

FEATURES

New Tradition for Wyoming Valley West High School By Tallah Laban '25

On Saturday, September 10th, Wyoming Valley West High School hosted a carnival-like event called "Spartival." Filled with games, food, and an endless amount of prizes, the Valley West students got to start their year with fun and entertainment. The event had games like Plinko, an inflatable bungee run, giant Connect 4, an Oculus with tons of games, and many more. The school's Gamers Club also held an arcade section in the lobby of the school. Next to the arcade was called the "Spartan store" which sold Spartan merchandise.

With the tickets only being 50 cents, students were able to have the time of their lives for a fairly cheap price. Foods like pizza and popcorn were 50 cents too.

One of the games at the Spartival was "inflatable bungee run" which was the biggest game there. In the game, you are attached to a bungee-like rope that can pull you back. The objective of the game is to attach a felt object to a velcro middle section.

Another game was an Oculus, which is a VR gaming headset that allows the player to experience their current environment with virtual reality content. One of the games that the Oculus provided was "Beat Saber," where you have a remote held by both hands and you have to swipe and hit the beat during a song.

The Spartival lasted from 4pm to 7pm and was held in the cafeteria and gym of the school. Ryan Hettas, a chemistry teacher at the high school and the creator of the event, talked about how so many students and teachers helped assemble Spartival. "It was truly a community effort with the amount of teachers and students helping during the summer and during the event itself," he said.



He also talked about how the senior class officers, Jonathan Cardona, Jade McKenna, Chase Griffiths, and Murphy Pick, worked hard all summer to create this event. "I cannot stress enough how vital the senior class officers were in the creation of this amazing event. Their leadership and creativity are top tier," said Hettas.

With the Spartival turning out better than expected, he said that it'll return again next year saying, "100% Yes. Spartival

will return next school year."

Another great help to the Spartival was PBIS, who worked so hard to make this event. PBIS is the school's positive behavior intervention support system. The Spartival was a reward to the students for great behavior throughout the first week of school.

The students of the school had such a great time and experience at this event. Let's hope they bring it back next

WVW Spartan Store: Keeping Up With School Spirit By Aniyah McGill Racine '25

Within the hidden hallway of the second floor lies room 203; Mr. Hufford's class and the WVW Spartan Store. The gift shop is now open during homeroom and all three lunches. Although the store is set up in room 203, it is brought down to the lobby during activities such as the Spartival and Gamers Club tournaments.

Mr. Hufford is one of three advisors of the Gamers Club, which is affiliated with the gift shop. Mr. Hufford runs and manages the store, while many club members use some of their free time during school hours to help work alongside him.

One student, Sage, just began to work at the store this year. Sage volunteered her time to work during the Spartival and also volunteers during her lunch period. She told us how working the store is an opportunity for her to prepare for the workplace. You get trained on how to use a register, restocking, and customer service.

The Spartan Store sells items such as Spartan memorabilia, school supplies, pop culture

merchandise, etc. When asked what he plans on selling in the future, Mr Hufford stated, "We are constantly looking for new ideas for items. However, I would like to expand our selection of school related items, such as notebooks, binders, index cards, etc." All items within the store are within a price range many high school students are able to afford. It's also open for all teachers and faculty throughout the school.

The store has been set up for many years but had to stop due to Covid, and schools being shut down. The 2021-2022 school year was the first year the shop was fully operating since Covid, although the shop was not open until Thanksgiving. In just that year, the store brought in a profit of about \$2,100. That is an average of about \$233 per month.

All profit made from the store goes to the Gamers Club. The club uses this money for fundraisers (twice a year), such as Gertrude Hawk chocolate bars, buying new games and new products, WizardCon at the end of the year, etc.

Mr. Hufford on the future of the store said, "The future plans for the gift shop are to expand to a larger location and incorporate more items that are not just WVW merchandise but a fully operating bookstore." The shop is constantly upgrading and renovating to improve how the store looks and is set up.

Be sure to stop by room 203 and check out everything for sale!

