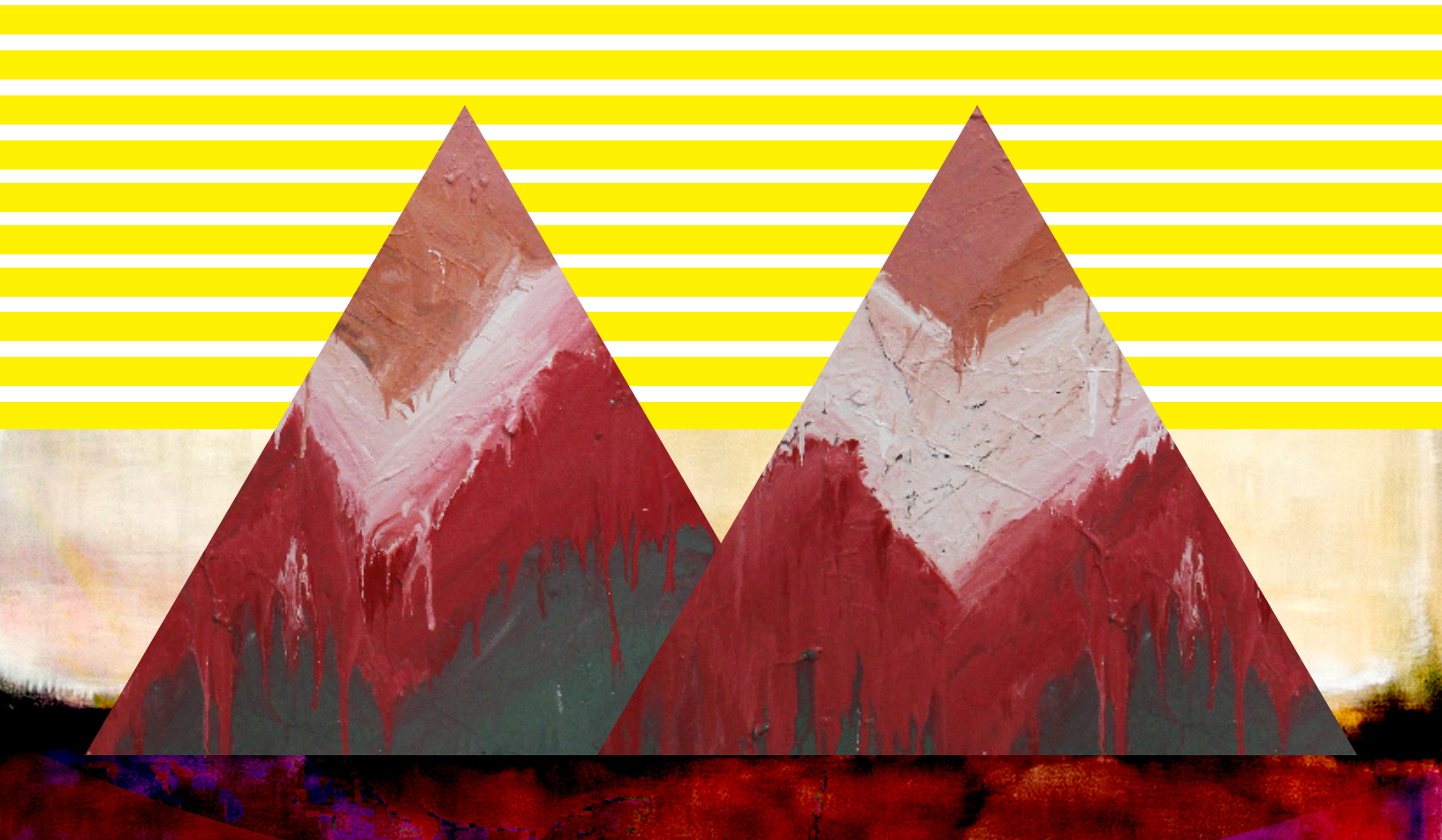


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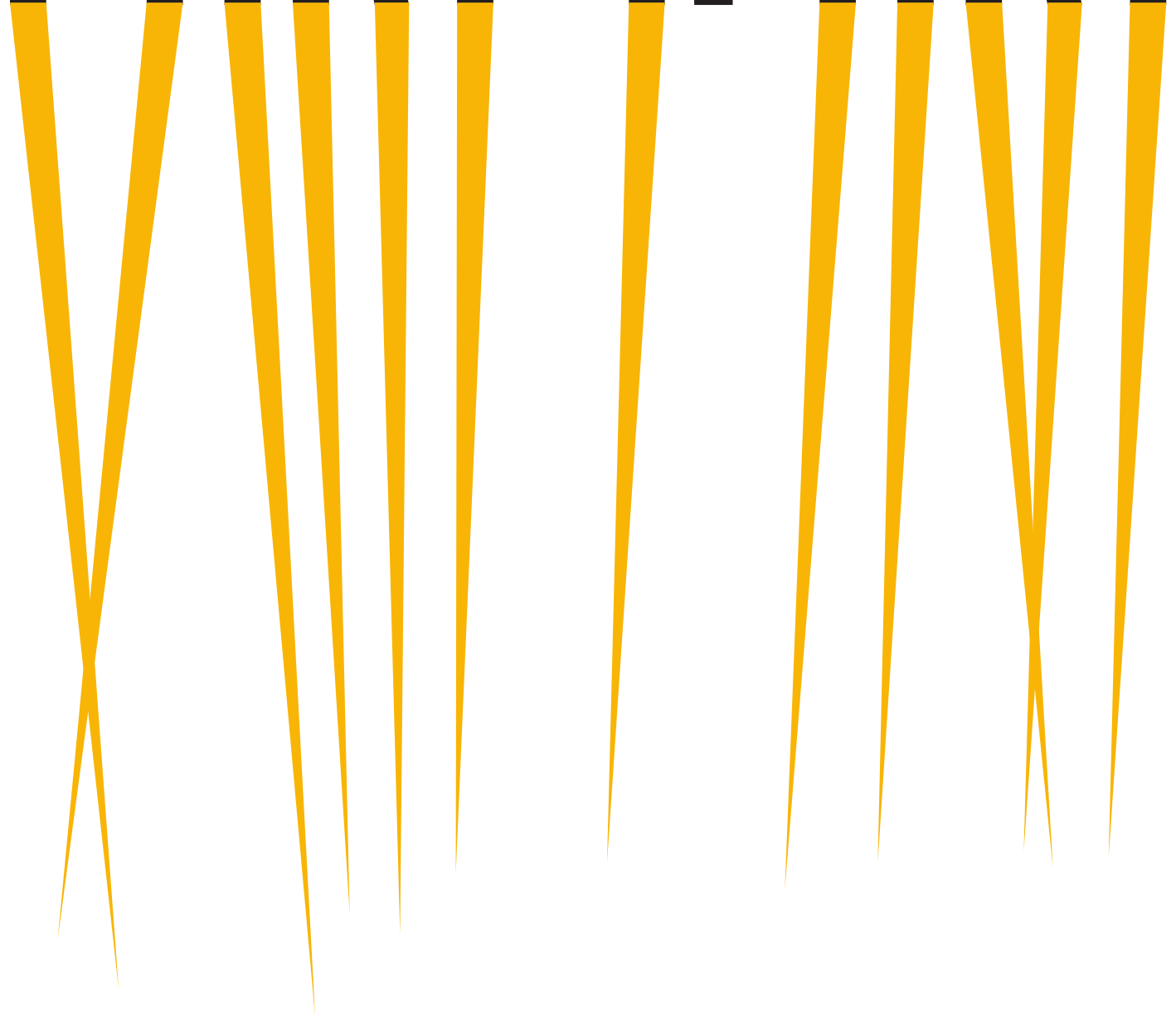
A BIENNIAL HUMANITIES AND ARTS JOURNAL

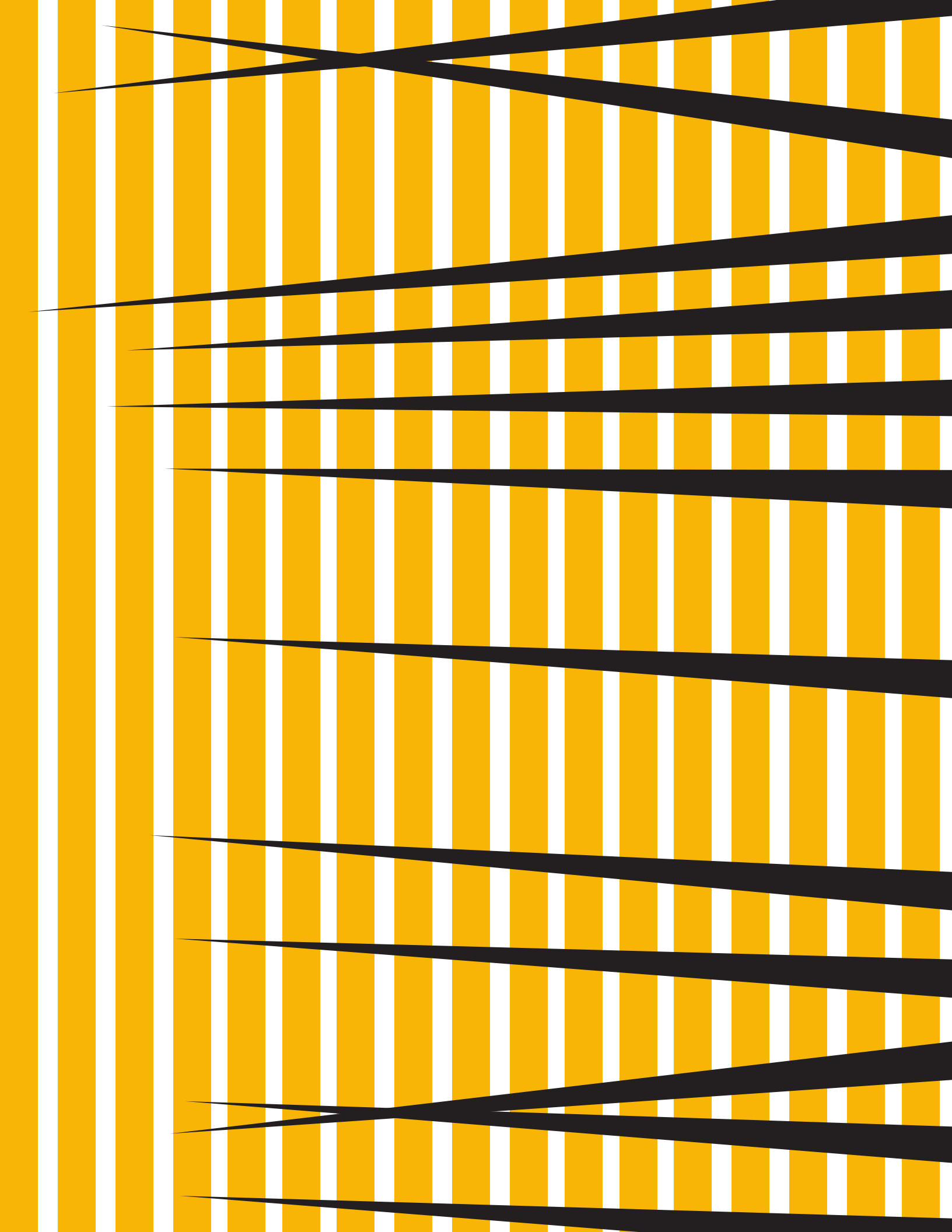


Hu. ART
ISSUE 6



PART 1: ART





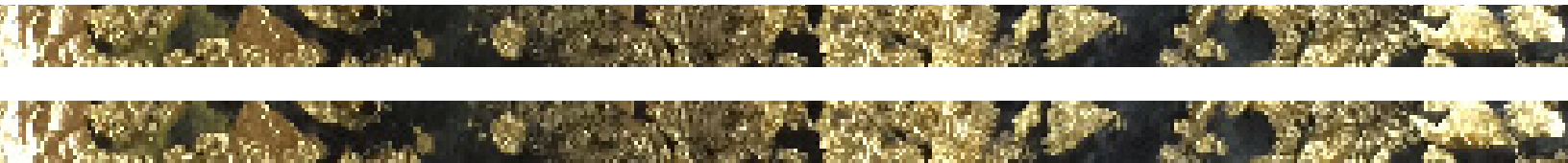
Isabella Kiedrowski

Isabella Kiedrowski, possibly better known as the raving mad nutcase of Southeast Evanston, is now fifteen years old and no longer owns chickens. She is also one of four high school interns for the Evanston Children's Choir. She is a member of Thin Ice Theater Ensemble, where they are finishing up *A Servant of Two Masters* (Come! Please!) When she is not a walking advertisement of her theater group, she still studies harp, still studies piano. And of course, she still hates math.





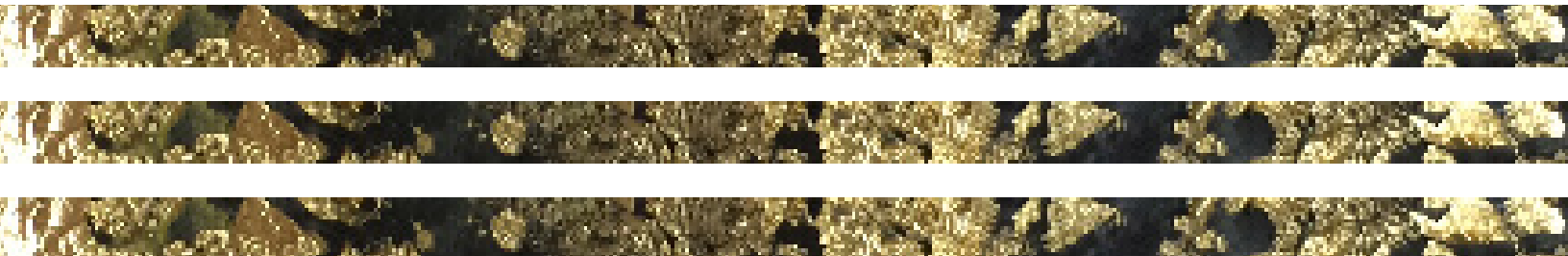
Isabella Kiedrowski





Nicholas Bolling

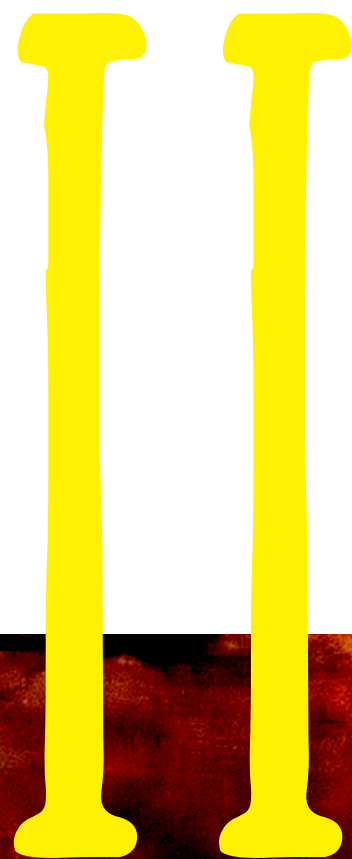
Nicholas is a homeschooler who likes to create. He enjoys drawing, painting and working with clay. He loves LEGO, math, playing piano, cooking and theater.





Winter Serenity, a block print by Nicholas Bolling, age 11

PART 2:
HUMANITIES





Elizabeth Medina

Elizabeth Medina is 13 years old. She lives in Palatine with her brother, her parents, her two dogs, Bella and Mabel, and her cockatiel, Bowser. She plays violin in the Elgin Youth Symphony Orchestra. She enjoys horse-back riding, reading and playing with her pets.



The Points of View of the Patriots, Loyalists, and the British

The Patriots, Loyalists, and British had very different views, and had very different perspectives on how they wanted the war to go. The Patriots, also called Whigs, were a small minority and believed that they would only get their independence by rebelling against Britain, and fought very hard to win the Revolution. The Loyalists, also called Tories, wanted to stay part of the British Empire because then they would have protection against invading countries and they gained very much from the mercantile system. The British government wanted to continue ruling the colonies because then they had a huge advantage against the Spanish and the French, and they had just finished fighting a long war to keep the colonies that the colonists had started.

The Patriots believed that the best option was to completely secede from the British Empire because then the colonists would be able to govern themselves and not be ruled by an aristocratic society in the other side of the world. The Patriots had to instigate change so that there would be a rebellion, and that was why their actions were more violent and created mass protestation, especially regarding the taxation that started after 1763, when the British Empire won the Seven Years War, and fell into massive debt. The Patriots, were in the minority, because most of the colonists were neutral, and not leaning as much toward independence or reconciliation with Britain. However, there were more Whigs in the New England colonies, where the colonists held town meetings and discussed problems. The colonists there also held tightly to their independence, especially because, until recently, they could control the royal governors by the power of the purse, because the salary of the governors came from the colonists, so if the colonists disagreed with the laws that the governor passed, they could withhold from paying the governor. Most of the Patriots were also young, because they were more traitorous and not used to obeying the faraway rule of Britain.

The Loyalists held onto the idea that reconciliation with Britain was the best bet for not falling apart. They predicted that without British rule, the colonies would fall apart and be invaded by other countries such as land-hungry Spain or France. The Tories feared that with new independence, the lower classes would rise up and take over, which would cause major problems for the rich, plantation-owning Loyalists in the South. Many of the Tories lived in the southern colonies, except for Virginia, where many powerful Patriots lived, like George Washington or Richard Henry Lee. Very little few lived in the New England colonies. Many of the Loyalists wanted to stay connected to Britain because their businesses depended on Britain. They also believed that rebelling against the British would make the colonies massively in debt and they would be massacred. During the war, some of the Tories were tarred and feathered, or otherwise punished for their loyalties, but the Loyalists who had complete belief in staying part of the British Empire fled back to England. Many of the Loyalists who stayed in the colonies spied for the British army, fought with them, or caused trouble for the Patriots.

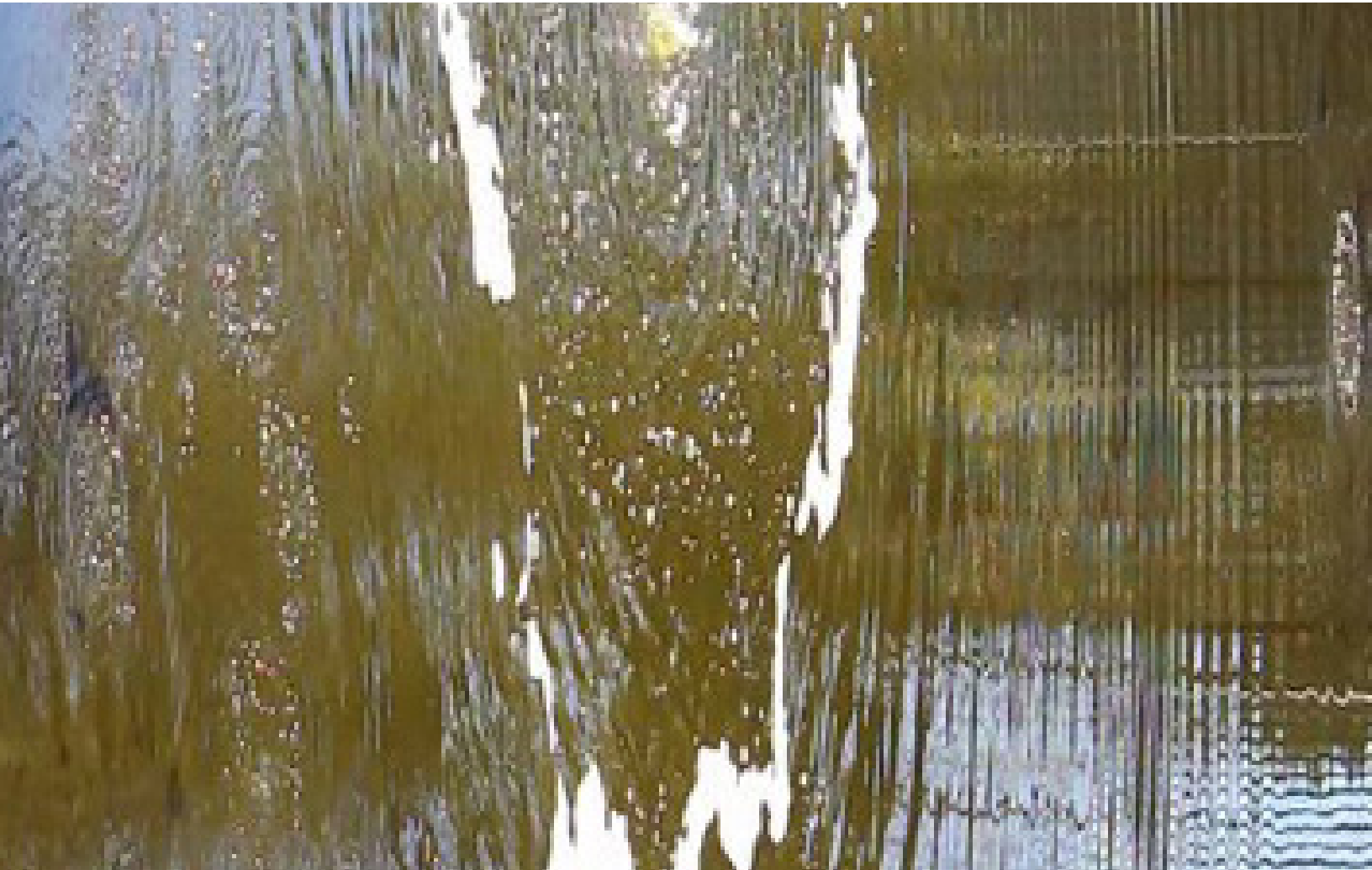
The British had installed a bad government in the colonies, because the British royal governors and council could be controlled by the power of the purse. At the beginning of the Revolution, the British government wanted to keep the colonies under British rule because the colonies were ruled under the mercantile system, and made a lot of money for Britain. The British soldiers also did not want to fight the British colonists, because they were like family, and in some cases they were. During the war, the British army could only control areas where there was a large military presence, and because there was no official capital of the colonies, like there is in Britain, if the British captured a city, like Boston, the rebel soldiers just moved to another city. That way, the British would have to capture almost all the colonies to defeat the rebels. While it was easy for the rebels to convince neutral citizens to join their cause and distrust the British, the British were bad at convincing citizens to join the Loyalists.

At the end of the war, the Treaty of Paris was generous for the colonies, because they received huge boundaries, from the Great Lakes to the north to Spanish Florida in the south, and all the way to the Mississippi River in the west. However, the Loyalists could not be persecuted, and it was recommended that their properties were to be given back to them. The colonists also no longer owed anything to the British creditors. Eventually, Britain began to benefit from no longer ruling the colonies, because they could build up their army and become the biggest empire in the 19th century. The Loyalists that stayed in the colonies after the war slowly became Americans and helped the United States become better.



Aaron Alexander

Aaron is 8 years old and is in 4th grade. He loves math, science, Legos, books, and much more.



Did My Programming Go Wrong?!?! Diary of a Robot

Hello. My name is Dexter the S.M.A.D. A S.M.A.D. is a Super-Mobile-Armed-Robot (it's an acronym).

My right arm is a Laser-Gun, and my left is a shovel-thingy. I have no head, but I have sensors. I have treads on my feet to replace walking, and I can lean forward and back (I'm really living up to my name, "Super Mobile!").

My REAL name is C-D90-H-H-R10893, the S.M.A.D., but people call me Dexter. And you can too.

But enough about me. Let's start from my birth and I can tell you my story.

1

Childhood

Before I was made, I was just a hunk of scrap and metal. But as soon as I came out of the mold and the life chip (something to make me come alive) was given to me, I knew I was going to change the world (if this was a movie, it would go, Duh-Duh! Duh-Duh Duh! Bum-Dee-Dum-Duh!!!).

As soon as I left the cooling station, I was taken to learn how to fight. I was a pro, because my arm was (and still is) a laser gun! After that, I went down to the perfecting station and was checked, painted, and given the final touches. Boom! I was an official member of the Anacondas' Army (the Anacondas' Army, just as the name implies).

I loved the room I was given. But I was lonely. VEEERRRYYY LONELY. I immediately created a profile for myself on the ArmyBook (face book for the Anacondas' Army) and then pressed the "Find a Friend" button for Droids. A couple of minutes later, I got a message on the ArmyBook website that said:

Dear DexterTheSMAD,

10 minutes and 26 seconds ago, you pressed the "Find a Friend" Button for droids. The message was replied to by HairTipsForDroids.

HairTipsForDroids's profile:

Username: HairTipsForDroids

Likes: Good Hairdos, Movies, Books, Science, and Making Friends

Lives: 3324 Droid Lane, Main Anacondas' Fortress

Life Goal: I REALLY want to climb Mount Everest. I'm a robot, so I don't need to breathe, and I don't get cold, right?

Diet: I don't eat! I'm a robot!

Thank you,
ArmyBook

When I got the notice, I was dumbfounded. Amazed. And simply delighted! I e-mailed back asking what I should do, and they said I should wait. Five minutes later, I heard a knock on the door. I opened the door and found a droid about my size staring at me.

I let him in, and he plopped down on the couch.

Me: What's your name?

Visitor: D2-775-ADAD-990 K.F.D. (Kung Fu Droid)

Me: But that's a REALLY long name. What should I call you?

Visitor: Oh, How about...Sam?

Me: I like it! Call me Dexter.

And that's how I and Sam became best friends, and eventually heroes.

2

13yrs-20yrs

After I met Sam, we did many amazing things. We even got to climb Mount Everest (Sam was wrong about not having to breathe and being cold, due to the life chip)!

In our teens, we started to learn how to use some of our additional functions. Sam

learned that he could shoot fire out of his eyes and I learned that I could use my shovel as a shield. That skill proved to be useful MANY times.

One day, Sam asked me if I wanted to come over to his place and play a little Villain Simulator. I said yes, so we did. But that's not the important part. The important part is that while we were playing, an alarm sounded.

It was a burglary alarm. We raced to the meeting room to discuss. It turned out that the minor thief Flamehuffer had stolen a P-D-927 Flamethrower from right under the nose of Spaceman Bellax. Just then, Flamehuffer burst in the door. "Hee, hee, hee," he said, "I knew you would discuss this right here. Have a taste of THIS fire!" He fired the flamethrower at Snake Eyes, but Snake Eyes came prepared. He countered the attack with a fireproof shield, and then froze Flamehuffer with a freeze ray.

And then, Flamehuffer was sent in a capsule to Earth, to the police station, with an "Arrest Me" sign on his back.

The worst part about the operation was that Flamehuffer was surprisingly speedy, so now a couple of statues and a painting are preserved in ice. They are currently being melted in a pot of boiling water.

Ever since, Flamehuffer has never tried to steal from the Anacondas' Fortress again.

You know, Flamehuffer is just a pain in the butt.

About a month after that, a message popped up on my ArmyBook account.

Dear DexterTheSmad,

Another Droid, Everybody'sMyFriend, would like to meet you. Everybody'sMyFriend says,

Hi, DexterTheSmad!

Wanna come over for dinner on March 12, 2016? I made all droids' favorite food. Spaghetti with Nuts and Bolts! My real name is L-227-AD-490. But call me Jim. See you tomorrow!

Jim

P. S. I live next-door (to your left)!

Best wishes,
ArmyBook

I was surprised. Nobody had ever wanted to meet me before (besides Sam, but I was asking for somebody)!

The next day I woke up, got dressed, and went to the house to the left. I rang the bell, and a big hunk of a boy answered.

Me: Are you Jim?

Jim: Yes! C'mon in.

Me: You look like a class bully. No offence.

Jim: Yes. That's the problem. You see, they made me to be rough and tough and to win every battle I fight, but that's not for me. On the inside I'm a HUGE softie.

Me: Really?

Jim: Yeah – will you please take off your shoes? I like to keep my home tidy. C'mon! Follow me. Let's go to the kitchen. Here's a bowl. Let's eat.

And after a while, we became good friends!

I know you're thinking, "They're robots. They don't eat. And if you don't have a head, how could you?" and the answer to that is that life chips give robots everything they need to function like a human. Cold sensors, pain sensors, etc. even a mouth!

A couple of years later, Sam asked me, "Do you have a girlfriend?" I replied, "No."

"Well, I do."

"Really?"

"Yeah."

And that's when the trouble started. Sam was asking me over and over and over again if I had a girlfriend. It started to get on my nerves. And then I decided to try to get one. But I couldn't. It's just the way I was made. I'm really ugly. I brought up the problem with Jim. He said he knew nothing, and I was better off just without one. Next, I asked Sam. He said just act cool, and don't try to stand out.

I took this advice to mind. I tried REALLY, REALLY, REALLY hard to do this. Bingo! I got one. My ArmyBook account sent me a message:

Dear DexterTheSmad,

LoveEverybody:) likes you.

LoveEverybody:) says:

Dear DexterTheSmad,

Wanna go out sometime? I know a GREAT restaurant.

It's called "Droid Yummy!" Wanna go? If you do, it's at 1025 Restaurant Avenue. Please respond!

LoveEverybody:)

P. S. Meet me there at 2:15, at October 7th. I'll be waiting!

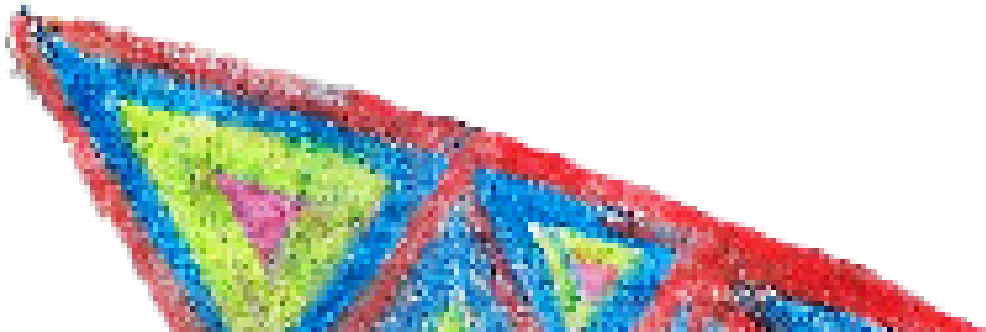
Best wishes,
ArmyBook

Mind. Blown. Don't. Understand. How. That. Happened. Once the big day arrived, I got on my best clothes, brushed my taste sensors, and went to 1025 Restaurant Avenue. I was just walking in when I was greeted by another S.M.A.D. I guessed this was my girl-friend.

But, looks like I'm out of paper, so I guess this is The End.

Anneke Stracks

Anneke Stracks is 12 years old and was born on the 4th of November, not July. She likes playing basketball and tennis, reading, and playing piano. Her two favorite places on earth are Mackinac Island and the Metropolitan Museum of Art.



The Women of As You Like It

As You Like It contains a very diverse group of women, each of whom have their own role to play. All four wind up getting married, but that is their only similarity. In terms of personality, they are all very different. Their personalities also reflect their social station: Rosalind, the most socially superior, is the main character and the boldest. Audrey, the most socially inferior, is the meekest and most quiet. However being the most socially superior does not mean living within the standards set by Elizabethan England. Only Audrey, the most socially inferior, is able to live within these standards; the rest of the women live outside them. However, as different the women might be, each one plays an important and distinct role in the play As You Like It.

Rosalind

Rosalind is clearly the main character in As You Like It. As the daughter of the banished and rightful duke, she is the most socially superior. She disguises herself as a boy, in order to escape her uncle. In the costume of a boy, she shows herself to be bold and able to speak her mind. As she tells her cousin Celia, "Do you not know I am a woman? When I think, I must speak" (3.2.253-254). She is also very eager to be in love. Celia, shocked, demands, "Is it possible that on such a sudden you should fall into so strong a liking with old Sir Rowland's younger son?" (1.3.26-27). She often speaks before thinking. She rashly tells Orlando, "I would cure you if you would but come everyday to my cote and woo me" (3.3.433-435). All of these characteristics mark Rosalind as the most socially superior and the main character. However, Rosalind is not able to live up to the Elizabethan standards for women. This is shown when she disguises herself as a boy and rashly flirts with Orlando and in her ability to speak her mind. In spite of her high born position she is unable to become what she is expected to become.

Celia

As the daughter of the usurper duke, Celia is the second most socially superior. She bravely accompanies her cousin Rosalind to the forest of Arden disguised as a shepherdess. Through the entire play, she remains quite steady and even tempered. She has a number of clever lines where she teases Rosalind. Teasing Rosalind about Orlando, Celia asks "And a chain that you once wore about his neck. Do you change color?" (3.2.185-186). She is able to play the proper lady when need be. She is also more down to earth and sensible than Rosalind thinking up the whole plan to escape after Rosalind is banished, when she says, "To seek my uncle in the forest of Arden" (1.3.113). She is able to think for herself and not follow where the men lead. She angrily tells Rosalind:

You have simply misused our sex in your love-prate. We must have your doublet and hose plucked over your head and show the world what the bird hath done to her own nest (4.1.214-218).

Although below Rosalind on the social ladder, Celia has almost as much trouble as Rosalind living up to the Elizabethan standards. This is shown in her ability to think for herself and not to follow where the men lead. Even as high on the social ladder as she is, Celia still has trouble living inside the regulations of society.

Phoebe

Phoebe is a shepherdess in the forest of Arden, who is being followed by Silvius, a shepherd whom she dislikes. She is more socially inferior than Rosalind and Celia but higher than Audrey. She falls in love with Ganymede (Rosalind in disguise). She tries to make her own decisions, which in a world run by men is not an easy thing to do.

Writing an offer of marriage to Ganymede, she tells her,

Will the faithful offer take
Of me and all that I can make
Or else by him my love deny
And then I'll study how to die. (4.3.63-67)

She has a headstrong enough personality to choose what she wants and to try to get what she wants. She also has a very decisive personality, shown when she yells at Ganymede, "Youth, you have done me much ungentleness, To show the letter that I writ to you" (5.2.81-82). She, too, wants to make her own decisions and is too headstrong to live comfortably within the regulations of society. This makes sense as she is a shepherdess, and shepherdesses and other peasant women were not always forced inside those rules. But in *As You Like It* it is also true that the only women able to live inside the rules is the most socially inferior.

Audrey

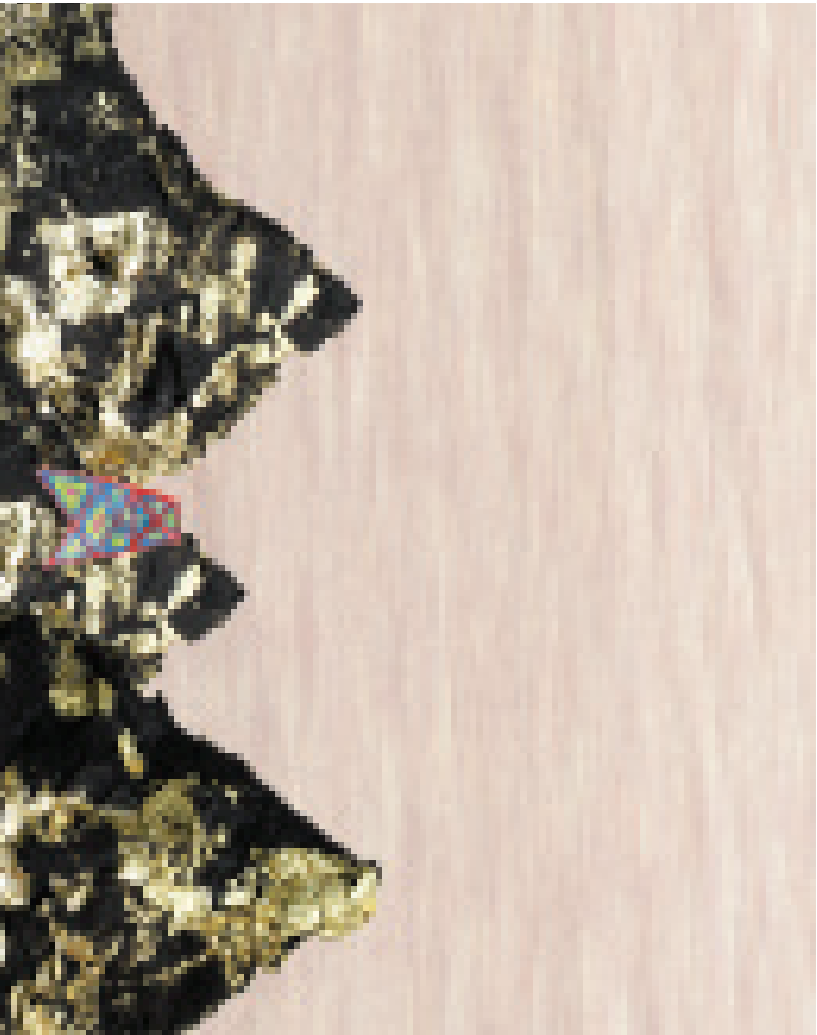
Audrey is a goatkeeper. She is on one of the lowest rungs of the social ladder. Audrey is a very meek, passive character who is uneducated. She has lines such as "I do not know what poetical is. Is it honest in deed and word? Is it a true thing?" (3.3.16-17). She is very modest: "I am not a slut though I thank the gods I am foul" (3.3.37-38). However, Audrey represents the ideal woman in Elizabethan England--modest, meek, dutiful to her lord (Touchstone), and good at keeping her ideas to herself. She eventually marries Touchstone, who has lines that talk about how Audrey has such an unrefined character, "Bear your body more seemingly Audrey" (5.4.71-72). Audrey is a woman who was able to live within the expectations of Elizabethan England.

Conclusion

There are all different personalities in *As You Like It*, some more noticeable than others. Today we usually admire the bold characters like Rosalind and Phoebe. In Shakespeare's time those roles were reserved for the men (although in *As You Like It* none of the male characters play that role). Women like Rosalind and Phoebe would have been frowned upon while a woman like Audrey would have been expected and accepted.

Harrison Stracks

Harrison Stracks is 8 years old and was born on the 4th of July. He loves playing sports, especially baseball; playing piano; and playing with dogs. His favorite vacation place is Mackinac Island.



THE BEST CHESSMAN

Ding! The bell rang to signal the end of recess.

Quinn Rancher sprinted to his teacher, Mr. Sander's line. He was the first one in line. The rest of his third grade class got quickly in line behind him.

Mr. Sander led the class inside to get ready for math.

"We are getting our tests back today," Mr. Sander announced.

Immediately, the class began to talk very loudly. "Ooh!" the class shouted. "I wonder how I did!"

"QUIET!" Mr. Sander thundered. "Quinn, Daniel, come get your tests."

Quinn walked over to get his test, and came back to his desk. The test had been very long and hard. It was 30 problems long with addition, subtraction, multiplication, and division bar models.

Quinn looked at the top and saw a star and 30/30! He had gotten every problem right! It was the first time Quinn had gotten all 30 problems right on a test! He pumped his fist. "Yes!" he whispered to himself.

The bell rang to end the school day. Quinn walked to his locker, thinking the whole time. "I wonder who I'm playing in chess today, and whoever I'm playing, I bet I'm going to lose." He arrived at his locker, and started taking his backpack out of his locker. Suddenly, he heard a shout.

"Hey! Quinn! I'm playing you in chess today!" his friend Jack yelled.

"Cool!" Quinn called back. He grabbed his backpack out of his locker. It was early fall, so he didn't need a coat, but the first session of after-school clubs was almost over. There were only three more weeks in the first session.

Quinn arrived in the cafeteria where they signed in. "Quinn Rancher," he said.

There was no lesson, so the teacher immediately told them who they were playing. After, the teacher told them to start their games. Quinn played P-Q7 check. In other words, he moved his pawn to the 7th rank on the queen's file to make a check.

His opponent, Jack, captured the pawn. "Discovered check," Jack whispered with a grin.

Quinn thought to himself, "Uh-oh. This is going to be hard." Finally, he found a move to block the check.

"Your turn," he said to Jack. Jack captured the piece.

"Checkmate! Good game!" he said.

"Good game!" Quinn replied. They shook hands. "Hmph! That's the 2nd time I've lost in a row," Quinn thought to himself.

"Quinn? Can you come here for a moment?" the chess club teacher asked. He told Quinn, "Since you keep losing, I think you have only a five percent chance of making the tournament."

Quinn gulped. "Really?" he asked.

"Yes," the director answered.

Suddenly, Quinn had a great idea. When he got home, he said, "Dad? Can you play chess with me?" he asked.

"Sure," his dad replied.

Quinn was so determined, he couldn't wait to play. Being determined made him feel like he was getting better.

Soon, they had each captured a queen, a knight, a rook, a bishop, and five pawns.

Suddenly, Quinn yelled, "CHECKMATE!" He had his dad's king driven into the corner, and used his rook, knight, and bishop to make the checkmate.

He kept practicing for what seemed like the longest week in his life.

A few days later, he decided to go to the bookstore.

"Where are you going?" his mom asked just before he walked out the door.

"I'm going to the bookstore," Quinn replied. He walked out the door, letting the door slam behind him. He hopped on his bike, and took off. It wasn't very far, so it didn't take very long.

When Quinn got there, it was about 4:30 PM, so the sun was setting.

He looked around. Ah-ha! There was the games section! He went in the games section, and immediately saw a lot of chess books. There was one that looked really interesting, because all the other ones didn't have the word winning in it. This one was called A Guide to Winning Chess, by Fred Reinfeld. He looked at the price tag. The book was \$10, and Quinn had brought \$10 with him, so he bought the book, and biked back home.

That night, Quinn had a dream about himself winning the chess club tournament.

"Ooh!" Quinn whispered to himself the next day. The book had lots of information about chess. He looked at the next page. There was a diagram of a white queen and knight checkmating the black king. The caption said, "Black is checkmated. The black king could not escape the pattern of diagram 103."

"Ending patterns," the next headline said.

Soon, he finished the book. He couldn't wait to play now.

After school the next day, his dad asked him to play chess against him. He was so excited he couldn't speak, but he nodded. The book told him what to do based on his opponent's next move. Quinn tried it, and also wanted to see if it was dangerous, and, if so, figure out a plan to stop it. Then, three moves later, Quinn played R-R8 mate, which means he moved his rook to the 8th rank of the rook's file to checkmate his dad.

"Yes!" Quinn thought. "The book's plan worked!"

"Wow," Mr. Rancher said. "You're getting really good."

Quinn blushed. "Thanks."

On Thursday, Quinn beat Lily by figuring out that she was trying to checkmate him with her knight. Quinn captured the knight, but his hands were so sweaty and he was so excited that he dropped the knight, which fell onto another piece, knocking it over. Quinn righted it. "Oops." The move also opened up a row which allowed his queen to move to a spot right next to Lily's king. It was protected by his knight, and there was nothing else around that could capture. The king was trapped all around by pawns.

THUMP. The chess piece hit the board in chess club the next week. Quinn was playing against Max. "Checkmate," Quinn whispered. It was the second week in a row that Quinn had won in chess club.

The next day was the week of the tournament, and Quinn was really nervous. As soon as the bell rang, he grabbed his stuff and sprinted to the cafeteria.

Soon, Mr. Allen came. As soon as everybody sat down in the chess club room, Mr. Allen shouted, "Is everybody ready for the tournament?"

"YES!" they screamed.

"Okay," Mr. Allen shouted. "Here are the people in the tournament: Quinn, Jack, Lily, and Sarah!"

Quinn, Jack, Sarah, and Lily all yelled, "YES!"

Quinn beat Jack using his figure-out-your-opponent's-next-move strategy, and Lily tried to win by using the copy-cat game, but Sarah played a check and Lily couldn't escape. In the championship game, Sarah moved her knight away from her queen so her queen would make a check, but Quinn captured her queen with his knight. Quinn then built an attack with his queen and knight. Sarah built an escape route, but Quinn captured all of her pawns. Sarah could not escape, and Quinn won the championship! "YES!" Quinn shouted. His smile was as big as the room. Mr. Allen handed him the trophy. The trophy was real gold with a chess queen and king in real gold on top.



INTERMEZZO

