

Haunted Room in 2009 Halloween

This year the grade 8 class held their second annual Haunted House. The planning began in late September, where the students got together and brainstormed the events of the House. During this time the students have, with much energy and fervor, learned to (in order) debate, discuss, agree, plan, organize, work together as a team, and construct "one of the best things I've seen built since I've been here."

There were line ups out the door to get in, with many entering 3 or more times (upwards of 8 times). There were two groups of Chinese Delegates that passed through (who took many pictures and marveled at the creativity and quality that the students put into this endeavour). Taking a day to build, the class made their props, using cardboard, old clothing, paint, wood, screws, drills, hand saws, tarps, and flashlights, talking and working like bees in a hive, we could not have put together such a successful Haunted house as we did. Many thanks go out to all of the students who truly brought an idea to life for everyone to be a part of. If you did not get through the House yourself, enjoy this virtual walk through.

Upon moving towards the door of the house, you would be greeted by our doer of death (Sabrina) who would command the bones over the door to part for the next victim. Entering into the House, one would walk into a dark, rolling fog, being greeted with a glowing stone which told you to "Stay away!" Move to the right and walk past the first wall where ghoulish mannequins (Mrugen & Manvir) would come to life and give you a sudden surprise. Move to the left to avoid the next ghoul and into the Witch's Brew where two of our gypsies (Thalia & Alexis) would stare off into their mystic balls and bubbling cauldrons, cackling into the darkness and fog. Turning right you pass the flying witch and head off into a foggy nothingness, a maze where strange folk would wander through (Alexis & Shelby). Follow the red lights straight up, turn a quick right and avoid the spiders above and head down towards the blue glow at the end of the tunnel. Turn left and follow the humble song of our resident doctor of death (Eric). In chant he pulls out guts and pulls off heads. Quickly move left and through the grave yard, under the angle of death, where tombs, coffins, gargoyles, and glowing eyes await you under a forest canopy. Move right and be surprised by the prisoner in jail (Alexander, Veronica, Cam, Erik, and Mr. Poulin) who begs for you to help them get out. Turn left and escape into the asylum where the psychologically deranged (Kalle, Elizabeth, Nicole, Jessica, Seline, and Ella) run the show. Ease forward to the glow of the black and white static, but beware of the dragon (Monica) which awaits you. Collecting your whits you get past the dragon into the room of a rocking lunatic (Veronica). Collecting your candy prize for completion, you exit with an increased heart rate and a laughter.

--by Mich Poulin