In response to data, teachers modify classrooms
Survey responses inspire increase in support, structure
by ZARA SIDDOWE
Sports & Leisure Editor

In March, Lab's annual health and wellness survey results showed many students experience feelings of isolation. In the data collected, 89% of students reported feeling a low desire to attend school, 5 percentage points higher than the national average of 25%. Now, in response to the release of the results, U-High teachers have started altering their classroom environments to promote feelings of belonging and trust.

On Oct. 20, the Learning and Counseling faculty hosted Balance and Belonging, an event to examine the data from the health and wellness survey and explore ways parents can support students’ academic-life balance. While the event was not well attended, the data has been a widespread topic of discussion among both parents and faculty.

Tracey Graham-Santoro, a U-High counselor who led the event and is a part of the Wellness Council, said that these feelings of isolation come from over-commitment, over-work and feeling unable to confide in anyone. She explained that counselors are often the first people students turn to for help, and it’s important to be self-reliant.

“Just one connection can be enough,” Graham-Santoro said. “As an institution it’s important to be self-reflective about why we’re giving assignments, the purpose of those assignments and how long they take.”

History teacher Holly Johnston said that this specific subset of data on the survey stood out to her. She explained that when seeing these students’ feelings reflected in the statistics, she made sure her classes were structured in a way to ensure students feel supported.

“The day-to-day practices that allow kids to feel heard and seen is giving them structure so they can balance everything else going on in their lives,” Ms. Johnston said.

Ms. Johnston explained the many demands U-High students face day-to-day with school and extracurricular activities. She said that oftentimes students schedules are already set, so anything unplanned can set it off balance.

“I hope that everyone knows when it’s legit you can talk to me,” Ms. Krewatch said. “It’s not always easy to build that trust though.”

With the data of the survey released relatively recently, many teachers are working to make sure each and every student feels seen and heard. This has been done through open gradebooks, designated work periods, weekly and month assignment sheets, as well as conversation and flexibility.

“We want to make sure that every student feels like they are connected to at least one adult in the building,” Ms. Graham-Santoro said. “Just one connection can be enough to be a protective factor for students.”
**Weaving artist**

by JAYA ALAENGHAT

Assistant Editor

Artist Shani Crowe is collaborating on a new art gallery at the University of Chicago, "Black is the Color of the Cosmos." The gallery, open Thursdays through Saturdays 1-5 p.m. through Dec. 8, contains a culmination of artwork from Ms. Crowe, Jess Athena and Gloria Talamanche. Some might remember the "Black is the Color of the Cosmos," important to you? The exhibition is a culminating exhibit at a current residency that I checked it out. It is an outlet for me to celebrate that beauty, in my work on one hand, satiate that need within me as a creative person. Sometimes I take references from different deities, lots of ancient times from Asian Kemetic cultures, or sometimes popular culture, just idols at large. Some things are inspired by a particular person, but in general, each model that I work with, or when I work with groups of models, their personal energy, contributes indelibly to the outcome.

**ART APPRECIATION.** This file photo shows alumna Luca Austen observing artwork in January 2020 by the artist-in-residence at the time, Shani Crowe. Ms. Crowe had an installation of her art exhibit "Braids" in the Corvus Gallery during the 2019-20 school year.

"Braids," because it is a color body of work, and it uses a dark background instead of a light background. Usually, when I photograph my hair designs, it is a pretty standard portrait with one strobe light — so I’m using flash lighting. This time, I did a mixture of both of the strobe, and then I also included lighting in the hair itself, so the hair itself was producing light, I was able to capture interesting, otherworldly-looking shots. A lot of them came out looking kind of like they are in outer space, or some void of some sort. So it’s different in its colors, it’s different in its emotion and it’s different technically as well.

**Why is your art important to you?**

My art is important to me, because as a creative person you understand that it’s passion that must be pursued, it’s a creative compulsion. So my career and my work on one hand, satiate that need within me as a creative person to have creative output. And my creative output is an expression of my ideas — things that are important to me. I want to share what’s important to me, highlight the beauty in the craft of, beauty, the story of the natural hair of Black women. It is an outlet for me to experience it through different techniques, different in its colors, it’s different in its texture, it’s different in its culture, it’s different in its emotional and it’s different technically as well.

**What are your plans for the future?**

So the hair itself was producing light, I was able to capture interesting, otherworldly-looking shots. A lot of them came out looking kind of like they are in outer space, or some void of some sort. So it’s different in its colors, it’s different in its emotion and it’s different technically as well. The body of work that I have on show is different from the body of work that I showed at my school. For example, my muse. Sometimes I take references from different deities, lots of ancient times from Asian Kemetic cultures, or sometimes popular culture, just idols at large. Some things are inspired by a particular person, but in general, each model that I work with, or when I work with groups of models, their personal energy, contributes indelibly to the outcome.

The body of work that I have on show is different from the body of work that I showed at my school. For example, "Black is the Color of the Cosmos." The movie adaptation of "Five Nights at Freddy's" has broken multiple records since the fans and focuses on the lore of the games that theorists have been piecing together ever since its release.

**The animatronics are enjoyment of the movies that theorists have been piecing together ever since its release.** The animatronics are enjoyment faithful to the FNAF design. The film showcased the story of William Afton, the main antagonist of both the movie and the games, and the story of the ghost children possessing the animatronics. The movie makes the complex and confusing story of the games into a digestible and easy-to-understand, but still entertaining, plot.

**What are your plans for the future?**

Since its release in theaters Oct. 7, "Five Nights at Freddy’s" has broken multiple records such as becoming the highest North American opening for a PG-13 horror movie since "The Mummy Returns" over two decades ago. The "Five Nights at Freddy’s" movie is a blast. It’s a pretty tame horror movie with minimal gore, I tend to find orates that are unexpected. It’s perfect for people who have been invested in the games from the beginning, but it’s also an engaging and interesting story that would be fun to watch even if you’ve never heard of the games.

**FREAKY FRIGHTS.** The movie adaptation of "Five Nights at Freddy’s" pays homage to the original game while being enjoyable to new explorers.

**WEAVING ARTIST.** This file photo shows alumna Luca Austen observing artwork in January 2020 by the artist-in-residence at the time, Shani Crowe. Ms. Crowe had an installation of her art exhibit "Braids" in the Corvus Gallery during the 2019-20 school year. The horror genre was all big fights, big monsters and big de- vices. But it’s the events of the internet, indie developers came out with a completely different game: a unique horror game that would change the genre forever. Now, this beloved game has reached the big screens.

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