



PURPLE SUN

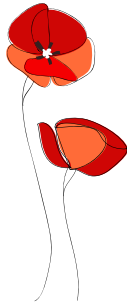
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COVER DESIGN
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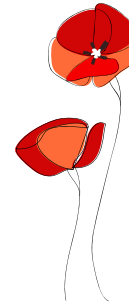
May We Remember- Veterans related to LCHS

The Purple Sun team would like to thank and honour veterans related to LCHS. We have asked students to fill out a form if they are willing to share a name and/or story of a family member who has served in the military.

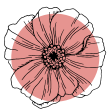


Lest We Forget.

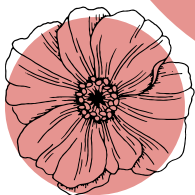
**Peter Krasko
Jerome Cousineau
Douglas Henry
Jonathon Dunbar
Dave Cunningham
Archibald Callahan**



My great-grandpa Cousineau (Jerome Cousin) had fought in World War II from 1941, till an unknown year when he was honourably discharged. He had specifically fought in the invasion of Italy and has told many stories from his time overseas. My favourite is the one where he describes crossing enemy lines with the hope to steal food, ammunition, and blankets, to his surprise the Germans were just as worse off. No food. No bullets. No clothing. So Jerome Cousineau would then return to safety empty-handed. Jerome was also a tank driver. This is a story about his last time driving a tank. He was with his whole unit and all he had to do was avoid land mines because to drive over a land mine would mean death for everyone in his unit. My great-grandpa drove very carefully with what felt like the weight of the world on his shoulders, but it was not enough. He hit a landmine. Killing everyone in his unit. Except himself. Great-grandpa Cousineau was admitted into the hospital and later dismissed with an honourable discharge for his service. Jerome was one of few who were lucky enough to survive the war and return home. I am also very lucky as I was able to meet him and talk with him before his death in 2012.



Dave Cunningham was a World War I veteran who had been injured a few times. One significant moment in David's service was when he was shot above the heart, but the clasp of his suspenders had saved his life! Even more interesting, David hadn't yet met my great-grandmother, so he didn't have children. If he had died, I wouldn't be here today! It would've been a totally different story if he decided to wear a belt that morning, instead of suspenders. Phew!





The Corner Café - Featured Creative Writing

For the Love of Writing: A Limerick

I dislike writing immensely,
As a fear of low grades grips me
intensely,
My writing cannot progress, for I
halt
Out of dread that I will be at
fault.
So now my pile of work stacks on
rather densely.

The Song of the Sinner - A Free Verse Poem

A mere sinner, am I.
Perhaps I am an intelligent human being, with grades to
prove so.
Perhaps I was an athlete,
With my athlete's body.
But I'm the walking encyclopedia.
A know-it-all? For shame!
If I know you're wrong, I'll tell you so,
Be sure of that.
You know, actually, bears don't hibernate.
They don't lower their temperature and heart rate enough.
Bats do though. They hibernate.
Funny isn't it, some of our most ingrained ideas about the
world are wrong.
But I knew that. Did you?
Perhaps not, but that's not something that matters.
Well, to me it matters.
It does.
But it shouldn't.

Here she comes!
Lucy! Oh, the world's greatest fussbudget indeed.
Her shelves are full of her proud trophies, standing there,
Proclaiming her the world's pickiest, fussiest girl.
Oh, wait. That's me.
And I need this done! Now!
Then Go Away!
Oscar the grouch is hardly grouchier than me. On the rare
occasion, I'm a morning person, but
Normally I'm worse than he.
Even Shylock would balk at my stinginess and coldness!
Cold he may be, but colder am I.
From a distance my life may seem put together, but
It is not.
My sense of what ought to be done, and isn't,
Leaves me miserable to be around.
Especially don't come near the bear if she had a poor
sleep!
I am like the little spider, seemingly making a beautiful web,
And using that beautiful web to drain the world of blood.
Bloodsucking little beast.
My pickiness and moodiness can overcome me.
They do indeed. But I can become better. I can work hard
to become a better person.
I know I can. After all, I am a know-it-all.
So who should know but me?





Cliffhanger Ending - Anthony Maclsaac

After we jumped down the gloomy cavern, our eyes adjusted to the darkness. We grabbed the air, until I felt a limb prevent us from plunging down into the river. The water was an endless, mysterious pool of blackness. We seemed to be stable at the moment but that could change instantly. Our situation was dire.

Suddenly, the ground disappeared beneath us. As we fell, I lost my grip on Toby and went under the pitch black water. When I finally resurfaced for air, I looked around and called out for Toby and Zee.

"TOBY? ZEE? WHERE ARE YOU GUYS!?"

There were a few minutes of silence before I finally heard a response.

"Alex, over here! I found some solid land. Can you try and swim towards me?" I yell.

I was so relieved to hear a voice - I knew someone was alive. I could see Zee standing on the riverbank holding his hand out towards me. I started to swim towards him. Towards safety.

Once I got to Zee, I grabbed his hand and he pulled me to the surface where, in between breaths, I gasped "Hey, it's good to see ya!"

I looked around and realized Toby was nowhere to be seen.

"Where's Toby?" I asked.

Zee was looking at me with a solemn expression. I understood instantly. I thought to myself, 'I've lost too many friends because of this damn prison!'

I couldn't believe Toby didn't make it.

We took inventory of our supplies for the rest of the way. We needed to move quickly.

Blacksuits were going to be after us soon. The other thing that worried me was that Gary was probably already ahead of us further down the tunnel. Was Gary going to trigger the explosives we set before we got through or was he just going to leave us behind? It would only matter once we get further down the tunnel.

After a few hours of walking, I felt a sudden breeze - refreshing, clean air.

Zee asks "Hey Alex? How's the taste of knowing that we beat the Furnace?"

I started to smile but quickly stopped. I remembered what happened to Toby, Donovan and Monty.

Monty said earlier, "if they catch you, don't forget your name."

Whatever they did to him, will happen to us if we get caught.

"We should probably get going. We don't want to be here too long since Gary left us behind.

He might already be captured and ratting us out." Zee and I hoped that this path was our way out of the Furnace, but after a few hours, our hope dwindled. This path was gonna lead us nowhere. But I had to keep going. I made a promise to Donovan and I intend to keep it.

As we headed up the path, our exhaustion quickly caught up to us. I stopped and suggested that we rest. Zee nodded in agreement. We turned off our headlamps and set down our equipment in order to rest. Along the path, we found some rocks to sit down on. The break was much needed.

Shortly after resting, I started to hear noises from the path along the cliffside we came from. I thought it was the river, until I heard a blood curdling scream.

Gary.

It was then that Zee and I saw lights and heard gunfire. I jumped up and ran at Zee, yelling, "RUN ! They're here!"





Cliffhanger Ending- Anthony Maclsaac

We ran as fast as we could, only to find ourselves at a dead end. Behind us, the Warden's cane was tapping on the rock path as his men loaded their rifles.

We stood still, facing the wall until we heard the Warden yell "Turn around!"

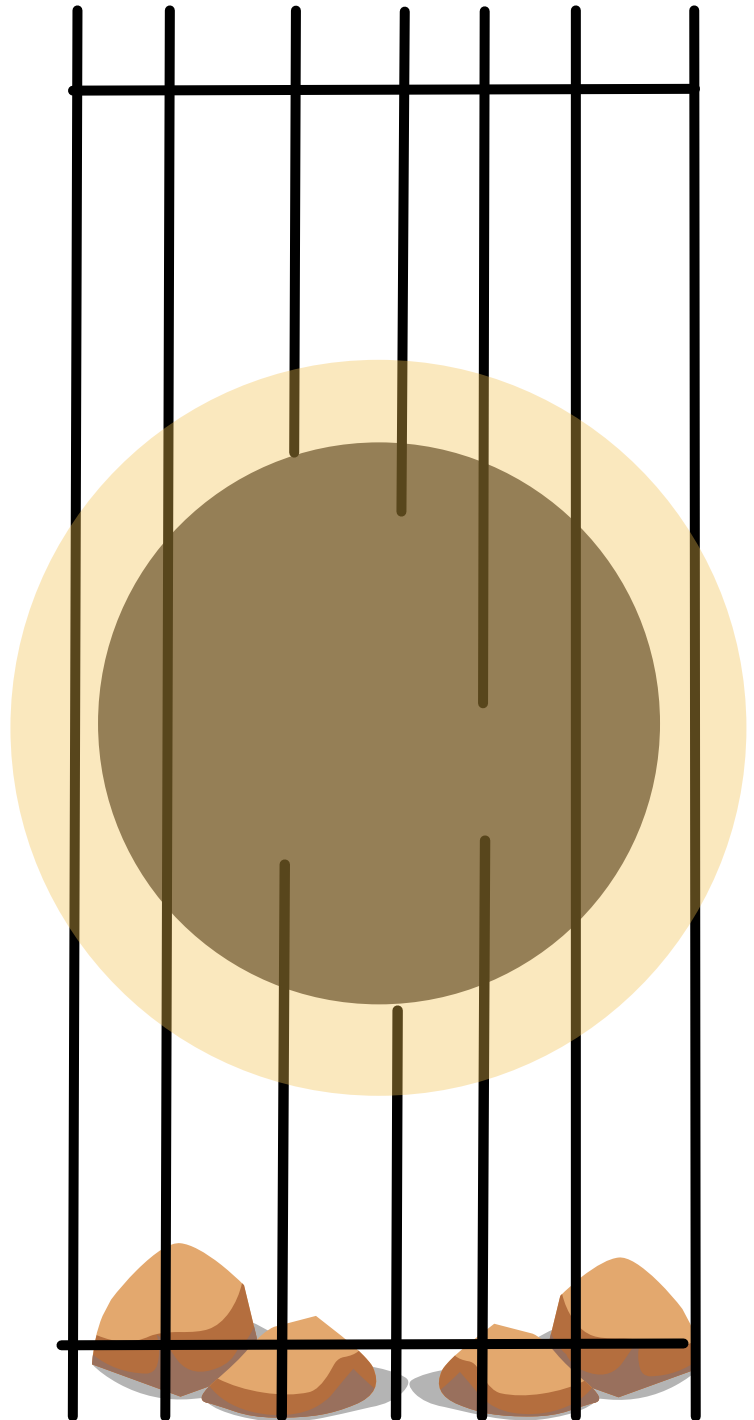
We turned around to see all the Blacksuits aiming their weapons at us.

The warden started to walk towards us, "Well, what a surprise. You two started a lot of trouble, blowing up the prison tunnel, killing Moleface and attempting to escape. I had to chase you down!" Two Blacksuits circle behind us, binding our hands before we start towards the Furnace.

As we got closer to the tunnel, I eyed a Blacksuit's rifle. I looked around to see if anyone was noticing the escape plan conjuring in my mind. I look at Zee and he notices my scheming and mouths "No". I ignore his warning and run towards the rifle. As I run towards the rifle, the warden notices and uses the top of his cane to knock me out.

When I wake up, we are back in the Prison. Damned Furnace. However, we aren't in a cell. We are in the hole that Donovan had spoken of. A sudden clunk at the top draws both of our attention.

"Welcome to the Hole, gentlemen. Oh, and if you try to escape again, I won't be so forgiving. Next time, you will leave in a body bag. So, enjoy your stay." he chuckles as the hatch closes, leaving us trapped in the dark pit. The only sound we could hear was the warden's wicked laughter echoing throughout the walls...





Minecraft 1.17.1 Update - Dasha Naidoo

Have you ever tried to add birthday candles to your cake because nobody showed up to your birthday party? Well, now you can! In the Minecraft 1.17/1.17.1 updates, an abundance of new features were added to the beloved game of 2009.

Some fixtures that were made during the 1.17.1 update:

- Cauldrons in a snowy biome collect falling snow at 2x the speed
- Blue axolotls are only obtainable through breeding
- 'Drowneds' (Zombies found underwater) have a higher chance of dropping copper ingots
- Players can now get screaming goats through breeding
- Classical Chinese is a new addition to the language section (accessible when pressing the "esc" key).
- Zombies, husks (sand biome zombies), villager zombies, and 'drowneds' (zombies underwater) do not pick up glow ink sacs anymore
- Axolotls don't try to leave the water
- Emerald and diamond ore generations are reverted back to how they were in 1.16.5. For Java, the glitch in the spawning of the diamonds in 1.17 was fixed. For the Bedrock edition, the bug that made diamonds rarer was also fixed. For the Java edition, mining emerald ore would get a player 6 to 24 emerald ore per chunk. Now, the ratio has changed back to 3 to 8 emerald ore per chunk. However, the changes aren't applicable to already loaded chunks. Players will have to explore new chunks of their worlds to be able to find diamonds the old way.
- Many bugs related to mobs are fixed



1.17 was a huge update in minecraft as it started including a plethora of new blocks and mobs.

- Goats were added into the game; they spawn near cliffs and can jump up to two full blocks. Goats can be milked and become screaming goats. also ram into blocks resulting in the loss of a goat horn, which is currently unstackable and of no use so far
- Axolotls were also added into minecraft. Axolotls are underwater mobs that are currently found in narrow underwater paths but will soon be found in lush caves as well. These creatures can be put in buckets. A player can breed two axolotls using a bucket of tropical fish. Axolotls will also fight enemies underwater, as they are more agile underwater.
- Some new blocks that were added in the 1.17 update include: copper ore, dripstone, pointed dripstone, amethyst geodes, glow lichen, deepslate, moss, glow berries, azalea, and the dripleaf plant.
- Dripleaf can "shrive!" when a player stands on the block causing the player to fall through
- In the 1.17 updates, many variations of the copper block were added including: stairs, slabs, and cut copper blocks.
- Candles were also added in this update. A player is able to stack up to four candles on the same block. They can be placed on cakes, but they will break once a player starts "eating" the cake.
- The last item to be added was the spyglass. A spyglass can magnify a player's vision, like optifine. When a player uses optifine with the spyglass they can "super zoom" anywhere they desire.

