

# Village NewsFlash

St. Patrick's Day Artwork  
by Rylee Tenuta

A Village Elementary School Publication | <http://village.gorhamschools.org> | March/April 2016

## MARK YOUR CALENDARS

April 6 Early Release  
April 18 Patriot's Day  
April 18 – Apr. 22 No School  
Apr. 26 STEM Night 5:30-7:30pm  
May 4 Early Release  
May 30 Memorial Day / No School

Please welcome our newest  
Village NewsFlash Staff Members



Elizabeth W.

Sam L.

Ella B.

## Village NewsFlash Staff

Jodi Mezzanotte, EDITOR

DaraLyn McColl, GENERAL MANAGER  
PUBLISHERS

Joseph Vetterline & Kevin Luo

DESIGN PRODUCTION

Brooke Gerry & Elizabeth Willette

ART FEATURES

Amelia Connor-McCoy & Rylee Tenuta

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Ella Bethany, Kevin Luo,

Trevin Macomber, Brooke Gerry,

Rylee Tenuta, Madeline Downey,

Amelia Connor-McCoy, Rylee Tenuta,

Patrick Cyr, Peter Wu, &

Joseph Vetterline

Comics Creator

Joseph Vetterline

PHOTOGRAPHERS

All 5th graders on staff



By Brooke Gerry

The Village Elementary School Spirit Store is officially open for business on Mondays and Fridays from 8:30 a.m. to 9:10 a.m.

Village Elementary School is committed to a “real world” experience for students and the Spirit School Store is a “real world” business learning opportunity and connections which is proven to help them learn and remember what they learn by providing hands-on learning skills such as cost and profit, customer service, making change with real money, planning through ordering and buying merchandise, working with other students running the store, marketing and sales, practicing real world math skills and instilling community service. Items found in the school store are notebooks, pencils, rulers, and a variety of items with our school logo.

The Spirit School store's proceeds will be

donated to a local charity of the 2015/16 5th grade class choice and by selecting a project to benefit current and future students of Village School, leaving their kindness behind. The remaining portion of the proceeds are used for operating costs for Village School's future business learning experience.

In addition, our Village Staff is supplied with behavior rewards known as “WOW Bucks” that are distributed at their discretion to students who show leadership, make good choices and are caught following the Code of Conduct. Students awarded Wow Bucks may spend them in the store during business hours.

The School Store is off to an exciting start! During our “soft opening” on 3/18 we managed to sell \$8.40 worth of goods and redeemed 12 WOW bucks and on Monday, 3/28 we sold \$14.75 worth of goods and redeemed 53 WOW bucks!

## Science

Idexx Scientist

Worm Bins

Weather WMTW

Macro-invertebrates



Science



Technology



Engineering



Math

# S.T.E.M

VILLAGE & NARRAGANSETT

Tuesday, April 26, a 2016

5:30 p.m. to 7:30 p.m.

## Tech

Breakout Edu Game

Remote Blood Sugar Monitor

Robot Throwing Balls

Veterinarian Tech



## Engineering

Build a Piston Structure

Snap Circuits / Projectiles

Red Cup Challenge



## Math

K-2 EDM Games

Modular Origami / Geometry

Tower Building



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## Village Elementary Travels the World School-wide Interactive Geography - By Madeline Downey

At Village Elementary School, we help educate students in a fun way that really gets across: a guessing game. A fifth grade student videotapes students giving educational geographic clues about a country for the week. If students get it right, they get an eraser of a part of the globe. Students enjoy the fact that they get a prize, and teachers enjoy what they benefit from watching the clues, including latitude and longitude, languages that they speak, fun facts, and more! The students who are giving the clues are all 5th graders from Village who are on the newspaper team for this school. Each day, the classrooms watch the videos posted for the week. The students chosen for the week video in front of the giant map in the halls. Our mentor, DaraLyn McColl, will load it onto our blog on the school website, where teachers can click on the videos so their students can view them.

Why do students love having to guess the country? I have found two main reasons: First, they love the fact that it is a game, and the small students don't even know they are learning! Second, it is not forced, so students tend to like it a lot more than if they were studying about the country. Because it's a game, students pay attention more, and will learn some things that most kids don't learn about countries until older grades, and even early middle school. Some students are expected to know about a country, so the videos help them learn if they are studying that one. A student that works with me says that "It really teaches kids about different countries and their traditions and languages, customs and standards, and it is really fun for the kids, especially to try and figure it out." The countries have ranged from Iran, to Madagascar, to Cuba! The facts are found by the the students, but they can't be too hard, because even the kindergarteners love it!



photo credit: <http://www.history.com/topics/st-patricks-day/history-of-st-patricks-day/pictures/st-patricks-day/usa-holidays-saint-patricks-day-chicago-river-2>

## St. Patrick's Day

By Elizabeth Willette

Many people think that St. Patrick's Day is all about catching the Leprechaun to get his gold. It's not! St. Patrick's real name was Magonius Sucatus Patricius. I know, who would name their kid that? But it was the name he was given.

He was captured by Irish Raiders when he was 16 and he became a Catholic during his

time in Ireland, where he became a priest and worshipped God and is now known as the patron Saint of Ireland. St. Patrick converted the Irish to Christianity in the mid-5th century AD. Many exaggerated stories surround this mysterious figure, including the claim that he rid Ireland of snakes.

Today, many people have parades in his honor and eat the Irish food corned beef and cabbage.

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## Odyssey of the Mind Results

By Patrick Cyr

Odyssey of the Mind is a great problem solving competition. It is a fun way to meet new friends and work with friends you may not usually work with. Odyssey is WORLDWIDE. If you get 1st, 2nd, or 3rd at the Regional Competition then you move on to compete at State Finals on April 2nd.

Three teams from Village competed at Regionals and one team (K-2) presented at the Primary Tournament in March. Two of those teams will move on to compete at State Finals. If awarded 1st or 2nd place at the State competition they could move on to compete in World Finals in Ames, Iowa.

Last year there were 7 district teams from Gorham Schools and this year we had 10 teams. Maybe next year we will have even more. Even if you don't play any sports or team activities you might like Odyssey because you have a chance to work with kids you don't normally work with. You can visit the Odyssey of the Mind website to learn more about Odyssey. Visit the S.A.I.L. website and see Odyssey Updates at

<https://sites.google.com/a/gorhamschools.org/sail/home>

Village students participating in Odyssey include: Tech Team - Patrick Cyr, Peter Wu, Sam Larkin, Kevin Lou, Grace Johnson, Madeline Downey and Makenna Wheeler. Performance Team - Gabe Badeau, Aiden Lee, Brooke Gerry, Winnie Dubail, Lucy Dubail, and Evelyn Rush. Vehicle Team - Samuel Parenteau, Trevin Macomber, Ethan Castonguay, Jackson Bassard, Joseph Vetterline, Abby Rosingana, and Riley Lopez. Primary Team - Rorey Pigeon, Tucker Curtis, Sawyer Wheaton, Sydney Nauman, Libby Springer, Lily Beardsley, and Alek Nauman. The Village Tech and Performance Teams will compete at State Finals in Biddeford on Saturday, April 2nd. If you see these students, make sure to wish them luck! And although you cannot sign up for Odyssey this year you can come down to room 51 to ask for information in the fall and compete next year.

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## Dahlov Ipcar

by Amelia Connor-McCoy

Dahlov Ipcar is a nationally known artist who lives in Maine. Her parents were both artists and you can see all three of their works at the Portland Museum of Art. Their names are William and Marguerite Zorach



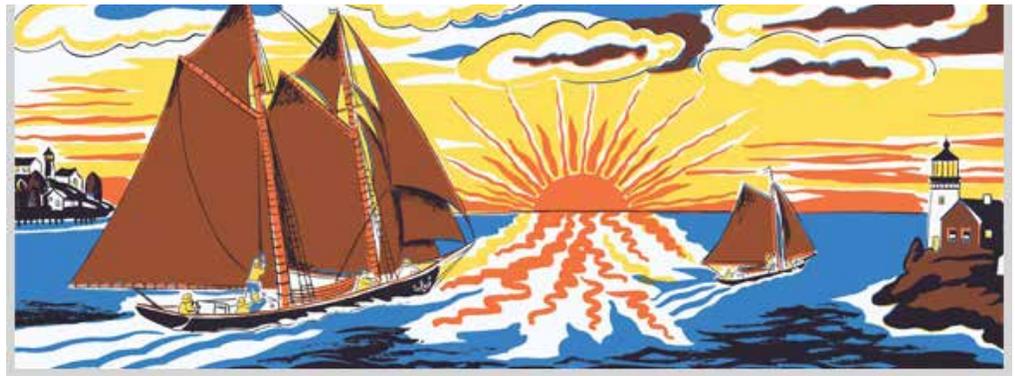
Mrs. Ipcar was born on November 12, 1917. Yes she is still alive. I'm reassuring you of this because some of you may have done the math and realized that she's 99 years old! And she still paints everyday even though she has lost most of her eyesight.

Mrs. Ipcar grew up in Greenwich Village, New York and began painting at a very young age. Soon after being married to Adolph Ipcar in 1936, they moved to her parents farmhouse in Georgetown, Maine and began a farm of their

own. She still lives in that very same farmhouse even after Adolph died in 2003 at 98 years old.

Mrs. Ipcar has also written and illustrated many children's books such as "The Cat at Night," "Hardscrabble Harvest," and "My Wonderful Christmas Tree" but she is probably best known for her paintings of animals which are full of movement, color and patterns.

She has left her talented touch in the town of Gorham as well. This year Narragansett Elementary School celebrates its 35th Anniversary and its main hallway is a beautiful Maine Animal mural painted by the wonderfully expressive Mrs. Dahlov Ipcar.



The Little Fisherman written by Margaret Wise Brown, illustrated by Dahlov Ipcar. Re-issued in 2008 by Islandport Press. photo credits: www.maineboats.com

## Georgia O'Keefe

by Rylee Tenuta

Georgia O'Keefe was an American artist born in Sun Prairie, Wisconsin in 1887 on November 15th. She had six siblings, four girls and two boys. Her parents were both dairy farmers.

At the age ten, Ms. O'Keefe decided to become an artist, and after graduating high school in 1905 she traveled to Chicago, Illinois to study painting at the Art Institute of Chicago.

In 1907, she went to the Art Students' League in New York City where she studied with William Merritt Chase, and in 1908, she won the League's William Merritt Chase still-life prize for her oil painting "Untitled" (dead rabbit with copper pot). The prize was a scholarship to the league's outdoor summer school at Lake George in New York.



A Portrait of Georgia O'Keefe by Rylee Tenuta

After many years of education at different universities she made annual trips to Lake George. She created her first huge flower painting in 1924, "Corn, Dark, I."

Georgia O'Keefe was inducted into the National Women's Hall of Fame and received 10 honorary doctorates.

In 1972 she could hardly see at all. She completed her final unassisted oil painting in 1972, and worked unassisted in watercolor and charcoal until 1978, and in graphite until 1984 when she moved to Santa Fe. Georgia O'Keefe died on March 6, 1986 in St. Vincent's Hospital in Santa Fe.



"Corn, Dark, I" -Georgia O'Keefe photo source:www.reproduction-gallery.com

## VES Student ART

by Rylee Tenuta



Student: Nara  
Class. Mrs. Topchik  
Grade. Kindergarten  
What inspired her. "My favorite shape is a heart and those were my favorite colors"

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## The TechBeat

by Trevin Macomber



This year's First Robotics competition is Strong Hold. Our local High School has a team of students that have been working hard to complete a robot within a 6 week time period. "Stronghold" is a Medieval themed arena where the Gorham High School team's robots have to open Portcullis (a castle gate). Cross Cheval de Frise (4 tilted platforms that rotate), Moat (a channel with water in it), Ramparts (two steel ramps facing in opposite directions), Sally Port (a door that can only be opened from one side), Draw Bridge (like the Sally Port but swings down instead of out), Rock Wall (a platform with an approx. 4 inch bump all the way across), Rough Terrain (like the Rock Wall, but only a bunch of smaller bumps that are up to 3 inches high). To view and learn more go to <http://www.firstinspires.org/> for the home page or <https://www.youtube.com/watch?v=VqOKoHJDjA> to watch a 3 min clip about the field.

The Gorham team 172 Northern Force was in an alliance with teams 3,146 and 1,153. They got into quarter finals which is double elimination. Double elimination means if they fail twice their out. The alliance 3,146 lost round 1 and 2 156 to 101 and 154 to 112. They are on to another competition so stay tuned for the next update in The TechBeat!



## Science - Bloop

by Kevin Luo



In 1997, the Bloop was a loud, ultra-low frequency sound that was heard at listening stations underwater over 5,000 km apart, and one of many mysterious noises picked up by the National Oceanic and Atmospheric Administration (NOAA). Over the years, suggestions have been made that the Bloop might have been the sound of an unknown animal due to the "organic" nature of the noise suggesting that the Bloop was a great unsolved marine mystery.

Today, the NOAA is pretty sure that it wasn't an animal at all, but that the sound is that

of the cracking of an ice shelf breaking up from Antarctica. "Nearly all sounds can be attributed to major sound categories; geophysical (submarine volcanoes or earthquakes), weather (storms, waves, wind), anthropogenic (ships, airguns), ice (sea ice, iceberg groundings), and animals (cetaceans, fish)." says Robert Dziak PMEL/NOAA EOI Program Professor CIMRS - Oregon State University

## A Tisket a Tasket VES Delivers Baskets

to the Center of Grieving Children



HOUR  
OF  
CODE

by Rylee Tenuta and  
Madeline Downey

Hour of Code is a new  
and fun way to experi-  
ence technology and fun

- all at once, while making your own games, mazes, paintings, and more. All you have to do is sign up! Just type in your username and password then you're good to go!
- Spend countless hours working on making your story. There are hundreds of different levels that you can unlock. Then don't forget there are different difficulty levels so you can make your level just right for you.

Check it out online at  
<https://hourofcode.com/>