La Nueva España*. See photographs of the efforts on page 2.



1st student council meeting

READ Luis Cuesta 's report, on page 2.



Arkham City game review

Read school council president Sam Jones' report on page 5



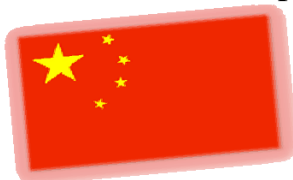
Key stage 2 update inside! Page 7.

Big features inside:

New Zealand report!

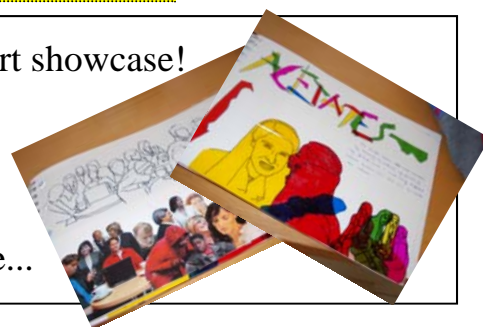


Chinese report!



Art showcase!

and more...





JOKES ABOUT SCHOOL

Compiled by Roma Gutierrez

Teacher: Dorothy, what did you write your report on..?

Dorothy: A piece of paper.

Teacher: Fred, the story you handed in called 'Our Dog' is exactly the same as your brother's.

Fred: Of course. It IS the same dog.

Teacher: Your poem is the worst in the class. It's not only ungrammatical, it's rude and in bad taste. I'm going to send your father a note about it.

Pupil: I don't think that would help, he wrote it.



Sporting's turning point

Football correspondent Pablo P. 9B, discusses the game that changed the course of Sporting's season



SATURDAY, 22ND OCTOBER, SPORTING WON A VERY IMPORTANT MATCH against Granada. In the first 7 matches, they had only managed a draw (against Racing), but at last they managed to get their first victory against an opponent whose main objective is also to stay in



the Spanish first division. The match, which took place at 18:00 in El Molinón, started with Sporting being in clear control of possession and they had some opportunities to score. Finally, in the 5th minute of the match, Sporting's striker David Barral put Sporting in the lead with a beautiful goal which Granada's goalkeeper Roberto, couldn't stop. At the end of the first half André Castro, Sporting's Portuguese midfielder, scored the second goal after a tremendous error by Granada's defence. This provoked the cheers of the crowd, who were really happy about the result at halftime. Although Granada played better during the second half, they didn't manage to score a goal and so

Sporting won the match.

Fortunately Sporting got the 3 points, but they are still falling and need more good results.

However, Sporting have played better in the last few matches (especially at Sevilla), which is building hope in the fans. Many people think this is caused by the recuperation of Nacho Cases and the inclusion in the 1st team of Rivera. Both of them form a great partnership in Sporting's midfield.

In my opinion, Sporting's main problem is they haven't scored many goals: only 5 in 8 matches. Maybe, the directors should think about bringing in a good forward in December or modify the formation so that the forwards have more support.

Report filed 24th October

Next 3 results:

Mallorca 1 Sporting Gijon 2
Sporting Gijon 1 Ath Clb 1
Real Zaragoza 2 Sporting Gijon 2





350.org



8B students decided to act and support the 350 campaign that Mr Ponchont spoke about in assembly last week. Their picture will soon be on <http://www.350.org/>

What could you do to try and save the Earth today?

**Do you want to write for the ESAMAG?
Or do you want to edit articles using *Publisher*?**

Then you can follow these 3 easy steps:

1. **Find** Mr Ayling in the secondary English room.
2. **Discuss** with him what type of article you want to write OR edit.
3. **Bring** the article to Mr Ayling on a pen drive, OR take text home to edit into an article (using *Publisher*).





Almost a ton of charity

Harvest festival giving has regional impact



Reps meet for 1st time



8B congratulate Luis Cuesta on his electoral win

THE SCHOOL COUNCIL HAD their first meeting on Thursday, 20th October. The newly appointed

president Sam Jones had an idea. He suggested that we should celebrate Remembrance Day. This involves wearing red poppies to remember people that sacrificed their lives in World War II. This would take place on 11th November.

The vice-president Guillermo Martín Tuñón asked for more computers for the secondary school. This year Mr Hardes has obtained some Tablets for the primary school and we think that we would like secondary school to have access to Tablets too. We will lobby to try to get them.

This was what happened in this meeting. I will inform you about the next one.

Report by Luis Cuesta Aza,
newly appointed representative for Y-8B.

Mr Hardes has responded to Sam's suggestion in a letter sent to all reps. He has also agreed to allow a part of the assembly on Wednesday 9th to be dedicated to Remembrance Sunday.



New Zealand Report

From our *roving* International Editor **Fiona Sobolewski**

A COUPLE OF YEARS AGO I went to New Zealand for a few weeks. I really think it is a fascinating country. Did you know that if you could travel from Spain, directly through the core of the Earth, when you emerged on the other side you would be in New Zealand?

A man called **Captain Cook** discovered this country in the year 1769.

New Zealand is formed by **two volcanic islands** located in the middle of the Pacific Ocean. They are simply called North Island and South Island.

Before Captain Cook arrived, lots of tribes called **Maori** lived there and lots of them still do. In fact they have kept their culture and language.

In New Zealand everybody says "Kia Ora" when they meet you, which means "Hello" in Maori.

In Spain, when you meet someone, you kiss them on both cheeks, but the Maori people rub their noses together! It is their way of saying hello.

Many people still speak Maori as a first language and they also have some TV



channels and newspapers in Maori.

In Asturias you can see cows nearly everywhere, however in New Zealand there are more sheep than people: There are 40 million sheep but only 4 million people living there.

Nevertheless the typical animal of New Zealand is the **kiwi**, a small flightless bird with long beak that

has become the national symbol. Also many **whales** and **dolphins** cross the surrounding ocean every year.

The landscapes of New Zealand are as beautiful as Asturias'; high mountains covered in snow all year round,

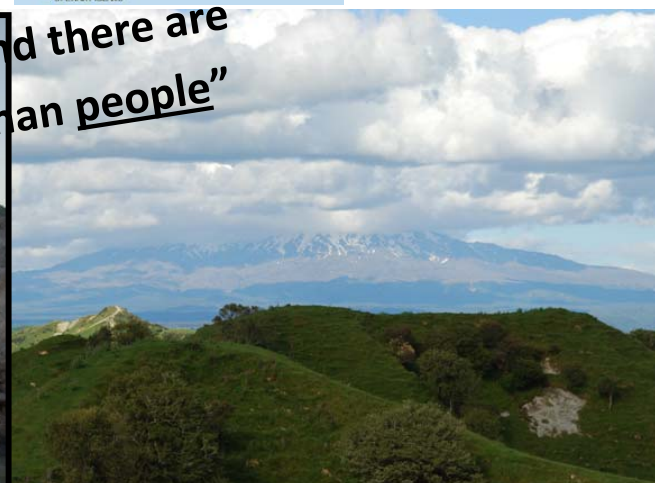
volcanoes that are still active and beautiful beaches and rivers are some of the sights I went to visit.

It is also possible to do lots of different sports like: canoeing, horse riding, rafting, hiking, bike riding and many more.

It is very easy to have fun in New Zealand!!



"In New Zealand there are more sheep than people"





The Werewolf Case — Part 2

Part 2 of our exciting story written by Stanley, year 9.

Monster-hunter Sylvester is giving a monster lecture when he is notified of a possible werewolf emergency...



"And if we do rehabilitate them in this fashion the ogres would have no cause to bother us further, which in the light of recent events — namely the unfortunate squashing of Tom Abercrombie — is of utmost importance. So let us all stand together and remove this peril from our peaceful and tranquil society." Sylvester calmly announced to the sleepy hall.

He had no need to raise his voice as the magic emplaced on the hall made it so that everyone in the hall would hear him as clearly as if he were in the seat next to them, and not on a podium several hundred meters away. That particular spell had been invented by a rather unpopular student who wanted to know what everyone said behind her back, she consequently went on to be known as the 'Queen of Gossip'. Which, Sylvester thought, is the effect knowing what everyone says has upon someone.

"The end. I hope you enjoyed my lecture as much as you found it informative. I'm afraid any questions will have to wait until next week as I will not be in the city." he concluded, then he walked briskly off the stage, trying not to look tired or stiff. Backstage he picked up his hat coat and scarf and walked outdoors.

Sylvester used to wait for other people in order to talk to them on the way home. 'Then again, I used to do a lot of things,' he walked a little further, 'many of which I now don't.' He reached a corner. "Why don't I? I used to look around, I used to be curious. Why don't I do that anymore?" An old woman beside him looked at him, curious, "Sorry, just talking to myself" Sorry, he thought, why should I be sorry? It is perfectly fine to talk to oneself, what do I have to be sorry for? Someone tapped him on the shoulder. He turned around to see a familiar face.

"I'll tell you what else you don't do, you don't look up." Jennifer said, "When did you last look up? Why don't you anymore? You used to be curious and interested in almost every facet of life. Now all you do is stay cooped up at that dusty manor of yours all alone. You used to be fun and full of life, you used to go to parties, to take part in fencing and archery with your friends, you used to be fluent and flowing. And now look at you with your clipped, posh way of speaking and formal language." She started walking.

"Yes, sorry Jennifer... I've been busy, too busy." He sighed, falling in step beside her

"You're at it again, I've told you — god knows how many times — to call me Jenny."

"Alright then, Jenny," He laid careful stress on the third word, while he groped in his head for something to chat about.

"Are you still fencing?" he asked. He saw her grimace and instantly regretted it.

"You are out of touch," she said sadly, "I've been on a cruise round the third quarter sea, for the last year or so. I would have thought, you of all people would notice."

They walked in an awkward silence a little further, Sylvester didn't notice where they were going. He was too busy watching her.

"However since you ask, I am going to continue with fencing, are you going to..?"

There was a bleep from Sylvester's wrist and he looked down at his watch.

"Erm, I have to go. It was great seeing you and all that but I've got to get somewhere. Bye," He turned and started running to his manor, but Jenny jogged beside him and playfully shouted, "Race you!" before tearing off in front of him, nimbly dodging people and scaffolding. Sylvester put on a burst of speed, racing after her. He started to close the gap between them when he tripped on a loose tile, and fell flat on the floor.

He quickly pushed himself up but by then Jennifer was far ahead. He jogged to his manor, and found Jenny already on her horse, with a bow strapped to her back, and a quiver hanging from her waist, full of sharp notched arrows ready for use.

"You're not coming with me." Sylvester panted.

"Why not?" she asked simply.

"Because..., you don't know where we're going or what we're doing."

"You can tell me on the way there."

"But..." Sylvester's watch gave another angry beep "Ok, right now I'm not going to make it in time, so can you get to the Ancient Vampire Inn as quick as you can and, if Orion is not there, can you keep watch on the skies and check for any red fireworks?"

"Orion? Surely you can see the stars from here just as well as from there."

"No." he frowned. "He's a middle aged man with iron gray hair and a jewel encrusted sword which is flashy but wouldn't be particularly good in a non-magical fight. If you tell him that I will be there soon, he should wait."

"OK, get ready quickly though." And with that she spurred her horse and clattered out of view. Sylvester reached his room and started to throw on some more comfortable clothes. He finished dressing, paused a moment to pick which cloak (finally settling on a warm woollen one), strapped his sword to his belt and stirred his potion; the moon wasn't quite out but he couldn't wait any longer. He picked up his 'just in case bag', full of herbs with medicinal properties and rushed to the stable blocks. There he slung the tent he kept there into a saddle bag, along with a box of matches, a hunting bow, some arrows, a couple of inflatable pillows and sundry other items. He then tied this to his robust horse, Picasso, patted his black and bay fur, and mounted. Sylvester wondered again what had happened to Picasso to make him those colours, and then set off.

It was well past midnight and he wasn't sure Jennifer had made it to the inn in time...

Part 3 of this suspense filled monster tale, coming soon!



Arkham City game review

PS3 ,Xbox, 360 and PC



By Sam Jones Y10



THIS VIGILANTE ADVENTURE THROWS you straight into the action; pitting you against thug after thug as you attempt to save Gotham City. The game begins several months after the previous installment of this amazing series created by *Rocksteady Games*.

In the previous game, *Batman: Arkham Asylum*, Batman was forced to help out at Arkham mental asylum, as arch-nemesis the Joker had overpowered personnel there and was causing havoc, creating super-drugs which allowed him to become an superpowered beast. Batman did everything he could but Joker ended up escaping along with supplies of the drug "Titan", which ultimately failed to give Joker super-strength.

In *Arkham City* The Joker, and all the other criminals that were located in prisons around Gotham, have been relocated to a new super prison ("Arkham City") in a sectioned-off part of Gotham City; the warden of the city being Hugo Strange; an old foe of Batman.

In *Arkham City* the player starts off as Bruce Wayne who is captured and thrown into Arkham City while he is giving a press conference about the dangers of having such a big prison right in the heart of the city. It isn't long before you are suited up in the traditional Batman gear and whizzing around said city.

Right off the bat, Batman becomes acquainted with Hugo Strange, the man responsible for his incarceration, and also a man who knows Bruce Wayne's secret

identity. Strange hopes his plan, named *Protocol 10*, will reveal Batman's true identity and make him a hero. The game-player, is given the task of investigating and trying to foil the demonic plot.

The player discovers that not only is Joker working with Strange but that Joker is indeed dying from all the Titan he pumped into his body. The Joker reveals he has poisoned Batman and the whole of Gotham City; forcing the player to now find a cure before he and the rest of Gotham perish.

The entire game takes place inside Arkham City — a massive environment —



which the player is at liberty to explore. The player travels around the city by using the grappling hook to launch Batman off buildings and then glide around with the Bat Cape making it a fast paced experience.

All *Batman's* classic foes are present, from the Joker to Mr Freeze to the mad Harley Quinn. However with so many characters put into the game it does feel as if they are not as well developed as they should be which can detract from the overall experience.

The visuals in the game are nothing short of stunning. The buildings look amazing and are designed perfectly. Batman himself looks like the real thing with the suit containing all the bells-and-whistles it does in the comics and films; I love how the suit slowly deteriorates as the game progresses and Batman is constantly attacked. The dark, hazy back-

grounds, and the constant, perfect snow fall, give the game a complete *Dark Knight* look which fans will appreciate. The cutscenes are also even better looking and look like a real Batman movie.

The sound is even better with the crisp combat sound effects and the fantastically timed music coming in at just the right moments. The character voices are also top notch.

The gameplay lets the game down in some way as it can sometimes get repetitive and stale but is still fun and action-packed none the less. The player can use combos and counterattacks, along with all the gadgets and gizmos Batman is armed with, to take a countless number of bad guys down.

The player needs to gain experience points by taking down enemies and completing challenges to level-up and unlock special combo moves, gadgets and suit and armour upgrades.

Apart from the main story missions, the player has the option to complete equally fun side missions and unlock *Riddler-trophies* to gain access to even more content. Batman is equipped with a detective mode view which allows you to solve the puzzles and scan evidence to help you with your tasks and missions. The game has plenty to keep you entertained for hour after hour.

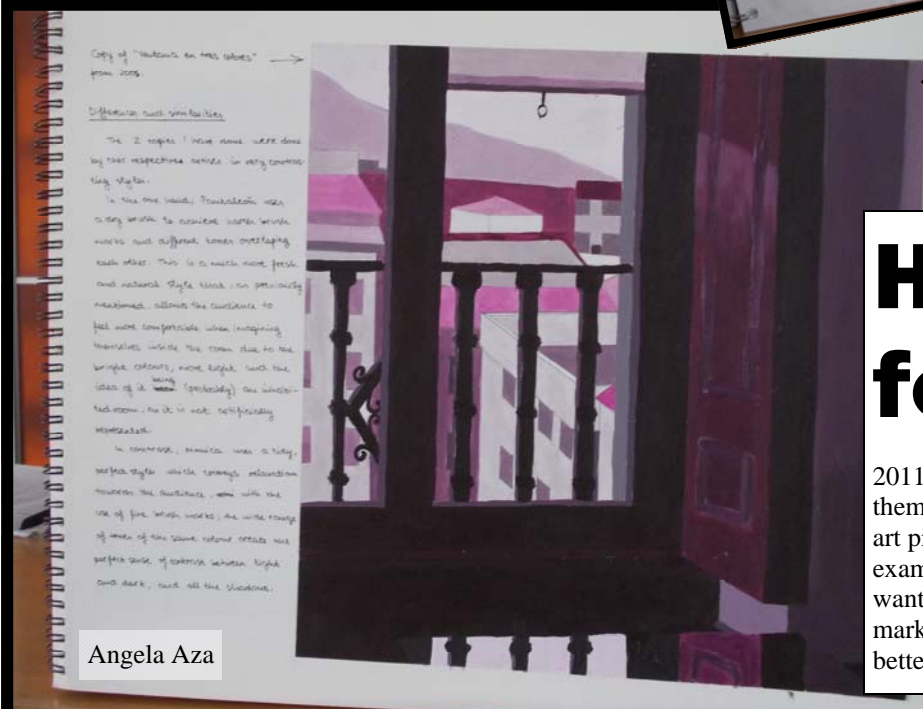
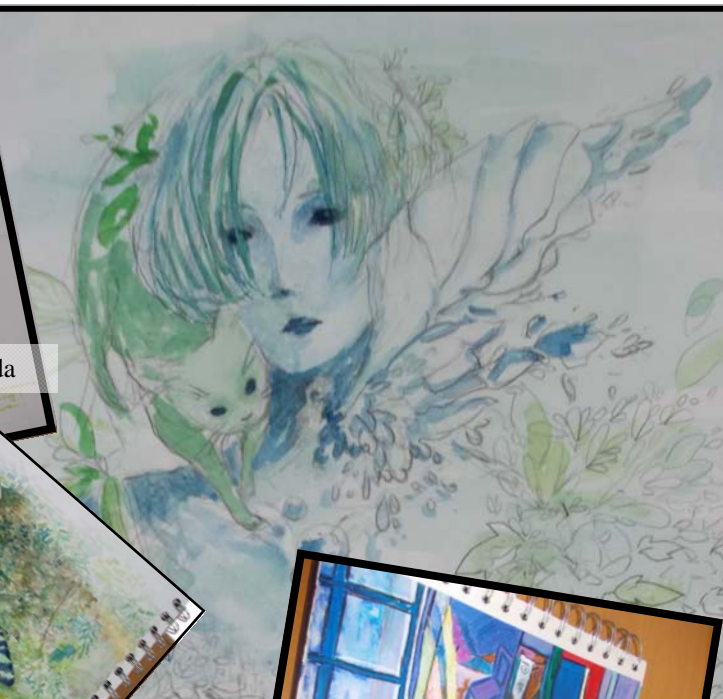
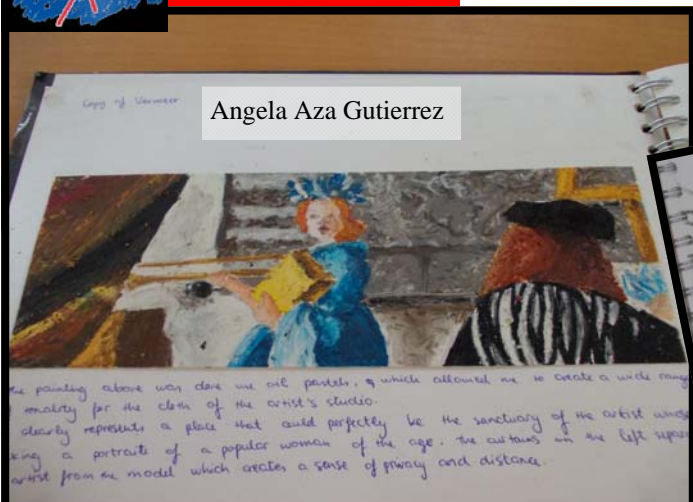
***Batman: Arkham City* is a fantastic game that is a must play, not just for Batman fans, but for anyone looking for a fun, enjoyable game. The story keeps you hooked from the moment you pop in the disk; the graphics and sound are outstanding and the gameplay — while being repetitive at some points — is still very well done; all in all, a polished game.**

Ratings

9.0 graphics
9.5 sound
8.0 lasting appeal
9.0 presentation
8.0 gameplay

9 /10

Crazy fun



Hard art to follow...

2011 A Level students have a challenge ahead of them if they want to top last year's A Level A2 art pieces, which were recently returned from the examiner. Ask Mrs Philipson-Brown if you want to know which pieces achieved the best marks, and how to match, — or even how to do better — last year's grades.





2nd ISSUE!

Key stage 2 update!

The Y6FG class assembly about mathematics was enjoyed by the Y6FG parents, along with everyone in KS2 and infants on Friday 28th October.



The KS2 Amagüestu assembly on Thursday 27th October.



The winners of the KS2 Natural Collage Competition standing beneath the Community Tree, the handy work of all the children in KS2. The winners: First: Clara Y4IH, Vikings (20 points), Second: Jacobo, Y3JM, Egyptians (15 points) and third: Laura, Y6FG, Romans (5 points).



A huge number of children participated in the second KS2 Inter - House Limbo competition, organised by Mrs. Waugh and Miss Bueno. The competition took place during the KS2 assembly on Friday 21st October and proved to be extremely popular with both participants and spectators. The competition was very tough but the eventual winner was José in Y6FG. The points for the KS2 Limbo

competition: Vikings 14, Greeks 12, Romans 8 and Egyptians 2.





Post 16 students visit Royal Society



YEARS 12 and 13 were invited to the inauguration of the exhibition about the Royal Society, winner of the 2011 Principe de Asturias Award for Communication and Humanities. The Royal Society is the oldest scientific organisation in the world and its mission is to divulge scientific knowledge to the public worldwide.

We were shown around the exhibition by the curate, who explained the exhibits and the relationship of science with some other aspects of human life, such as politics, technology, society, etc. The exhibits included the first microscope ever, as well as a lock of Newton's hair! There were also some exhibits about famous Spanish scientist who have been members of the Royal Society, such as Bellido, Ramón y Cajal and Severo Ochoa.

Eva's report on:

CHINESE CLASSES!!



IN THE ESA, WE THINK it's important to have a variety of languages in our lives. That's why, in addition to learning English and French, the school offers the extra-curricular activity of learning Mandarin Chinese.

Mondays

For Year 2s to Year 4s.

From 16:45 to 17:45.

There are 17 pupils on this day.

Wednesdays

For Year 4s onwards.

From 16:45 to 18:15.

There are 16 pupils on this day.

Some say Chinese will be a vital future language because of the world economy.

It's good exercise for the brain.

Some reasons why you should learn Chinese:

About 20 Spanish universities have begun offering Mandarin. Chinese lessons.

It's not as difficult to learn as some people think, the syntax is simpler than English or Spanish.



Students share stories

Eduardo has been learning English from Pulitzer Prize winner Ernest Hemingway, and his half term assessment was to write a story using the great writer's techniques. Here is his story:



The Boy and the Event.

He was just a little boy who liked to play football in the sports hall and since he had been at the school for a year now he decided it was time to have a walk around and explore.

First, the little boy went to the I.C.T room. He could hear Mr Coleman typing away on the keyboard and could hear the noises the computers made when they were working hard.

Next, he went into the bathrooms where he could smell the poo, he could hear the water flushing as the urinals were being cleaned and he heard the water falling out of the taps.

The little boy continued his journey to the dining room. He smelled the bread and the yoghurts and heard the cooks shouting the menu, "Today we're going to cook spaghetti!"

After the dining room, he went to the playground. Pupils were running around. He could taste the nature and he could hear how the wind moved. The pupils shouted loudly.

The boy wandered to the office where Aurora and Antonio were working. He could hear the phone ringing and the Headmaster singing.

Going down the secondary corridor, he saw a few pupils being punished in Mr Lewis' class and Mr Lewis was shouting at them, "In a detention you cannot talk! Who do you think you are to disobey the rules? Now, you have triple detention!"

He got to the door that is at the end near Mr Daniel's class. He opened the door but he didn't see anyone, he only heard Rebecca singing in the next classroom. But then he also heard Mr Ayling, "Plenary, plenary time. Write three things that you have learned this lesson."

Meanwhile, he carried on his journey. He saw a few teachers correcting exams and doing other things. One of the teachers said, 'I'm wasting a lot of red pen on all these mistakes students do!'

Suddenly, the little boy remembered everything; the things he usually did, what his friends looked like. He was tired so he went back to the beginning, to the sports hall.