

Middle Schools create a supportive environment to reach all adolescent learners. Students at Titusville Middle School celebrate learning achievements AND nurture their "inner authors" through...

MIDDLE MATTERS

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The Harp

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One dark and foggy night, a young girl was lost in the forest. She was scared, for she had heard stories of what dangers might lie in the forest—especially at night. As she walked, she could hear a faint noise—the noise of a harp being played in the distance.

As the fog cleared, she could see the very harp that she had imagined. It was an elegant golden harp sitting in a straight position on a pale, white stone. Its thin, grey strings glistened in the moonlight. However, there was no one in sight playing the harp like the girl had heard. Filled with curiosity, she slowly approached the harp, and without thinking, strung its strings.

For a minute, she felt happy and safe hearing its magical melody. However, her happiness did not last long. All of a sudden, the fog appeared again. The girl screamed for help; however, no one could hear her. The fog had swallowed her, and she had vanished in thin air.

A few weeks after the girl's disappearance, a young boy named Edric, living in the kingdom Granolah, was in the market square looking for food to feed himself and his family. Since his family were peasants and lived in poverty, Edric had to steal food to feed himself and his family.

Finally, he found a stand of pies, grapes, and sausages to steal for himself and his family. As he ran towards the stand, he stopped, because he saw a flyer that caught his eye. It was a flyer of the king's daughter, Abrianna, who had recently been missing in a forest. The reward for her return was five thousand gold coins. When seeing this flyer, Edric became very exhilarated. With that much money, his family would become wealthy and be able to afford anything. No longer would he have to

steal food for himself and his family and barely get caught. However, many citizens who had tried before Edric had mysteriously disappeared in the forest.

Edric returned home without stealing food like he had intended to. He was eager to tell his family the news. To his dismay, his parents did not like the idea of Edric going all by himself to a mysterious forest to find the king's daughter. They scolded him for not bringing food, and blamed him for their starvation.

That night, Edric lay in bed thinking about how much money he could earn for his family if he found the king's daughter. He could not resist the thought. Hence, he decided to travel to the forest, find the king's daughter, and return home the next morning by sunrise. He packed himself provisions for the long trek and began his journey.

However, the forest was farther than Edric had thought. Days had passed until he had finally reached the very forest in which the king's daughter had disappeared. Edric had finished all of his provisions. It was the middle of day, and Edric was hungry. He decided to look around in the forest for something to eat. He did not realize that he was going deeper and deeper into the forest because of how desperate he was for food.

After a while, he finally realized that he was lost. To make matters worse, it was getting late and Edric had no shelter or safety. Soon, he could see many yellow eyes staring at him from the darkness. Frantically, Edric ran, trying to find his way out. However, his every action was useless. Suddenly, he heard the faint noise of a harp being played in the distance, just like the king's daughter had heard before him.

He followed the noise, leading him to an elegant, golden harp. It sat straight on a pale, white stone with its thin, grey glistening strings. Nobody was playing the harp which confused him. Just like the king's daughter, Edric slowly strummed the strings of the harp. Sure enough, a thick fog appeared blinding Edric.

He ran everywhere, but he could not see anything. Eventually, Edric fell unconscious. When



he opened his eyes again, Edric saw that he was tied to a chair by a rope. Beside him, was a young girl and people all tied to chairs as well. They were all unconscious and looked very feeble. Edric soon realized that the girl must be the king's missing daughter, and the people must be the missing citizens who had gone looking for the king's daughter.

He quickly woke them up, and asked them where they were, and how did they end up in the room.

The king's daughter explained that they had been lured by the same harp into a trap. She explained that the harp had a melody so powerful, it could lure people to its trap by hypnotizing them into strumming its strings, playing its magical melody. The harp's trap was a place called the Castle of One Hundred Doors. There was no escape from the castle, for it had one hundred doors that appeared and disappeared in different areas of the castle and continuously.

Also, loud screams of spirits who had perished there echoed throughout the castle. This confused its prisoners. Eventually, people imprisoned there would perish. After hearing this story, Edric became nervous. He desperately pulled on the ropes holding him to the chair, attempting to free himself. However, he could not manage to break the rope. Luckily, Edric remembered that he had brought a pocket knife with him along with his provisions. Reaching into his pocket, he pulled out his pocket knife and cut the ropes loose. Then, he cut the king's daughter's and other prisoners' ropes loose until everyone was free.

The door was locked, so Edric twisted and turned his knife through the keyhole, until he was able to unlock the door. However, outside of the room held a big surprise for Edric. The king's daughter was right about the castle; it had no escape. Doors appeared and disappeared in all directions, and screams bounced off the castle walls. Edric, the king's

daughter, and the other prisoners stayed together and entered random doors, trying to find the door that led to the castle's exit.

After a while, Edric became discouraged as well as the other prisoners. They were about to capitulate when the king's daughter noticed something. A long, thin string coming out of Edric's shoe. Apparently, when Edric had first entered the castle while he was unconscious, his sock had been caught in the doorway.

It had slowly unstitched, creating a path of string behind him to the way out. Using the path of string, Edric, the king's daughter, and other prisoners, followed the string until they reached the exit of the castle. Triumphant, they marched out of the castle and breathed the fresh air outside. They were finally free from the horrors of the castle.

Since it was daylight, they were able to find their way easily out of the forest. After five days of walking on foot, they were able to reach Granolah. Upon arriving to Granolah, the king was shocked to know that a peasant like Edric was able to find his daughter, and rapturous on his daughter's return.

The other citizens who were imprisoned with Edric were rewarded for trying to find the king's daughter with a free dinner. They were able to reunite with their families once again. Edric was rewarded with five thousand gold coins for the king's daughter's return. Then, he went to his home. There, he found his family who had been very worried about Edric's disappearance.

They were overjoyed to see him and asked him where he had been all that time. He told his family that he found the king's daughter and had been given five thousand gold coins for a reward. When hearing this, Edric's family apologized for doubting him and asked for his forgiveness. Edric forgave them, and from now on, he would never have to steal food for his family could afford just about anything.

Bowling Exploratory

PSSA testing weeks can be stressful for anyone, but students at the Titusville Middle School found a way to unwind after testing. On April 25 and April 27, teachers held exploratory sessions for students. This allowed students to relax and enjoy!

Exploratory activities included the following:

3-on-3 Basketball
Barking Lot
Bowling
'The Wizarding World of Harry Potter'

"Hour of Code"
"Lego Robotics"
Advanced Paper Airplanes
Backpacking and Hiking
Card Games
Cupcake Wars
Duct Tape Pens for Relay for Life
Evaluating Game Film
Using Hudl
Gaga Ball
Birdie Golf/Green Acres
Outdoor Photography
Rocket Sculpture
Scarves-Arm Knitting
Swimming/Water Polo
Ultimate Frisbee
Walking
Zentangle Inspired Art

