

# Next generation is ready at a console

## EDITORIAL

By WARATAH WEST  
SATELLITE CLASS

THIS year the next generation of video game consoles were revealed to the world.

Video game consoles are now in what is referred to as their eighth generation. The first generation of video game consoles were nearly exclusively built to play Pong and basic pinball games, while the second generation introduced classic consoles such as the Atari 2600.

The third generation witnessed a jump in technology and established a rivalry that would remain for many years with the release of the Sega Master System and the Nintendo Entertainment System.

The fourth generation saw the Sega Mega Drive and the Super Nintendo, but also, new competitors that would use compact disks to store games instead of cartridges.

With the fifth generation, a gap started to emerge between Sega and Nintendo. Sega released the Sega Saturn, a compact disk console that failed to capture the attention of America, Europe and Australia. The Nintendo 64, however, was a commercial hit, offering a range of multiplayer options that rekindled the interest of some waning gamers. The other

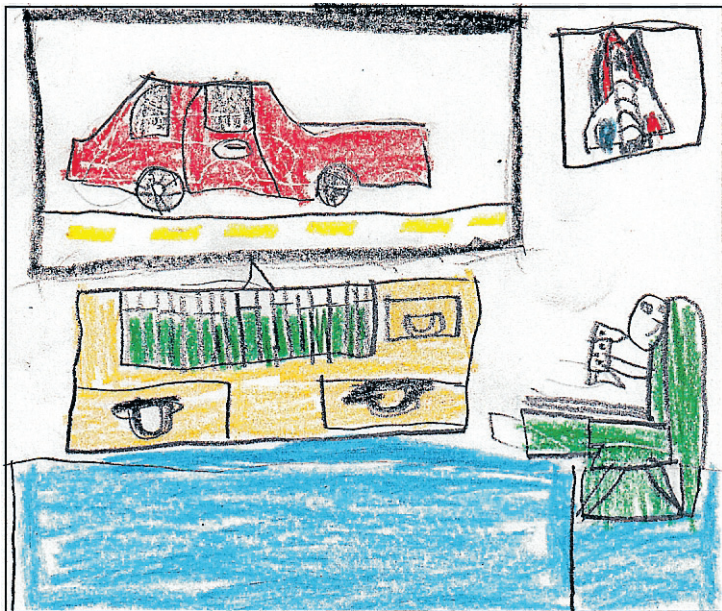
big success of the fifth generation was the Sony PlayStation, which became the first console to sell more than 100 million units.

Not long after, the sixth generation of consoles emerged, this time represented by a new entry from Microsoft with the Xbox; Sony with its PlayStation 2; Nintendo with its GameCube; and Sega with its Dreamcast. It was clear, however, that Microsoft and Sony were now the big two, instead of Nintendo and Sega.

By the seventh generation on consoles, in 2005, Sega was officially out of the competition. Microsoft released the Xbox 360, Sony its PlayStation 3, and Nintendo developed a surprise entry with new motion controllers, the Nintendo Wii. And now, in 2013, we have the three new consoles from Microsoft, Sony and Nintendo, all trying to be the best in the game.

The Xbox One is promising a complete lifestyle experience, with television integration a big part of its launch. PlayStation 4 is offering new ways to browse the internet, but do we really need this on a console? And with the Wii U, we have a new tablet-style controller, but in an age of iPad and iPod Touch, is this really what we want from our game consoles?

Only time, and the dedicated testing of all new consoles by our students, will determine the value of this next console generation.



Cartoon: Riley Whittle



EYE-CATCHING: Aspect students use their graphic design skills to share a healthy message.  
Picture: David Drews

# Creating good eating habits

By WARATAH WEST  
SATELLITE CLASS

HEALTHY eating has been on the menu recently for Waratah West Satellite Class students.

Students have been learning about the value of eating well and exercising. With so many tasty, easy-to-access fast food options, it can be difficult to balance a healthy diet.

Although, as the students have found out, many fast food restaurants have changed their menus for the better in recent years.

"The hardest thing is when you find food you like, but then you want to keep eating it, and you need to be smart and balance it with other food varieties," student Thomas Eube said.

Students have been making posters and movies in class to promote healthy eating habits, and experimenting with slogans such as "Eat Right, Be Bright" to share their message with others.

Students have been filming and editing a movie about healthy eating, building on a string of previous films they have created in the past.

Investigating the Healthy Eating Pyramid, from Nutrition Australia, has provided students with source material for their media creations, particularly in dramatising the need to balance energy in (food intake) with energy out (exercise).

The posters created will be utilised across other class settings to promote these positive habits.

# Visual learning benefits in a modern world

By TARRO SATELLITE CLASS

APPLE'S iPad continues to be an inspiring resource for school teachers seeking new ways to elevate their teaching practices.

Morgan, a Tarro Satellite Class student, said, "My brain thinks it's easier to learn using the iPad". Another student, Hamish, said, "Touching the screen keeps my brain working and makes work more fun".

As students with autism are primarily visual learners, researchers have

in recent years been exploring the impact of electronic screen media on student performance.

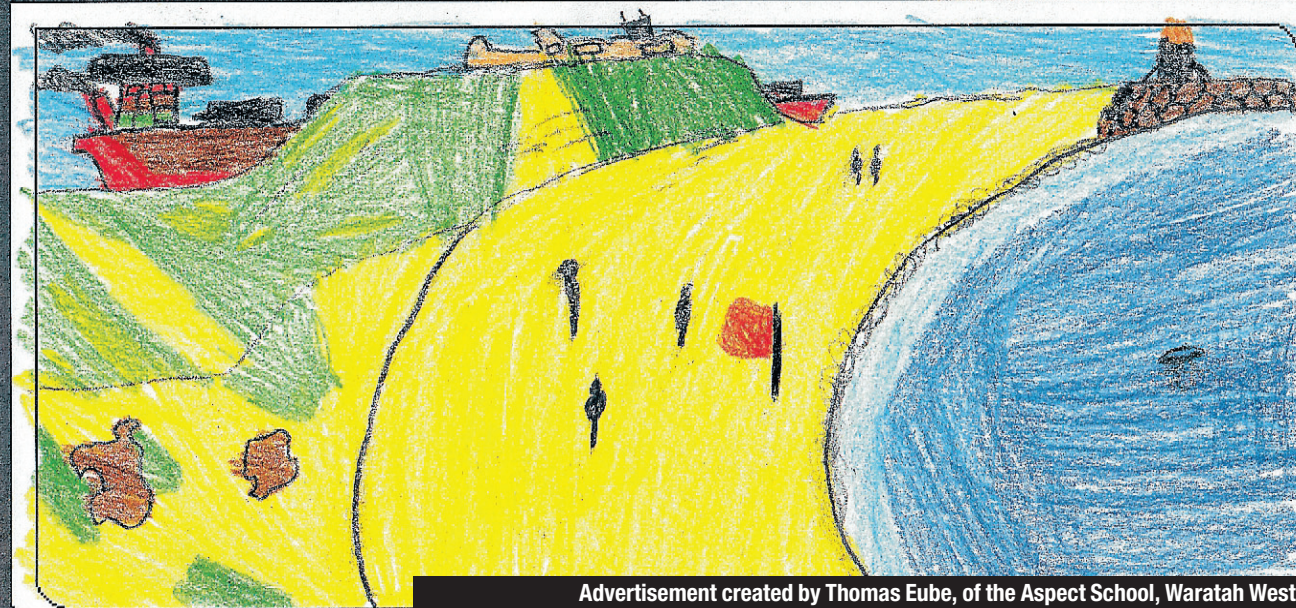
Autism Spectrum Australia have engaged in multiple research projects exploring ways the iPad can be best used in the classroom, such as social and communication goals, and helping students to regulate their emotions.

Educational Outreach consultant Craig Smith has recently spoken at a number of conferences on the impact of this technology on children with autism.



ADVANCES: Aspect students are discovering new ways to learn with an iPad.  
Picture: Erin Walker

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