

ALL SCHOOL PICNIC

1. Ryan Lueth enjoys a nice lunch with his friends Jordan Axtell, Keegan Lamparek, Nolan Kuntz, and John Cooper at the picnic on May 15.



2. Adam Holcomb and Drew Keller photo bomb a picture of juniors Emma Cochrane, Lexy Kroeger, Kate Lynott, Courtney Maddocks and Morgan Melchert.



3. Freshman Gabe Golberg dives for the ball in a game of four square.



4. Brandon Fishbein and Kaige Sneed are caught on the computers.



5. Aaron Barnhart and Sam Krapfl go head to head in a chess match.



6. Shae Banwart, Haley Baker, and Kelsey Shady add condiments to their hotdogs.



7. Taylor Hartman grabs a hamburger in the food line. The burgers and hotdogs were grilled by principal Steve Brand.



By the Numbers

25 - Pounds of chocolate chips in cookies

Students and staff served - 470

18 - People watching "Frozen" in Mrs. Massey's room

Number of candles required to make a Wii sensor bar - 2



Dancing it up: Juniors Renny Klein and Haley Smith and freshman Emily Tvedt match each other in the Wii game Just Dance. Photo by Gabby Kolker.

How did you spend the picnic?

"I was hanging with my best friend, Levi Williams and Sam Marshall and we played some dodgeball."
-Dylan Pitts '15



"I was playing Just Dance and talking with my friends in Mrs. Appley's room."
- Jenna Baumler '17



"I walked around with Victoria Martin (right) and watched four square and 'Frozen.'"
- Annah Vesely '16



"I was in the art room finishing my project and hanging out with Mr. Sotillo."
- Mallory Roudabush '17



Wii figured it out: candles as sensors

By Sarah Boettcher

During the All School Picnic, the Wii game, Just Dance, was on in science teacher **Alaina Appley's** room, but she didn't have ordinary sensors for the Wii remotes. Instead, she had two candles set up in front of the television. While playing Just Dance, the lit candles worked as a sensor with the two lights it gave off.

"I was confused," **Kelbie Eskelsen** said. "Why are we lighting candles?" she thought when she first went in and saw them. Kelbie did a few dances in the game, and the sensor worked for her. "I didn't have any issues, and it

worked just like a normal sensor would," she said.

Junior **Haley Smith** had a Wii with a broken sensor bar, and when she brought it in for the All School Picnic she and Mrs. Appley worked on a solution to the sensor bar. Mrs. Appley talked to her husband for advice on the situation.

"I knew that for a Wii the controllers are the part of the set-up that communicates with the console, a sensor bar is simply two infrared lights, so I asked my husband if he knew a way to work around it," Mrs. Appley said. "He said any thing that emits infrared would work. Infrared is radiation

associated with heat."

Mrs. Appley explained that she and Haley tried flashlights, but they were inconsistent because the temperature in the room changed. They Googled other solutions, one being candles.

"The idea is that the controller looks out and sees the two sources of infrared radiation (the candles or sensor bar) and uses it to orient itself in 3D space," Mrs. Appley said.

Mrs. Appley doesn't know if candles work as a sensor for other consoles, but it seemed appropriate that a scientific solution was found to play Wii games in the science lab.