



Mamie Doud Eisenhower Public Library, 3 Community Park Rd., Broomfield, CO 80020

The 411

Fall 2004
Volume 2, Issue 3

What is The 411?

It's the Young Adult Newsletter published by the Mamie Doud Eisenhower Public Library & our Teen Advisory Board. Inside you'll find:

- Calendar of Teen Library Events
- Original Articles by & for teens
- Features a review & a short story

Questions?
Contact the
Teen Zone
720-887-2360

Teen Zone Newsletter

www.ci.broomfield.co.us/library/teenwebsite

Teen Programs for Fall 2004

Bilbo Baggins Birthday



The Lord of the Rings Adventure continues! Create your own Middle Earth character and learn the game rules on Friday night.

Celebrate Bilbo's & Frodo's birthday and help Samwise and Rose solve a mystery at Saturday's role-playing adventure.

Tickets are available 9/1. One ticket per person.

Friday, September 24 from 6:30-8:30 pm

Saturday, September 25 from 9:30-5 pm

Monthly Anime Showings

Anime Showings are back! Join us for Anime from **6-8 pm on the 3rd Wednesday** of every month. *New this fall: Registration is required. You may sign up two weeks prior to the show by stopping by the Teen Zone desk.



3rd Wednesday from 6-8 pm

9/15, 10/20, 11/17, 12/15

It's ~~Not~~ **Alive** @ Your Library

Nearly Headless Nick Deathday Party



We're having a deathday party for the Gryffindor ghost, Nearly Headless Nick. There'll be a costume contest, cool games and prizes. Dress as your favorite Harry Potter character!

Saturday, October 17 from 2-4 pm

Celebrate Teen Read Week October 17-23

Lights Out @ the Library



Think you have the skills to solve a crime? Teens will have a chance to flex their crime-solving muscles when we host an after hours murder mystery program at the library. The mystery is called *The Pharaoh's Curse*.

Friday, October 22 from 6-10 pm

October Teen Reading Program (10/1-10/31): Read three books & get a prize!

Self Defense for Teens



Learn how to prevent and respond to confrontations. The Broomfield Police Department and instructors from Krav Maga Training Center in Broomfield will show us how to use our heads and hands to defend ourselves.

Friday, November 12 from 4-6:30 pm

Fantasy Card Game



Are you a fan of *Magic the Gathering*? Players of all levels are invited to join us in learning winning strategies for this fantasy card game. Please bring your own deck of *Magic the Gathering* trading cards; sample decks will be available for beginners.

Saturday, November 27 from 1-4 pm

Holiday Crafts



Short on cash? Feeling crafty? Sign up to try our free holiday craft program for teens! You'll be making a variety of wire craft projects. All supplies included; you bring the creativity.

Saturday, December 18 from 1-4 pm

Anime/Manga Drawing Workshop



If you like Anime and love to draw, join us for this workshop. You'll learn what makes anime & manga style so unique and pick up tips on drawing characters.

Thursday, December 30 from 2-4 pm

These programs are for students in grades 6-12 and registration is required.

You may sign-up at the Teen Zone desk or by calling 720-887-2360.

Teen Articles

You Can Rock the Vote! By Jennifer Buchtel



Rock the Vote is an organization devoted to engaging youth in the political process by using media that applies to the younger generation; namely, the entertainment community. It uses today's trends and pop culture to make current issues and political participation cool.

Rock the Vote was founded in 1990 in response to a "wave of attacks on freedom of speech and artistic expression." Since then, the non-profit organization has worked to rally young people to create social and political change in their communities.

According to the official *Rock the Vote* website, "The goal of *Rock the Vote*'s media campaigns and street team activities is to increase youth voter turnout. *Rock the Vote* coordinates voter registration drives, get-out-the-vote events, and voter education efforts, all with the intention of ensuring that young

people take advantage of their right to vote." One of the most widely known partners of *Rock the Vote* is MTV, which has started various programs to increase youth voter awareness. "Choose or Lose: 20 Million Loud (in 2004)" is this year's major voting campaign, sponsored and created by *Rock the Vote*. The five minute bits on MTV provide information on each of the major candidates for President, the large issues that will be raised through this election, as well as explanations for registering to vote.

Rock the Vote's mission doesn't end when the polls close; the organization continues to make teens see the value of creating change in their communities all the time, and take action on the issues that they find important. Regardless of what job you're doing- signing petitions, running for office, or contacting elected officials, you *are* rocking the vote.

For information on *Rock the Vote*, see their website: <http://www.rockthevote.com/index.php>. To learn about "20 Million Loud," follow this link: <http://www.mtv.com/chooseorlose/>.

Old Enough to Vote By Maggie Wegrzyn



They're allowed to drive, work, pay taxes, wed and enter the military with parental consent. They can even be charged as adults for the crimes they commit. And yet they are not permitted to participate in the very process that determines their fate. Who are these people, you may be asking? Well, look around you; it's 16-year-olds right here in the United States.

In 1971, the voting age was lowered to 18 with the logic that if teens were old enough to die for their country, they were old enough to choose the person who would lead them to their death. However, in today's world, 18 is the worst possible time for teenagers to begin participating in the democratic process.

In addition to being legally recognized as adults, 18-year-olds are also graduating, moving away from home, getting jobs, and joining the armed forces. The logical stress that this adds to one's life tends to make most 18-year-olds neglect to vote. On the other hand, 16-years-olds are still in

high school. They are more stable and are in a position where they are able to become more educated about voting. Perhaps voting could even be incorporated into the curriculums since many state constitutions mention that the central idea of education is to promote democracy.

Let's face it, most voters are baby boomers and senior citizens. Therefore politicians cater to their agendas and try to make life better for these constituents. If 16-years-olds were given the right to vote, they would be able to not only bring a fresh perspective to the polls, but politicians would be more inclined to take the ideas of teens more seriously. This would increase politician accountability as well as encourage good voting habits to begin early. After all, since 1972, the percentage of voters has decreased 15% in people under 25, with a general decline of only 4%. Clearly, there is a problem with voter numbers dwindling.

Finally there are those people who say that 16-year-olds lack the common sense to elect the leader of the free world. This is a double standard that discriminates against young people. Why are capable teenagers denied that same right? Honestly, ask yourself why?

Traveling the World By Will Fulton



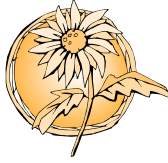
Have you ever dreamed of traveling the world? I have, and this summer I had the chance to realize my dreams, in the form of a journey throughout southern Europe. I traveled courtesy of a program called *People to People*. *People to People* is an organization founded by Dwight D. Eisenhower that sends students from the U.S. to other countries in order to promote peace and

understanding between cultures. This year, students traveled through Spain, France and Italy, as well as visiting Monaco and the Vatican (Rome).

The world, and Europe in particular, is very similar to America, but also has some big differences. One of the biggest differences, other than the languages, is the number of street entertainers. In America there are virtually no street artisans. In Europe, though, there are entertainers of all kinds! (article continued on bottom of next page)

More Teen Articles

The Otaku Note: Shoujo Manga By Amanda Chin



Manga and anime (though mostly manga) for the MOST part can be categorized into two genres: the “shoujo” and the “shounen” manga. This article will focus on the shoujo.

The title “girl’s manga” should give a clue as to what gender gravitates towards this genre. The focus is more on character development, and romance abounds. Here you will find the “magical school girl” sub-genre, as well as the “high school romance” sub-genre. There are even specific types of stories such as “girl who encounters pop idol.” You can define shoujo manga for the most part through these qualities:

1) Overlapping panels- On every page, the images of each panel fade into one another so there’s no one set format of boxes for each page. This is a representation of real life, of how several moments can happen at once, and

the overlapping panels are combining these moments together.

2) Flowers- Special effects are used as symbolism, and flowers are generally a “shoujo” thing. This doesn’t mean that there are really flowers surrounding certain characters. Most authors use types of flowers to create an atmosphere around characters, sometimes describing their feelings or the type of person they are. Examples include roses for a romantic mood or daisies for innocence.

3) The Bishounen- The “bishounen” is the “pretty boy.” These are men who have exceedingly female features and who are VERY appealing to females. They tend to have more female characteristics than normal men, showing emotion and being able to sense emotions in others.

There are many differences between shoujo and shounen. So many that they’ll probably not be mentioned here. But these are some basic facts and definitions that might help in the near future for any new fans who want to know the “ins and outs” of the otaku world.

Magic the Gathering By Joe Fernandez



First, I would like to start out by letting you all know what magic the gathering is. It is a fairly simple card game, after you play a few rounds.

You are a wizard dueling against another wizard. You start out with 20 life points that you lose when you take damage from the opponent.

There are five basic types of cards:

- lands
- creatures
- instants
- sorceries
- artifacts

There are also six different colors of cards:

- red
- blue
- green
- white
- black
- colorless

The cards that fit under the colorless category are artifacts and lands. To be able to summon creatures you need to have the right number and type of lands.

The creatures have two numbers on the bottom right hand corner of the card. It looks like # / #. The first of the two numbers is the power and the second is the toughness. In a battle, the first number (power) of the attacking monster goes against the second number (toughness) of the defending monster and vice versa.

The first to lose all life points or draw the last card, loses the game.

And those are the basics of the game.

Join us for a *Magic the Gathering* card game at the Library. Saturday, November 27 from 1-4 pm. Please call 720-887-2360 to register.

...Traveling the World (continued)

Performers will paint themselves and their clothing one single metallic color and stand absolutely still so that people think that they are statues, until they move and surprise someone. Mimes will follow people for long distances, aping their every move until the victim realizes they are being followed. Some artists will make chalk drawings on the sidewalk while people watch.

However, not everything about the streets is all good entertainment. In fact, a few kids I was traveling with saw people having their pockets picked or being scammed by

some street vendor. Despite this darker side, however, the streets are usually entertaining places to be.

Another interesting thing about Europe is its architecture. The buildings tend to be smaller and more tightly packed than the buildings in America. In some cases, there is no space between buildings, and they can only be distinguished by color, or height, or even just window size! Then, on the other hand, you have the huge Gothic cathedrals that usually stood alone, in the center of large open areas. The difference between styles is very profound.

All in all, the trip was a great experience, and I would encourage anyone and everyone to visit another country!

A Review and Short Story

Harry and the Potters By Natalie Osborn



In case you missed it, on Monday, July 26, the Mamie Doud Eisenhower Public Library was graced with the presence of two very talented muggles-scratch that-wizards that make up the rock band, *Harry and the Potters*. Appearing under the pseudo names of Harry, and um, Harry, Joe and Paul DeGeorge rocked the library with several clever Harry Potter inspired tunes. Ready everyone, all together now, SPEW! Oh, wait, not too loud, some poor chap upstairs is trying to read.

Like true performers, they put on an entertaining show. Many of the audience members whipped out their wands (glow sticks) and waved them around in the air, transforming the auditorium into something that might resemble the Great Hall. (If the candles shone green and purple and if it was host to a rock concert!) While jamming, anything was fair game for our champions to use as a stage:

the amps, the arm rests, etc. Though there was the constant danger of death by microphone cord or a guitar string snapping, the show went off without a hitch; they are wizards after all.

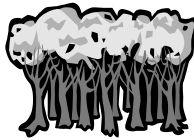
So far, two CDs have been released, their self titled album, *Harry and the Potters*, and *Voldemort Can't Stop the Rock* (so true). Both contain many tracks with varying musical styles. From an upbeat song aimed at bashing Umbridge to slightly more somber ones about everyone's favorite godfather, there is something in there for everyone. The lyrics are witty and quite catching. The music is raw and sets the mood for the words right from the first track. The whole idea is all about fun, and that's exactly what the songs are- fun!

You can find out all about the Harry's and their doughnut themed escapades at their website:

<http://www.eskimolabs.com/hp/>.

Harry and the Potters CD's are available at the Library!

Mage Craft By Molly Enright



At dusk, in the center of the forest, there was a girl sitting beside a large boulder eating a small piece of bread with a little water. She wore a green bandanna that covered the top of her short, black hair. She had tan skin from spending too much time at the docks in her old, seaside town and eyes too dark to know the true color.

This girl's name was Tela. The reason why she, at age fourteen, was out in the wilderness alone was that her home town of Pater had rejected her. They had found that she was a mage and a horrible one at that. She couldn't control her magic and for that, she was banished.

Tela had been told to travel past the forests or the

warriors of her town would find her and kill her. She had finished eating now and got up; she still had many miles left to go before she reached the end of the forest. Tela took a big yawn and pulled her bag back up onto her shoulder and continued on her way.

Nothing had happened so far on her journey which was not normal. Usually bandits flooded the outskirts of Pater at this time of year. The thought had disturbed her yet comforted her by the fact that she had less of a chance of dying. She walked silently for a moment, stretching her legs. Then, she stopped. She had heard something in the bushes.

Curiosity played against her fear but in the end, curiosity won. She tiptoed towards the bushes and stopped, hesitantly. But she wanted to know what was there. She felt like she needed to know. But when she pushed opened the bushes, she found...

Teen Advisory Board



What's up with T.A.B.?

T.A.B. members are teens (grades 6-12) who volunteer their time to help us make the library a teen friendly place. They meet every first and third Monday from 4 to 5 in the first floor meeting room of the library.

At these meetings they plan teen library programs, get feedback on ideas and put together the newsletter you're reading right now!

This fall, T.A.B. will be helping us plan teen library programs for next year (2005). If you're interested in joining T.A.B., stop by the Teen Zone or give us a call at 720-887-2360.

T.A.B. members starting top left: Will, Andrew, Mindy, Kelsey, Molly, Jenny, Jessica, Maggie and Natalie. Missing are James, Sam, Joe C. and Joe F.

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