VOLUME 1- SPRING EDITION.

MARCH 9, 2025.

Gaming provides an immersive escape, enhancing creativity, strategic thinking, and global social connections among players.

Technology plays a vital role in daily life by influencing communication, work, and entertainment. **ALLAMEH TABATABAE'I**

BANTERZEN



Sports events are thrilling as athletes display their skills, while engaging graphics enhance the experience of following teams and players.



Photography preserves memories by capturing light. Photographers use skills in lighting to capture a great moment.

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Dear Readers,

It is with great pleasure that I welcome you to the inaugural edition of our student magazine.

This publication represents a significant milestone for our community, providing a platform to share our voices, ideas, and creative expressions. Every article, image, and concept within these pages is the result of the dedication and passion of our students-individuals committed to learning, personal growth, and inspiring others. Our objective is to foster a sense of unity, ignite fresh ideas, and highlight the remarkable talents and stories that make our community so unique.

We greatly look forward to receiving your feedback and welcoming your contributions to future editions. Yours sincerely,

Reyhaneh Inanly

Once upon a time, there were two siblings named Mike and Sara. They lived in a big house deep in the jungle. Mike was a funny and adventurous boy, always looking for excitement, while Sara was

The Mystery

quiet and serious, often lost in her own thoughts. One day, their parents had to leave for a long work trip by ship, leaving them alone in the house. At first, they weren't too worried, but as the hours passed and their parents didn't answer their calls, fear started creeping into their hearts. They had never known much about their parents' jobs, and the only family member who might have answers was their uncle.

Determined to find out the truth. Mike and Sara decided to visit their uncle's house. They packed some food, grabbed a flashlight, and stepped into the dense jungle. The towering trees whispered in the wind, and the chirping of birds filled the air.







esol

After walking for a while, they suddenly came across something unexpected-a massive stone wall blocking their path. Confused, they looked at each other. "A wall? In the middle of the jungle?" Mike whispered. They pushed it. They punched it. But the harder they tried to break through, the taller and stronger the wall became. Exhausted, they finally sat down, realizing that brute force wasn't the answer. That's when they noticed something-a small monitor embedded in the wall. Above it, a piece of paper was stuck, with a single message written on it: "Find the mystery."



"A mystery?" Sara muttered. "That must mean there's a clue hidden somewhere!" Excited, they searched the jungle, scanning the ground, trees, and bushes. After a long search, they found something unusual—a red pine cone hanging from a tall pine tree.

"That has to be it!" Mike said. With some effort, they climbed up, grabbed the pine cone, and noticed a code written on it: 225

They hurried back and entered the code into the monitor. Instantly, the wall started to disappear, piece by piece, fading into thin air. Just when they thought the way was clear, something strange happened-the wall began reforming itself, but this time even bigger and thicker!

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TO BE CONTINUED...

Mike's mind raced. Then, he had a brilliant idea. "Wait!" he said. "The harder we push, the stronger it gets… What if we do the opposite?" Sara frowned. "What do you mean? If punching made it bigger, maybe a tiny, light movement will make it weaker!" Hesitant but hopeful, they both gently tapped the wall with their fingertips. Suddenly, the wall wobbled. They did a small flip, barely touching the surface-and the wall shrunk down to the size of a small door. they stepped over it easily. "This was no ordinary wall," Sara said. "It was testing us." Mike grinned. "And we passed." With the path now open, they continued their journey, determined to uncover the secrets their uncle had been keeping from them…

> DEAR READERS, YOU CAN PROBABLY IMAGINE HOW THE REST OF THE JOURNEY UNFOLDS...



RELATED CHALLENGE:

1-WHY DID MIKE AND SARAH DECIDE TO LEAVE THE HOUSE?

2-WHAT WAS THE MASSAGE ON THE WALL



SPORT

YOU LIKELY ENJOY VOLLEYBALL, BUT SURPRISINGLY, NOT WHEN IT COMES TO USING YOUR HANDS...

THE BOSSABALL GAME IS PLAYED BETWEEN TWO TEAMS, EACH CONSISTING OF FOUR PLAYERS. THE OBJECTIVE IS FOR A TEAM TO GROUND THE BALL ON THE OPPONENT'S SIDE OF THE FIELD. A NET SEPARATES THE TWO FIELDS, AND ITS HEIGHT CAN BE ADJUSTED BASED ON THE SKILL LEVEL. INCLUDING PROFESSIONAL. INTERMEDIATE, BEGINNER, OR CHILDREN'S LEVELS. PLAYERS MUST AVOID TOUCHING THE NET AND MUST ALWAYS HAVE AT LEAST ONE PART OF THEIR BODY ON THEIR OWN SIDE OF THE NET.

> ONE PLAYER, KNOWN AS THE ATTACKER, STANDS ON THE TRAMPOLINE, WHILE THE REMAINING THREE ARE POSITIONED ON THE SURROUNDING INFLATABLES. A PLAYER FROM THE SERVING TEAM, CALLED THE SERVER, STARTS THE GAME BY EITHER THROWING OR KICKING THE BALL INTO THE AIR AND ATTEMPTING TO HIT IT OVER THE NET IN A WAY THAT IT LANDS IN THE OPPONENT'S COURT.

THE RECEIVING TEAM HAS UP TO FIVE TOUCHES TO RETURN THE BALL OVER THE NET. THESE TOUCHES CAN BE MADE USING ANY BODY PART AND MUST INCLUDE AT LEAST ONE FOOTBALL TOUCH AFTER THE SECOND PASS. THE TWO TYPES OF ALLOWED TOUCHES ARE:

VOLLEY TOUCH: A SINGLE TOUCH FOLLOWING TRADITIONAL VOLLEYBALL RULES, WHICH CAN BE PERFORMED USING THE LOWER ARMS, A SPIKE, OR A DROP SHOT. HOLDING, THROWING, OR GUIDING THE BALL FOR MORE THAN ONE SECOND IS NOT ALLOWED. FOOTBALL TOUCH: UP TO TWO CONSECUTIVE TOUCHES (KNOWN AS A DOUBLE FOOTBALL TOUCH OR DST) USING ANY BODY PART EXCEPT THE HANDS OR ARMS. FOR EXAMPLE. A PLAYER MAY CONTROL THE BALL WITH THEIR CHEST AND THEN PASS IT USING THEIR HEAD OR FOOT. A DST COUNTS AS A SINGLE PASS. AT LEAST ONE FOOTBALL TOUCH MUST BE USED IN EACH PLAY AFTER THE SECOND PASS.

RELATED CHALLENGE:

I-WHAT SEPARATES THE TWO TEAMS IN BOSSABALL?





WHAT IF YOU WERE THE LAST HUMAN BEING TASKED WITH SAVING THE WORLD FROM EXTINCTION?

THE LAST OF US GAME IS HERE.

THE LAST OF US GAME IS AN ACTION. ADVENTURE VIDEO GAME. THIS GAME WAS MADE BY NAUGHTY DOG AND WAS RELEASED BY SONY COMPUTER ENTERTAINMENT IN 2013, AND THE GAME MAKERS HAVE SAID THAT THE LAST OF US (III) WILL BE RELEASED SOON. THE STORY OF THIS GAME TAKES PLACE IN THE UNITED STATES AND ONE OF THE CHARACTERS IS ESCORT, A YOUNG GIRL. THE LAST OF US, OR ESCORT, IS PLAYED FROM **A THIRD-PERSON PERSPECTIVE.** PLAYERS CAN USE WEAPONS AND STEALTH AGAINST HUMANS WITH A FUNGAL DISEASE. THIS GAME WAS INTRODUCED ON DECEMBER 10, 2011 AT THE VIDEO GAME FESTIVAL. THE LAST OF US WON 250 AWARDS. THE LAST OF US IS ONE OF THE BEST VIDEO GAMES AND WAS EVEN ONE OF THE BEST-SELLING GAMES. ONE OF THE UPDATES TO THIS GAME MADE IT POSSIBLE FOR US TO PLAY THIS GAME ON PS4. THE UPDATED VERSION INCLUDES

DOWNLOADABLE CONTENT, SUCH AS A LEVEL CALLED ABANDONED, WHICH WAS RELEASED ON FEBRUARY 14, 2014. THE LAST OF US 2 WAS ANNOUNCED IN DECEMBER 2016 AND WAS RELEASED EXCLUSIVELY FOR THE PS4 ON JUNE 19, 2020.





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RELATED CHALLENGE:

1-How many awards has The Last of Us won?

2-Can you name some new features in the game?

TEGHNOĽOGY.

ELECTRO GLASSES

ELECTRO GLASSES ARE ONE OF THE NEW TECHNOLOGIES OF THESE DAYS. THEY CAN MAKE US TO SEE BETTER THINGS. ELECTRO GLASSES(E-G) ARE USUALLY FOR OLD PEOPLE. THEY CAN SEE BETTER THINGS. OLD PEOPLE'S EYES ARE NOT REALLY GOOD FOR SEEING AND BECAUSE OF THAT THEY USUALLY USE IT. BUT BECAUSE THE E-G IS VERY EXPENSIVE JUST SOME OF THE RICHES OLD PEOPLE CAN BUY IT.

EEG sensor

Wireless integrated circuit (Motion/ UV sensors)

UV-responsive/ Color-adjustable

3 cm

RIDDLE STATION

BY USING YOUR INTELIGENCE GUESS THE WORD?



Canva

CRIME SCEWE - DO







 $+ \mathcal{O} = 2$

which of these owl is an antisocial owl?



CROSS

CROSS - CRIME SCE















BBC: After months, the air pollution is finally over! The air is clean, and we don't know how or why this happened!

But people are no longer doing the same things that made the air polluted.

By dia

So the monitors were actually controlling our brains, making us do these things!

RELATED CHALLENGE

1-WHAT WAS THE JAVIAR'S INTENTION?



SUBJECT: SPRING AND NATURE MAK EYOUR OWN COMIC AND SEND IT TO US

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