

Issue #3 june 2024

inscanism



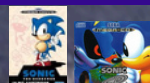
Y'ALL READY TO GET EVEN FUNKIER?

# ONE YEAR OF PIZZA TOWER

**RED HAIRE D ROOKIE**

The third chapter!

**DARKNESS  
INCARNATE**



**SONIC 1+CD**

Still Hot or not?

WHAT'S HOT  
THE ISSUES THAT MATTER!

REVIEWS

ESPECIALLY CURATED!

COMICS

THE FUNNY PAPERS!

SLICE OF LIFE

WHAT'S HAPPENIN'?

## Page 3:

👏 Introduction 👏

## Page 14:

🚗 Red Haired Rookie 🚗

## Page 4:

🐙 InkSplat's Corner 🐙

## Page 16:

📖 Darkness Incarnate 📖

## Page 5:

🔥 What's Hot 🔥

## Page 19:

📝 Reviews 📝

## Page 6:

📖 Interview 📖

## Page 25:

👨🏻‍🎨 Noticeboard 👨🏻‍🎨

## Page 9:

📖 Comic Corner 📖

## Page 26:

🕒 London Trip reimagined 🕒

## Page 29:

📖 Slice of life 📖

## What to expect?



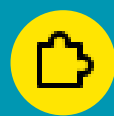
### Reviews

Ducks, Hedgehogs, Irremovable Nametags And Maybe More!



### London Trip

London's calling from the far away land. Pick up phone!



### Comic Corner

A flying hat a daft ape and an overworked boy.



# Welcome to Issue 3!

**This is the last issue for Year 2023-2024.**

**We did so much in so little time. So many reviews, so many stories. All I can say is...**

**It was beautiful.**

In this issue, we have stuff about our school trip to LONDON?! I can't believe that ever happened, and I was there!

We also have... uhh... Lillian's hat that's powered by sadness? Also, more Darkness Incarnate. That's one of the coolest things I have read. Anyway, I'm working on Corner back on the website, so bye!

**Finley Farrah, The One Who Is Ink**





# ink'splat here.

Your video game hero.  
Since I can't possibly fit all of my amazing recent ideas and experiences into one page, you can find me online.

Just scan the QR code to find out more.  
I might give you shorter magazine-size articles in the future. I suggest you scroll to the bottom.  
InkSplat out.

**P.S.** Pizza Tower's Steam release has now lasted for more than a year. Cool, I guess. I don't play it anymore, but, uh...

**P.P.S.** I also kinda wanna be called Inkspill now.



## Pizza Tower - Noise Update

**Remember Pizza Tower? So do I. I have done a review on the only game to outdo The Flash when it comes to speed before and recently... it got way better.**

Over Halloween, there was a special event, akin to that of a Roblox or Fortnite game, that had you collecting pumpkins and unlocking a new bonus level called Tricky Treat (let's call it T2.). T2 was fun and all, but this new update dwarfs it in sheer scale. A whole new playable character with quite the box of tricks. It's Peppino's old rival, The Noise!

The Noise is a TV-hosting trickster partially inspired by Dominos' old mascot, the Noid. After you complete Pizza Tower as Peppino Spaghetti, you can unlock the ability to play as him.

His story campaign is much the same as Peppino's, but with some very crucial differences. For example, Noise plays very similarly to Peppino, but instead of automatically climbing walls by jumping on during a mach-dash, you bounce on them using a skateboard. You can do this up to 5 times before losing altitude and as you land, you go back to dashing.

The other crucial difference to his move-set is only activated when in a boss-fight. He throws bombs.

Overall, the satisfying movement of the new character, as well as the amazing-as-usual music (that Lap 2 theme!), make the Noise campaign very fun to play indeed. Just when I thought the game couldn't get any better, it did. It's amazing! This year looks very good for games indeed!

**Written by Finley. F**





# Peeks from

## Interview with Simon Cohen about his unusual hobby

*What type of diving did you do?*

**So, I dive in overhead environments. If you go swimming in a pool that can be classed as confined water. But when you come to the surface you can breathe there. I dive where if you come to the surface... there is no surface. It's like diving in a flooded building, or diving in flooded caves.**



*Simon under the water*



*Didos Coffin*

*Where did you go diving?*

**I dive mainly in the UK. Not far from me, somewhere in Bradwell or Hope Valley. I am working on a little project there. I enjoy it, I find it an excellent discipline, and you sort of learn on the job really.**

**You don't dive with other people; you dive with what we call Team Solo. So, you dive on your own, but someone always knows where you are, because of the nature of the diving. The passages are so small. It's a bit like diving under a table for a long time. 30 metres, 40 metres, so there isn't much room to turn around and if you get stuck, you need to then be able to retreat without someone behind you getting in the way.**

# the deep

by James Brand



*Is diving your favorite experience?*

**Yes it is. I find it good for my mind, all the planning and set up.**

*Where and when did you learn diving?*

**I learned diving in Eilat, in southern Israel, but that's open water, warm water and now I only dive in the UK. I started diving in 2016.**

*How deep can you dive?*

**The deepest I've been is about 38 to '40 meters but I don't really like diving that deep, which is quite interesting, because I don't like diving in open water. I don't like diving where I can't see the perimeter, if there's no wall, my mind doesn't like it. I need to know if there's a wall above me, you know, a ceiling, a floor. I need to know where I am in time and space.**

*Have you ever met any creatures in the water?*

**Oh, yeah. In open water in Israel, in open water I've seen dolphins, octopi, stonefish.**

**But the interesting part of it is the discipline, the set up of the equipment, planning the dive, doing the dive. And what I find the most interesting is that you do the dive in your head first and then you do the dive in real life. So the dive is planned and if something goes wrong, then you need to remember to call off the dive and return.**



*Trying to move a rock to get through a passage*

*You dive with freinds?*

**No, serious solo diver. But my wife always knows where I'm diving and we need something called the call out. If I'm going diving and I know I've got to be out of water by 2:30, she will know if I am out of the water, that she's had contact from me via phone call or a message. If she doesn't, then she knows what to do in that situation.**

*So, what's your current diving activity, What have you done recently?*

**For the moment I'm working on a project in Bagshawe Cavern. I'm laying some line inside a cave and trying to penetrate to the end and try to do some digging at the end of the cave trying to extend the passage. That's what's happening.**

*Thanks for this interview.*



*The rope I'm lying down in the cave to lead the other divers*



dj fun24 presents  
**on your mark!!!**  
(on your mark!!!)

dj fun24 presents  
**on your mark!!!**  
(on your mark!!!)

dj fun24 presents  
**on your mark!!!**  
(on your mark!!!)

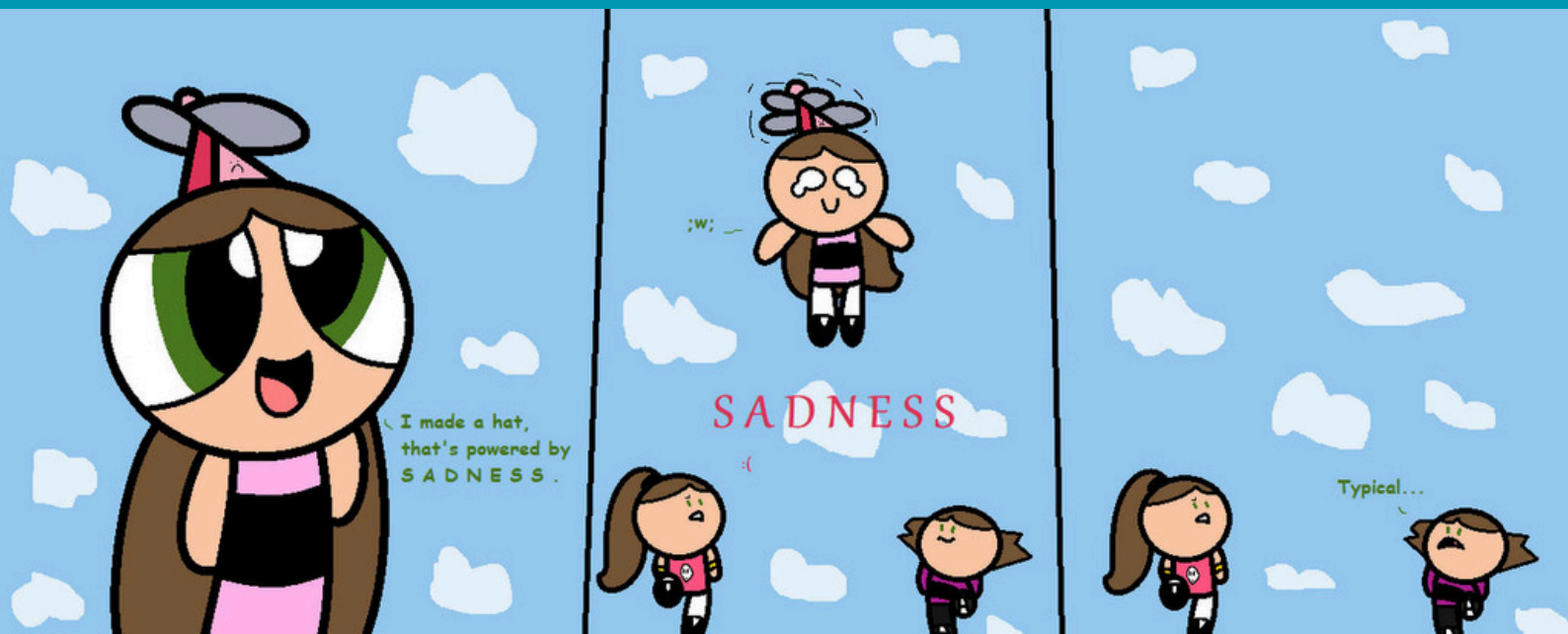
dj fun24 presents  
**on your mark!!!**  
(on your mark!!!)

dj fun24 presents  
**on your mark!!!**  
(on your mark!!!)

Hope you're ready, **Inscape House School**, as the Melodian known only as **Fun24 (Finley Farrah)** provides a mixture of drum'n'bass, dubstep, big beat, IDM, house, future funk, plunderphonics and hyperflip (and maybe some of his own music), all wrapped up in a **retrofuturistic aesthetic** that'll transport you into a world of motorsports that **don't even exist yet.**

Look out for the **end-of-year prom/ball/disco thing**

## Life of Lillian



# The Porsche strips



# Super Smash Gags



# Super Smash Gags

12

Y'know, I just thought  
of something...

If Kirby were to eat one of  
those double-cherries from  
Mario, and then tried to  
get the abilities of the clone.

This is a double Cherry  
(For those of you who don't know)

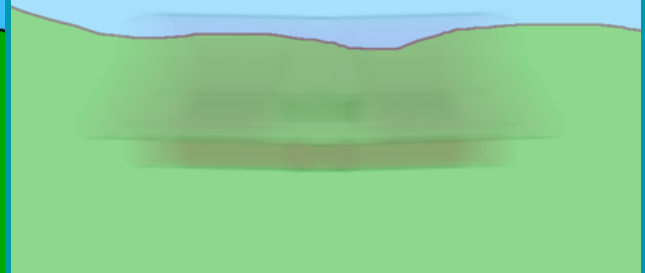
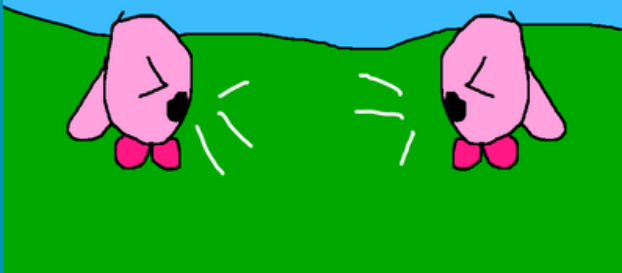


What would HAPPEN,  
exactly?

Well, why just wonder?  
LET'S FIGURE IT OUT  
OURSELVES!

\*Kirby Suck Sound\*

\*FWOOOOP\*



SYSTEM\_ERROR:UNIVERSE\_CRASHING  
REASON:KIRBY\_ATE\_HIMSELF\_CAUSED\_VALUE:0  
404:FAIL\_TO\_FIND\_ANY\_FIXES\_OUT\_OF:200  
ANOTHER\_ERROR:LAPTOP\_CRASH\_SYSTEM\_DOESNT\_RESEMBLE\_ACTUAL\_LAPTOP\_CRASH\_SCREEN  
SYSTEM:RESTART=FAILURE

WORLD\_COLLAPSE:ESTIMATED\_HOUR:1  
ERROR:CONFUSION:HOW\_DOES\_A\_LAPTOP\_KNOW\_THIS  
COMIC:MID.T04  
ERROR:HOW\_DOES\_LAPTOP\_KNOW\_SMAG  
ERROR:HOW\_DO\_COMICS\_GET\_ERROR\_CRASHES



# Super Smash Gags

13

BANANA, SLAMMA!

Alright! Those  
Banana's will be back  
with us in no time!

UHH, DK?  
What are we gonna  
do about the gap in  
the track?

DK, humor me. How  
exactly do we make a  
MINECARTJUMP?!

Well, DUH! We'll  
just jump over  
the gap using  
the minecart,  
little buddy!



Illustrated by Jack T

# Red Haired Rookie Chapter 3

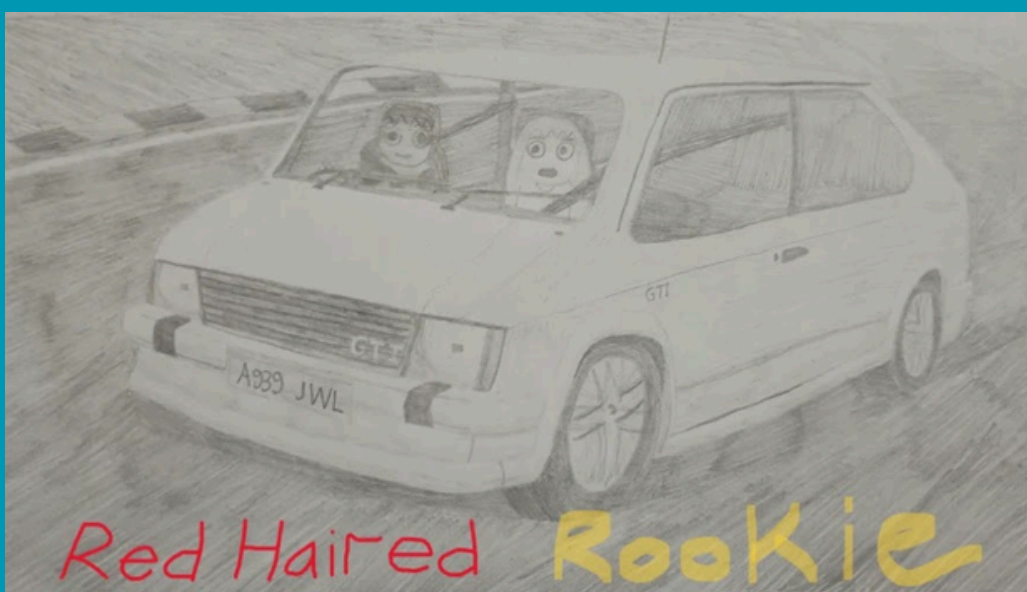
An Original Written By Harry Watson  
Illustrated by Leo Ye

The next day, Roy woke up feeling a bit more happy with himself. Today was Saturday, Ruby had no school that day, and when Roy came round to see how she was doing... she wasn't in her room. "Now, where is that cheeky monkey?" thought Roy humorously. Presently he heard the

tv from downstairs, so he went down to see what all the noise was about. "And here they come! Through the follow through their bumper to

bumper here at Donnington!" came the announcer from the tv. It was here Roy found out what the noise was. On the tv was a British saloon car championship race, and watching the race was his daughter Ruby. "It's win Percy in the lead in the Toyota with Jeff Alam and Gordon Spice on his tail. The rover and the capri are fighting for position as we go into lap 10!" Ruby sat cross legged in front of the CRT TV cheering on her favourite drivers as they raced around the track at speeds up to 100 MPH. "Good morning sweetie," said Roy at last. "Oh! Morning Dad!" said Ruby cheerfully. "Watching some racing I see?"

"Yeah, I got up really early to have my breakfast while watching my favourite sport on TV!" while her cutesy appearance may say otherwise, Ruby was a bit of a tomboy. She admired cars just as much as her Dad did, but poor Ruby doesn't have many friends.



This is due to her being judged for being a girl who likes cars. Roy admired her and helped build on her passion for being just like him.

But today will be hard. Seeing how he was supposed to give up street racing he needed to say something to her. So he gathered up his strength and bravery. "Hey, uhm... Ruby?" Ruby turned towards him. "Yes dad?" she asked. "You know about my late night activities?" Roy hesitated. "Yeah..." said Ruby curiously. "I, uhm might have to... uhm.... well..." "Let me guess. You think it's time you stopped street racing?" Ruby asked, stopping her Dad in his tracks. Roy was bewildered, how did Ruby know about this? Was it just luck? "Yeah....how did you know?" he asked. "Well... Last night I was sleeping and then I heard something downstairs. You and mum were talking about something you did that night." she answered.

Roy felt some guilt from last night that he didn't know he still had slip down his spine like fresh molasses.

*"I didn't hear much but what I did hear was something about you quitting street racing."*

Roy started understanding the situation.

Then he asked. *"So you're not mad about me quitting street racing?"* "No dad. If anything I'd say you've done the right thing. I love you too much to see you take your life away all

*for the sake of pushing your astra to its limit."* "But if street racing's off the table, then what's the point of giving you those

*racing lessons you've been wanting?"* Ruby had a think. She wanted to be a professional

racer but she knew she couldn't do it on the street. Then it hit her. She looked over at the

TV *"And here comes Andy rouse on the inside of Rad Dougal! The Ford Capri is*

*closing the gap on the SD1 but....ooooh*

*dougal slams the door on him! The Rover is not giving up that easily!"* "That's it!" Ruby

shouted excitedly! *"What's it?"* asked Roy in confusion. Then he too looked at the TV and

soon everything became clear. *"Yes...that could work.....if you can't race on the streets, you could race on the track instead!"* Ruby

beamed.

Finally her Dad was going to leave his past behind him and begin his new life together with his wife and his daughter.

*"I didn't hear much but what I did hear was something about you quitting street racing."* Roy started understanding the situation. Then he asked. *"So you're not mad about me quitting street racing?"* "No Dad. If anything I'd say you've done the right thing. I love you too much to see you take your life away all for the sake of

*"Exactly Dad!"* smiled Ruby *"give me 10 or 9 years and I'll be just like you and my hero's!"* "And who exactly are your heroes?" Roy asked in an interested tone. But before Ruby could even speak the announcer on the TV bellowed *"but what's this?! Coming up from behind are 2 dark horses challenging Percy Alam and spice for the lead! Could it be?.....yes! It's Pete Ford in the British Rail Rover and Charles Watfield in the Atari Ford Capri!"* Ruby's eyes lit up and looked directly at the screen with no signs of turning away anytime soon. *"They are."* Ruby mused....

**End of Part 3**



**Find out the conclusion of the race next time in Part 4 of Red Haired Rookie!**

Panicked, I try to find any source of light I might have as I try to understand my surroundings, unseen by my eyes. "What the hell did I do with that flashlight!?" I asked in distress. "What the hell is happening!?" Finally, I find my flashlight to illuminate the void I have been thrown into.

It's a cabin, pitch black and decaying with boarded windows. I attempt to remove the boards, but they seem to be securely nailed in place. Finally finding the door and some source of light other than my own, I realise I'm not in the wasteland I was moments ago. I'm in a forest. Green, full of life and colour. I feel eerily calm taking in my surroundings as I traverse the jungle I've appeared in. Everything is alive, nothing is frozen or dead, and not even the trees have decay. There was nothing wrong about this place.

Every mile I ran I found more and more trees for me to evade, it was endless. There was no stop to nature as I continued to take in the beauty of it. "Is this a dream? Or some trick my mind is playing to give me a break from the torture?" I think to myself, hoping to find any form of human life. But the more I run, the more I believe I won't see anyone or anything. But as I'm starting to give up hope, I hear something, and not just that. Someone.

I recognise the voice immediately and rush towards what is producing it. There he is. The man I helped before, standing in the middle of a clearing. He called to me, and somehow knew my name. I never told him, yet he already knew it, and could pronounce it perfectly. "Fae." He called. "Don't be afraid, everything is going to be ok." I run towards him, filled with questions I hope he can answer. "Are you alright?" He asked after I reached him. "I'm fine. But what the hell is going on? Where am I? How do you know my name?" He interrupts my questions and says, "All shall be explained soon. Follow me."

As I follow him, I start to see less and less of the forest. It almost seems like the trees are vanishing in front of my eyes. But I can't think of that, as my mind is set on one question. "Why can't I see his face?" I'm next to him, yet I still can't visualise it. He doesn't have his hat covering it yet I still can't see it. I interrupt my thoughts and ask, "Hey, where are we going if I may ask?" "To my cabin. You've been there before I'm sure. After all, you are the one who picked up my charm. Aren't you?" "The carved stone?" I think to myself.

# Chapter 2

## of Life

17

"Are you talking about the stone you left on the table?" "Yes." He replies confidently. "Speaking of, do you still have it?" I hand him the stone carry on walking.

After reaching the cabin, he snaps his fingers before light illuminates the room I was previously blind in. "Take a seat. I'll make us something to drink." He walks into another room as I look at my previously decayed surroundings. What was once old and falling apart, has suddenly become new and lively. It was like this cabin has a mind of its own. Poor lighting was soon fixed when the boards I tried to pull off with no luck, fell off and allowed light to grace the room. Everything here seemed to reverse its age before my eyes. Old things became new. Broken objects were fixed. And the air was cleaned.

The man walked back in and put down a teapot and two teacups. "I hope you'll enjoy." He said moving his hat to reveal a caring smile and bright crimson eyes. "Why hide your face from me before if you're just openly showing me now?" I ask. "I don't show my face to anyone who won't remember it." "But you, you are different. You aren't like the others. You have a heart." He said confidently. "Who are the others?" I asked in wonder. "You see them, do you not? When you go out into the cold, you can see the shadows, can't you?" He says slightly leaning closer.

"You can see what not many others can. You can comprehend what others don't have the power to. You have a gift Fae. A beautiful gift."

The words he spoke shook me to my core. He knows what I see. He knows what I saw take away my friends. The monsters that ruined my life. "How do you know about that?" I ask him in terror. "I can see them for what they truly are. And you can do the same." He says clearly as he sits down opposite me. "You have a gift to protect those who can't protect themselves. You just need to understand how to use it."

I'm frozen in fear and confusion from the words he's saying. My heart beat fast and loud, my thoughts racing as every word he says makes me question more and more about my past and what I've seen. "You're alright, Fae. Calm down. There is no need to panic." He says somehow knowing how I feel. I've shown him no reaction to his information yet he knows what I'm thinking. He knows how I feel. My heart is beating faster and faster, showing no signs of stopping. "Fae, you need to calm down." He repeats his words over and over trying to get me out of the trance I'm stuck in. My vision is going blurry and it's hard to think. With my consciousness fading, I black out.



# Careers with a difference

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**TOGETHER  
TRUST**  
charity

Registered charity number 209782

(Image from SEGA and MobyGames)

## SONIC THE HEDGEHOG

**Released:** 1991 **Platform:** Mega Drive, Saturn, GBA, iOS, Apple TV, PS4, Xbox One

As you may know by now, I like the funny blue speed mouse. If you didn't, Hmmmm?

But does the Debut Title still hold up 33 years Later? Was it Good, or was it A Mistake? Was starting the Console wars a good idea?

**Let's See...**

First off, the story is of a Scientist looking for Multi-coloured rocks, for some reason. Probably to sell them on the Black Market.

Now to The Game itself. The Game has a CG-ish art style, because that was the hit trend in the early 90's.

I think they ACTUALLY used 3D Models for (most of) the graphics! The controls are smoother than Will Smooth, And in 1991, that was rare! The Stage layouts are well-made, too! Besides labyrinth. (Water levels, am-i-right?)

But the best part is the music. Just listen to it, and you'll know why.

**So does it hold up? Yes. With a Capital "Y".**

Later in this issue, I'll review the CD Adventure!



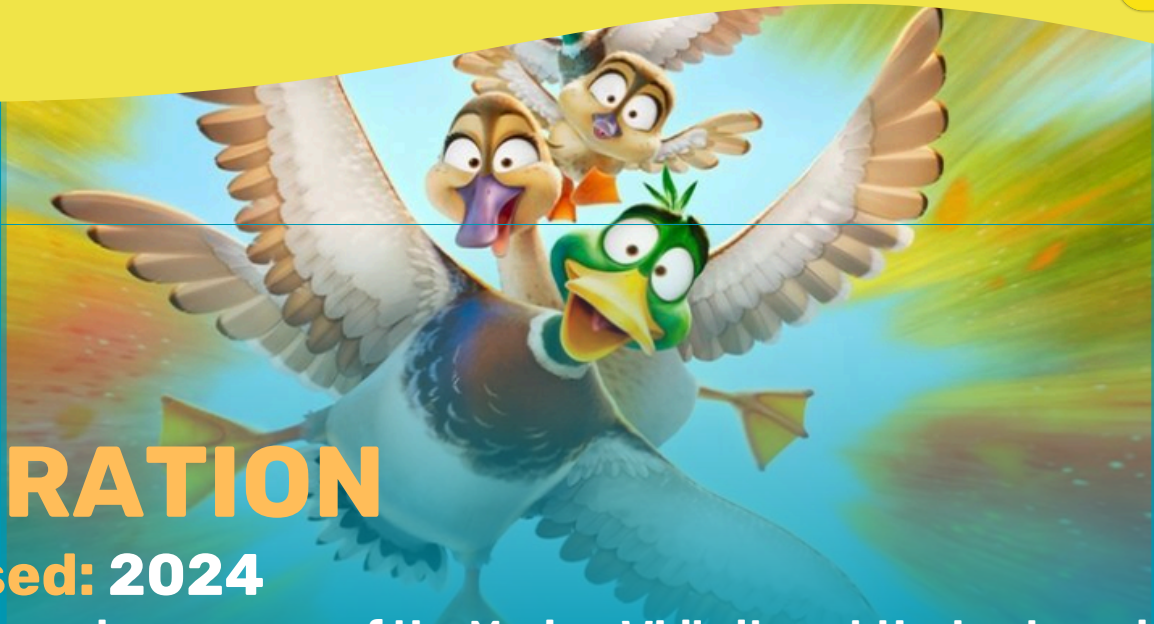
**Graphics: 8/10**

**Music: 9.5/10**

**Level design 8.2/10**

**Score: 9.2/10**

**Review by GB**



## MIGRATION

**Released: 2024**

After the rousing success of the Mario movie, Illumination are at it again with another entertaining family movie. Migration follows a family of ducks. Mack voiced by Kumail Nanjiani, Pam voiced by Elizabeth Banks, Dax voiced by Casper Jennings, Gwen voiced by Tresi Gazal, and Uncle Dan voiced by Danny DeVito. Mack is very overprotective and doesn't want his kids to venture off into the wild but after being convinced by another family of duck's who are migrating to Jamaica the family decide to follow suite. On the way they meet an elderly stork couple, a tiny Brooklyn accent pigeon, a duck yoga group, and a Jamaican parrot who helps them get to said country. All the while escaping the clutches of an evil psychotic chef who makes Gordon Ramsey look like a monk.

While its not the best movie I've seen it's very hard to call the movie bad. There's plenty of action, emotion, entertainment and a good enough climax. The only thing's worth pointing out is that it feels kind of rushed during the end and the villain doesn't talk apart from a couple of grunts and noises. But I guess the latter just makes him more menacing. So all and all this film was good. Nothing like the Mario movie but a simple harmless family movie nevertheless with a few pretty touches along the way. And trust me with the hype building up around Despicable Me 4 this certainly wont be the last Illumination movie we review. Great effort!

**Score: 8/10**

**Written by Harry W**



## PORTAL 2

**Released:** 2011

**Platform:** Windows, Steam Deck

Portal 2 is an amazing game about a woman named Chell (the main character you play as) trying to escape a facility you have woken up in after sleeping for a few years in a chamber.

You play with an NPC called Wheatley who mostly helps you out throughout the first half of the game. I'd say this is one of the best parts of the game, Wheatley was built to be stupid and it really makes sense throughout the game.

I would definitely recommend this game to others because of how fun it is.

This game also has an entire other story when playing multiplayer which is great if you need a multiplayer and singleplayer game.

9/10

Written by Chris.H



## Garry's Mod

**Released:** 2006

**Platforms:** Windows, Steam Deck

**What happens when Minecraft and Half-Life Merge?**

**This is your result! This Masterpiece of a game is by FacePunch Studios, Who also made rust. The many Weapons available at the start is impressive, but there's more in the spawn menu!**

**Speaking of the spawn menu, there's many props, characters, edible bouncy balls and MORE! (Even more if you have certain games installed, like Half-life (again) and Team Fortress 2!)**

**It gets EVEN BETTER with mods on the Steam Workshop!**

**It gets EVEN BETTER with mods on the Steam Workshop!**

**The Community Is also very nice! Granted, the dreaded Skibidi Toilet came from this, but still!**

**No downside in this classic! AND Updates are being made a lot, so the game's ALWAYS improving!**

**This is the BEST £6 you can spend!**

**10/10!**

**Written by George B.**



## Dune Part 2

**Released: 2024**

With the return of Frank Herbert's bestselling novel on the big screen, Dune has truly become the bestselling film of 2024. According to variety.com it's one of many movies to cross the box office records at \$700 million while "Godzilla x Kong: The New Empire, eclipsed \$500 million at the global box office. Both films were produced in partnership with Legendary Entertainment. This will be one of the last reviews I create for Inscapism as I will be moving to college at the end of term. really loved the film and all the action the production team chose some great actors to portray the characters,

an excellent cast! and the introduction of Austin Butler (who previously played Elvis Presley) into the cast. The character he plays in the film had some great reviews among the film critiques. All the visual elements, all the action scenes and even the music was breath taking! (compliments to the composer) The political themes in the film are very hard to understand, but I enjoy parts of the movie which make sense. I think this film was definitely worth reviewing especially with Timothee Chalamet graduating to the best acting career Thanks for reading!

**Written by James B**

(Image from SEGA and GameSpot)

## Sonic CD

“A Game for the Sega CD that isn't FMV Slop? You're joking!”

**Released: 1993**

**Platform: Sega CD, iOS**

If You thought Back to the Future was where time travel peaked, You'd be **WRONG**. This CD Classic is **THE** Time Travel Story!

The game's plot is about a little planet appearing above Never Lake, something that happens one month a year. And on that planet, you probably guessed, is the power of time travel. Now for the game itself!

The Music is The best in the Series and Gaming as a whole,  
The Concept is really creative,  
The Level design is well-thought out and unique,  
The bosses are a tough challenge,  
And the New Character's designs are Very Cute!  
If You wanna start playing Sega CD Games, start with this one!  
It'll Blow your Hats off!



Graphics: 9.7/10

Music : 10/10

Level Design: 9.7/10

**Overall, 10/10!**

**Written by George B.**

**Inscape has been nominated for a "Shine" award! Read more of it on page 25!**

**The Inscape end of year prom on the 18th of July**

**Post-16 trips to**



**Alton towers**



**and safari park on the 10th of July**

**Last day of school on the 23rd of July**

## THE MINISTRY OF MISTAKES

Welcome to this first entry of this new segment. I'm afraid to inform you of a mistake in issue 2. We tried to show more Delicates of the Omniverse in this issue, but we couldn't. Sorry we couldn't show more from Louie but at least the London reviews back.



**by Harry Watson  
(inspired by the phoenix comic)**

## MISSING



Last seen: 1990  
If found, please give it love.



# Inscape's London trip 2024



So yeah. We might be a bit late on the subject but anyway...

Not too long ago I and couple of other Inscape students and staff went on a school trip to the houses of Parliament in London. And before you ask, no, we did not bump into Rishi Sunak at any point of the trip. But all and all it was a nice day out.

We got to learn so much about not only Parliament but London in general. We even got to sit in the Chambers! I'd like to see one of my previous schools try that.

My only real complaint is the fact we all had to wake up super early to catch the train to London. So early in fact I fell asleep during one of the talks, I barely remember what was about but we did get hats of important British

*by Harry Watson*

political figures. I remember dressing up as Winston Churchill - that was rather enjoyable. But while we were in London we got to see the iconic sights such as Big Ben, the London Eye, the river Thames, a bagpipe busker and a couple of chanters handing out flyers talking about Jesus coming back.....London, am I right? :|

But I digress, our trip to London taught us so much about how our Government works. It's not perfect (cough cough ULEZ cough cough) but now we know how our British Government works and what they do to keep order as best they can. A very successful trip and I am really looking forward to **coming back to London for our hotlist entry into the Shine awards!**

.....But that's another story.

So... Our magazine got shortlisted and we are off to London again for the awards ceremony!

27



GB Has been nominated for an award with his comic! One of the categories from “Shine Awards”. It will happen around July 1st.



This is the shortlisted one.

The Shine School Media Awards is a national competition for student-lead media projects, like our magazine. There are nominations all across the UK, with different media publications, podcasts, newsletters or magazines. The shortlisted projects then get invited to London Stationer’s Hall for a fantastic, formal event featuring media workshops and the awarding ceremony.

**And we will be there!**



**I did that!**  
From GB



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# Slice of Life

## Interview with Helen Pechy

by James Brand

29



That's something that's all schools in the country have to do. That's what the government told us we must do. And that's to keep everyone safe. But we are all looking at different filters and making sure that we're teaching our students how to be safe online as well as just stopping things that aren't appropriate. That's not the point. We can find some good stuff on the Internet. Just got to make sure that we are protecting our students and our staff from inappropriate content.

*So, what would be a perfect day at school?*

**Perfect day for me or for the students?**

*For you, not for me.*

**I get to spend time with the students in different classes. I get to talk to them, get to have fun with them, joining some of their activities. Also be able to get on with some of the work that I have to do as well as all the paperwork and meetings and things.**

*What do you think the school can improve?*

**One of the things I'm working on at the moment is improving how we can support students out in the community to access all the services that might help them.**

*Yes, that would be interesting. I would also suggest that we lower the security barriers.*

**Do you mean online filters?**

*What has been your favorite thing to do in school this year?*

**Oh, quite a lot. I've loved Inscape's Got Talent and I loved just being part of lots of the events like the Pride events and really looking forward to the Pride parade on Friday. And I've enjoyed seeing all our students achieve and not just their exams, but really small things that are really big in the student's life. That makes me so incredibly proud.**

*Have you read the previous Inscapism issues and what do you think of?*

**I have read them. I think they are absolutely brilliant. I think they are professional standard.**

**(continued)**

*Yeah, we get to express creativity that might not otherwise be shown in other places outside your personal area.*

*And I think it goes to show that there are lots of stereotypes about people with autism aren't creative. And I think that that stereotype is totally wrong.*

*There are lot of stereotypical things in the world, and we're trying to challenge reality for autistic people?*

**Absolutely, and that's one of the things when we went to London, the highlight of my school year. Because people need to understand that what they think they know about somebody who's autistic is very different to the reality that in some parts are all safe. And there's things that people with autism might find a bit more tricky, but there's also an amazing skill set that people with autism have.**

*Next question. When is the next student council meeting?*

**It will be sometime this month.**

*We get to promote a lot of change for the school during these meetings, especially when we get to do it in support of autism.*

**Absolutely.**

*Yeah. So how is the school managing behavior issues?*

**So, what we do at Inscape is very different from mainstream school because we don't just look at the behaviour, we look at what's causing the behaviour. We call it a function of behaviour. Why is somebody doing that? And we try and offer them a different way of getting that resolved so that the behavior is more appropriate. We think it's really important that we don't shame people for their behaviour and we don't use what we call punitive sanctions like detentions because we know that they don't work.**

**30**

*My previous school had things like that.*  
**And did it work, James?**

*Not really, no. It felt like I was being put in prison for no reason at all.*

**But what's important is rather than just having a detention that you have a conversation with those stuff that know you really well and can support you to how to maybe do things differently the next time.**

*Maybe that should be transferred to mainstream work environments.*

**I absolutely agree James, and maybe that's something we could challenge. And we could also challenge some parts of the government just for these rights. We're trying to do that now. That's one of the things that Inscape does, we work in in mainstream schools. So, the school that my son goes to is a mainstream school and we started working with them looking at non punitive measures and they're starting to get on board with it.**



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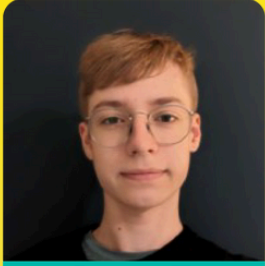


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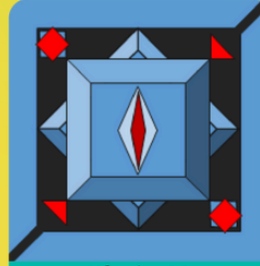
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