

ZigZagZine

Issue 11

CREATING, THINKING, IMAGINING

July/August 2009

ZigZagZine Moves to Web Page Publishing

by Jessica Chase

ZigZagZine is a publication “by kids and for kids” and I am its editor. Our top story in this issue is about how we are changing the way it’s published.

I dreamed up ZigZagZine a couple of years ago, and started publishing it soon after. It’s been so much fun helping ZigZagZine grow into what it is today. The zine has been a place where kids and teens can be published online, and get just as much recognition for it as someone much older. After all, if someone has quality work, the world should know! It’s also been a learning experience for me—I know a lot more about writing, editing, page layout, and Web publishing than when I began!

ZigZagZine has always been published on the Web—but as a pdf document, linked from a blog-based Web site. This issue was created that way, in newsletter format using a page-layout program, and then saved as a pdf file. However, this is the last issue we’ll publish in this format. From now on, we’ll publish stories, articles,

poetry, photography and artwork on individual Web pages, at zigzagzine.com.

Starting with the November/December 2007 issue, ZigZagZine has been published every two months for almost two years. Over that time, I’ve edited and published eleven issues, with contributions from kids across America. Together, we’ve covered a wide range of topics, from wizards to hermit crabs, from former presidents to Chihuahuas. We’ve had articles on monarch butterflies, goldfish, Genghis Khan, Charles Darwin, and many others. And on top of that, lots of stories, poems, art, and photography.

You can still read all of our past issues and all the content in them on our Web site! We’ve updated the site to reflect the new Web-based approach. If you take a look at zigzagzine.com, we now have links at the top of each page to Articles, Stories, Columns, Art, Poetry, Miscellany, Book Reviews and Photography. All future content will be published

directly on Web pages under these categories. For example, here is a [link to this very article on the Web](#).

Whenever a new submission is added to the site, I’ll write a blog post to let everyone know about it. But since no one will check the blog every single day, I’ll use the [ZigZagZine Announcements mailing list](#) to notify readers. If you’re already subscribed, great! If not, you can [subscribe here](#).

One benefit of switching to Web page publishing is that we can publish material continuously, instead of issue by issue. You can submit your material whenever it’s most convenient, and we can publish it soon after we receive it.

A little history

Before I started ZigZagZine, I experimented with editing a different newsletter.

It was called “Kids Times,” and I only created three or four issues from
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Have eleven issues really gone by?

As you’ll read in my article above, after this issue, I will be publishing ZigZagZine contributions on Web pages instead of in a newsletter layout like this. But in this eleventh issue, we’ve got some great contributions!

Talya Klinger shows us how to make our own paper, in a very interesting article. Shiloh Curtis sent us some photos of her wonderful oil paintings. And, you can see even larger versions of these on the Web site! Riley Price sent in a “Tech & Science” column about a popular topic—handheld gaming devices! And Mara Hughes has a very cute pet to show us in her “Unusual Pets” column. Thank you so much to each of them and to all our contributors so far!

See you at zigzagzine.com! (All clickable links in this issue are in blue type.) — Jessica Chase, Editor

late 2005 through early 2006. It was pretty cool at the time, but it had some serious limitations: I created it on the computer (designing the pages in PageMaker), then printed out multiple copies on paper and mailed them to a small group of friends. Two problems right there—(1) it cost money to buy ink and paper, and I was publishing it for free, and (2) it couldn't grow any bigger, but just remained within the little circle.

The next year, I wanted to start up Kids Times again. But this time, I wanted to reach a wider audience—kids and teens across the country. My mom and I brainstormed a name and slogan—ZigZagZine: Creating, Thinking, Imagining (my friend Kaizen helped with the slogan). Then, my mom helped me build a Web site. We decided to use Blogger.com, and I got my own domain name, zigzagzine.com, so that we could link to non-blog Web pages later on (that turned out to be a good choice). After considering the possibilities, we decided to publish the zine as a pdf. The original idea was that readers could print out the pdf, and have a print zine to read.

I solicited a few submissions from friends, and, with mom's help, learned how to lay out the issue using Adobe InDesign. I wrote my first article, created the pages, and figured out how to export the zine to a pdf. Then, on November 14, 2007, the first issue was posted, and ZigZagZine was launched!

From there, it has grown. Early in February of 2008, David Blatner and Anne-Marie Concepcion interviewed me about it on their podcast, InDesign Secrets. The podcast is about the Adobe page design program, InDesign, and since I made the zine in InDesign (and was then, at 10 years old, the youngest person they knew who used the program) they were interested. You can see that [blog post here](#). The day the podcast went up, several people who had heard the podcast commented on the InDesign Secrets site about *ZigZagZine*!

In the next issue, March/April 2008, I wrote an article about elephant seals, and took the photos myself when touring Año Nuevo State Park, a great place to see the huge seals during breeding season. Shortly after the issue was published, I suddenly got over 250 page views

in one day! When I told my parents, my dad (whose job involves new media publishing) said that he had told one of his blogger clients about the zine. It turned out that she had written a post on her blog commending my seal photography!

Now, almost two years later, it seems like a good time to convert from pdf publishing to Web page publishing. As I said above, we had intended for readers to download and print the pdf, but it seems that few people actually do that. So instead of making readers download and print an issue every month, we're making the zine more accessible, so that checking out the latest submissions is as easy as viewing a Web site!

This is a new beginning for *ZigZagZine*! I can't wait to publish more of everyone's work, and keep doing what I love. *zzz*

Contributors to this issue

- ◆ Jessica Chase, 12, lives in San Francisco, California
- ◆ Riley Price, 13, lives in Lake Villa, Illinois
- ◆ Jack Wooldridge, 13, lives in Great Meadows, New Jersey
- ◆ Mara Hughes, 11, lives in San Jose, California
- ◆ Talya Klinger, 10, lives in El Cerrito, California
- ◆ Shiloh Curtis, 10, lives in Mountain View, California

zzz

CONTRIBUTE!

We accept stories, articles, poems, photography and artwork from kids and teens. New contributions are posted on our Web site at zigzagzine.com.

If you'd like to see your work in *ZigZagZine*, please send submissions and inquiries to Jessica Chase at info@zigzagzine.com.

zzz

Sign Up for Our Mailing List!



If you'd like to receive announcements about new contributions posted on the *ZigZagZine* Web site, you can sign up for our mailing list. You'll receive an email each time new content is posted.

Sign up at

groups.google.com/group/zigzagzine

Stone Fly

By Jack Wooldridge



Making Paper

by Talya Klinger

Grab a big bucket and a few supplies, and you are ready to make paper and have fun. There is nothing like making your own paper to make you realize how much we all take for granted each day when we fill our printer trays or open our notebooks.

To make your own paper, you need water, a sponge, a screen, an iron, pressing paper, and pulp. Pulp is usually made from wood fibers, but can also be made from recycled paper or rags.

Instead of creating your own pulp, you can purchase an inexpensive kit, as I recently did, from the [Minnesota Forest Industries Kids & Teachers section](#) for \$8.00 (The 'Where Would We Be Without Wood Kit' is also a wonderful educational resource, also for \$8.00).

The first thing you have to do is make a mixture called slurry by combining water and pulp. Slurry is about one part pulp to three parts water. Then, shake the slurry in an empty half-gallon milk carton or bottle to dissolve the pulp into the water. Next, pour the slurry mixture out and mix it with a spoon in a large bowl or pail.

After that, you dip the screen in the slurry and let the water drip off the screen. It is helpful to slightly twist the



Photo by Alisa Klinger

screen, so water can drip from different sides. Lay the screen on top of the sponge and under the pressing paper, pressing down to extract any additional water.

When you have removed all the excess water, carefully slide the piece of paper off the screen. Then, place the piece of paper with the pressing paper above and beneath it on a magazine or telephone book, and use a hot iron to dry the slurry-paper even more.

Now you are ready to extract your piece of paper from between the two pieces of pressing paper. Be careful, because the paper will be very hot and fragile. It can easily fall apart at any point in the paper-making process.

The finished paper is bumpy, stiff, and slightly bent

in places. You might want to even let it dry out further in the sun before writing on it. Adding color, flowers, or small plants to the slurry is always an option, too, particularly if you want your paper to be more decorative. You can use your paper to make greeting cards or book-marks, spreading two important words about conservation as you go: reuse and recycle! *zzz*

Did you know?

- The ancient Chinese were the first people to make paper from wood fibers. They used mulberry bark to make paper.
- Trees grow better in wet weather, but paper dries more slowly in humidity.
- The average person uses about 635 pounds of paper per year.
- Reuse and recycle to save our trees, forests, and planet.

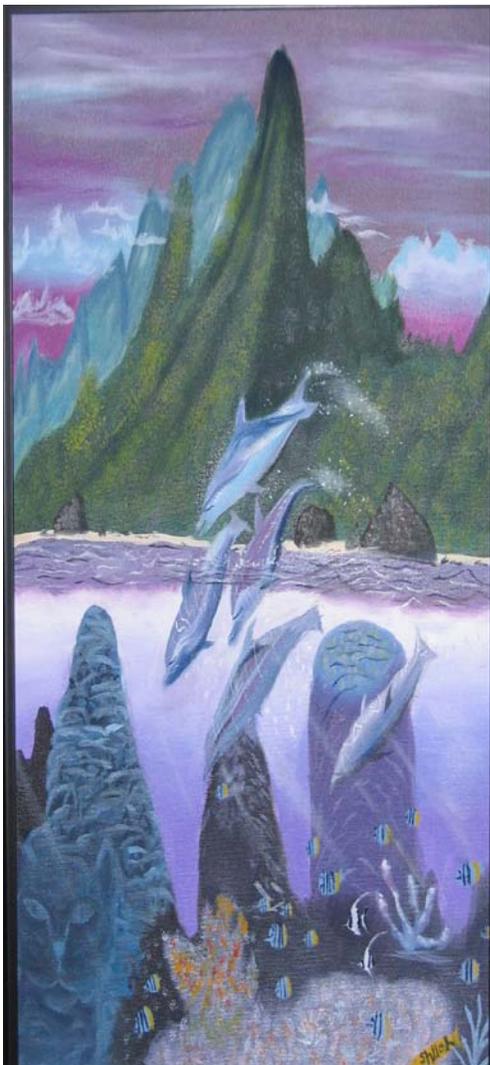


Oil Paintings

By Shiloh Curtis

I don't really know why I like to oil paint, but I know I really like cats. Scratch that. I really, really, really, really, really like cats. So that's why you see so many cats in my paintings. The series goes something like cat, cat, butterfly, cat, cat, cat, dolphins, cat, cat, cat, cottage... You get the picture. I also don't know why I like cats. The reason you don't see a cottage here is that I'm still painting it.

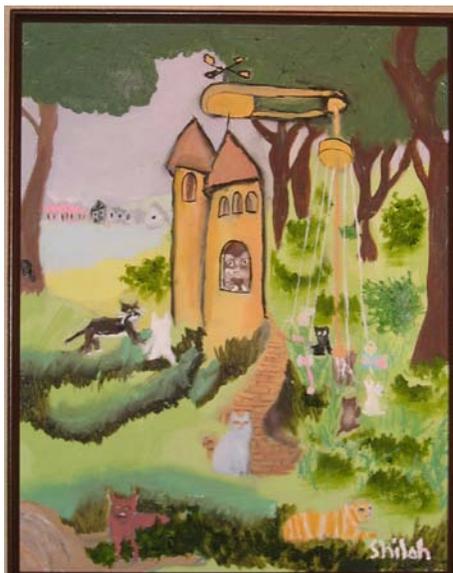
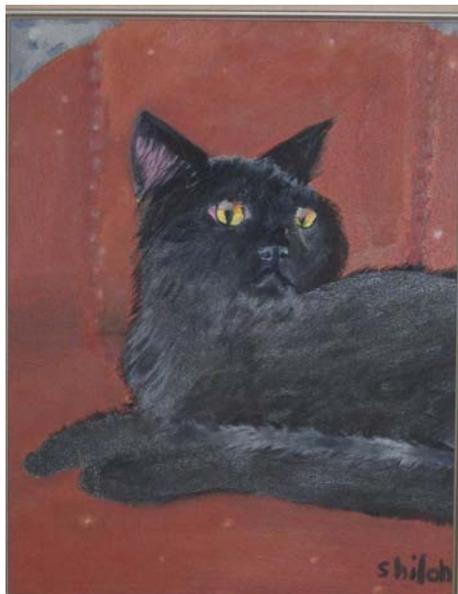
I attend oil painting classes at Young At Art in Cupertino, California. They specialize in oil painting. You can go any day of the week—even Sunday—and oil paint! They also have classes and camps for drawing, watercolor, basket weaving, sculpture, mosaics, and more. These classes are not held every day of the week. If you want some really great teachers, Sid works every day except Sunday and Denise works on Thursdays. Susan teaches Mixed Media. I don't know what that's like since it goes on at the same time as oil painting, but I know Susan is a really great teacher since I've attended some of her camps. You can get schedules for camps and classes at the [Young At Art in Cupertino Web site](#). *zzz*



(continued next page)

Oil Paintings by Shiloh Curtis

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Riley's Tech & Science Column

by Riley Price

Handheld Gaming Consoles

There are three major handheld gaming consoles at the moment: The Nintendo DS, the Sony PSP, and the iPhone/iPod Touch. All of them have been recently updated.

The bestselling handheld gaming device today, the Nintendo DS, owes its success to its unusual two-screen setup, which is played with a stylus and touch screen as well as the traditional set of buttons, and to its great game library.

The newest version, the Nintendo DSi, adds many new features: Two cameras, one on the inside for use in gameplay, and one on the outside meant to be used as a standalone digital camera; a music player that can load music from iTunes, Quicktime, Real Player and other formats; and an SD card that lets users store photos and audio files. But the DSi no longer supports Game Boy Advance SP games.

The major downside to the DS is that its 3D gaming capabilities are poor, and its games have a tendency to be untimed, and very casual.

Sony's PSP, on the other hand, appeals more to the hardcore gamer. With one larger screen, excellent media playback, and complex controls, not to mention graphics comparable to the Playstation 2, the PSP has much more appeal for serious gamers, and most of the games made for it are rapid and require lightning reflexes.

The PSPgo, which will be in stores on October 1, 2009, doesn't introduce many new features. It has Bluetooth, a redesigned case, and 16 GB of onboard flash memory expandable by an external slot.

The main problems with the PSP are its small game library and lack of camera.

Although it's not technically a gaming device,

there are so many games for the iPhone/iPod Touch since the introduction of the App Store (over 50,000 apps, including games, as of June 8, 2009) that it merits a spot in this column. Until the launch of the App Store, this was just a device for calls, email and entertainment. But since Apple decided to allow third-party developers to sell their games, the iPhone and iPod Touch have become acceptable portable gaming devices.

The games are played on the touch screen, and are mostly casual.

Gaming has become more of a viable market recently for Apple. The new 3.0 iPhone 3Gs software (also available on iPod Touch) bumps up the power to accommodate faster and more advanced gaming.

If you want to learn more about these gaming devices, check out these links! *zzz*



The Nintendo DSi has many new features, but also has some downsides.



Sony's PSPgo, to be released on October 1, 2009.



The iPhone App Store has over 50,000 apps, many of them games.

RESOURCES

Nintendo DS

- [Official Nintendo DS Web site](#)
- [Nintendo DS at Nintendo](#)
- [Nintendo DSi-Wikipedia](#)

Sony PSP

- [PSP Web site](#)
- [PSP-Wikipedia](#)
- [PSPgo-Wikipedia](#)

iPhone/iPod Touch

- [iPhone 3Gs at Apple](#)
- [iPod Touch at Apple](#)
- [App Store Info at Apple](#)
- [iPhone-Wikipedia](#)
- [iPod Touch-Wikipedia](#)
- [App Store-Wikipedia](#)

Unusual Pets: Part-Time Dogs

by Mara Hughes

I now have more than ten pets. One of my pets is a part-time dog, the unusual pet I'm featuring in this column!

Facts about Part-Time Dogs

- You share them with somebody else, but you still get to help train and take care of them like you would do with a full-time dog.
- If you're going to be busy with something else for a while, you can take your dog back to the other part-owner's house.
- You can split costs with the other part-owner for care supplies and vet bills.



Photo by Mara Hughes

Jackson's full name is Lucky Dog Jackson Fergus Schneider-Hughes. Big name for a small dog!

Get the scoop on my creatures

My family shares a part-time dog with my aunt. His name is Jackson, and we adopted him from a county animal shelter this February! He is a Bichon Frise, and he's about 1½ years old. Jackson is very cute, smart, and when he wants to be, stubborn!

He is taking obedience classes now, and he can already follow sit, down, stay, and come commands! Jackson's favorite hobby is stealing and eating pens, and when he's tired from playing he'll let us dress him up in baby clothes! His whole name is Lucky Dog Jackson Fergus Schneider-Hughes. Jackson has been a great addition to our family, and he's given my brother and me the dog we've always wanted. *zzz*

Book Shorts

by Jessica Chase

American Born Chinese

by Gene Luen Yang



American Born Chinese is a graphic novel that begins with the ancient Chinese legend of the Monkey King. The King has mastered kung fu, and is the most powerful monkey on earth. But he would rather be a god than a monkey.

Then we meet Jin Wang, who just wants to fit in. When he starts at a new school, he is picked on for being the only Chinese-American kid in school. But just when it seems life

couldn't be worse, Jin falls in love with an all-American girl.

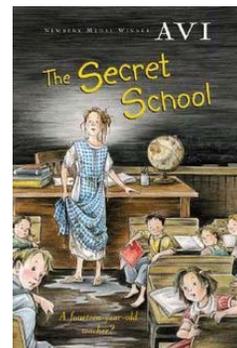
Finally, we learn about Danny. Danny is a popular basketball player at school, but every year, his cousin, Chin-Kee, comes to visit. Chin-Kee is the ultimate negative Chinese stereotype, and he embarrasses Danny so much he's forced to switch schools.

These three seemingly different stories meld into one at the end of the book. *American Born Chinese* is a great novel. Any kid who wishes his or her life was different will be able to relate! *zzz*

The Secret School

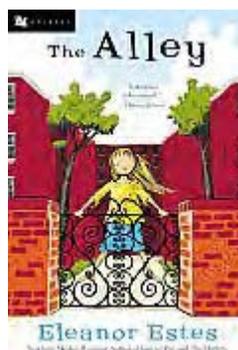
by Avi

Can a fourteen-year-old girl be a teacher? Ida Bidson dreams of being a teacher. To do so, she has to finish eighth grade and go to high school. Everything is going fine—until her small town, one-room schoolhouse shuts down. The only way to fulfill her dream is to keep the school open in secret. But can Ida handle teaching the school and keeping up with her own studies in secret? *zzz*



The Alley

by Eleanor Estes



Connie Ives lives in an enclosed neighborhood in Brooklyn, called "The Alley" by its inhabitants. All the families in The Alley have kids, and they all play in the big courtyard in the center of The Alley. But when a stranger's appearance in The Alley and a burglary starts up a series of strange events, it's up to Connie and her friends to figure out what's happening. *zzz*