
Edith Kay School Newsletter

June 2026 Issue-
Summer Edition

Finally, some news you can trust.



Photo
by



Introducing: The New President and Vice President

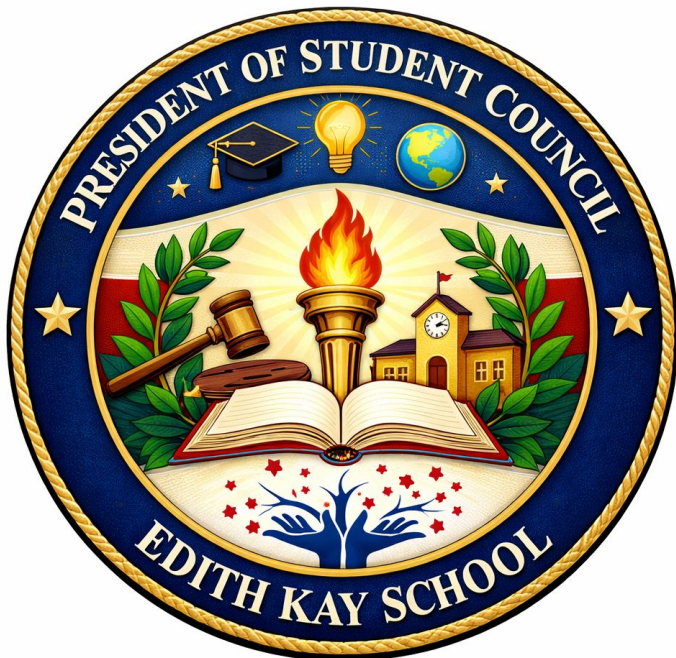
In mid-May, a fierce election campaign was run by [REDACTED] and [REDACTED] to obtain the highest seat in student council.

Both candidates squared off in a showdown that brought about a tie 3 different times of voting!

In the last time of asking, [REDACTED] *narrowly* received more votes.

So, for the summer term, please welcome: [REDACTED] as President and [REDACTED] as Vice-President.

The power-duo have already hit the ground running planning trips and putting up mirrors in the boy's toilet (a task that has floored all previous incumbent Presidents).



A Note from the Citizen



Avid readers of the Edith Kay Newsletter will, rightly so, notice the vacuum left in the newscycle for April and May. It has not been our intention to leave our loyal readers without news, but we have done so with noble intentions. With exams upon them, the Kayites have had big fish to fry and put their collective noses to the grindstone: days and nights with heads buried deep into revision materials; spare seconds used to review concepts; free moments employed for questions with teachers. Yes, my friends, while you waited for the news, the students at Edith Kay occupied themselves with their pursuit of academic excellence.

With all that said, it is a pleasure to welcome you to our newest edition! But, I implore you to not call it a comeback. We never left.

You've come to this edition of the Edith Kay Newsletter for all of your favourites:

1. Updates around Edith Kay
2. Awards
3. Art
4. Jokes
5. The Staff Profile

AND

6. [REDACTED] showcasing their prowess behind the lens, as you all know.

However, stay for the new:

1. Introducing Savant Gamer

All I can say now is welcome back and enjoy some news you can trust.

Highlights

1. Exams are in full swing and going very well!
2. Geography trip to Epping Forest
3. Residential Trip to the Gordon Brown Centre (*Photo on page 4*)
4. **Favourite Artist Dress Up Day** where the Swifties took over (*Photo on page 4*)
5. Student Council Elections
6. Mirrors in the boy's toilet
7. Planning trips to celebrate the end of exams and a great year



Photo from the Geography Trip to Epping Forest

Acts of Kindness:

████████ continues to be a friendly and consistent presence in the social area

████████ for his general positive vibes

████████ holds doors for people throughout the day

████████ for teaching us more than we ever thought possible about computers

████████ for running assemblies on Fridays

████████ always makes it a point to greet people in the morning

April & May Awards

Most Merits:

████████, ██████████, ██████████ and ██████████

Best Attendance:

April: ██████████

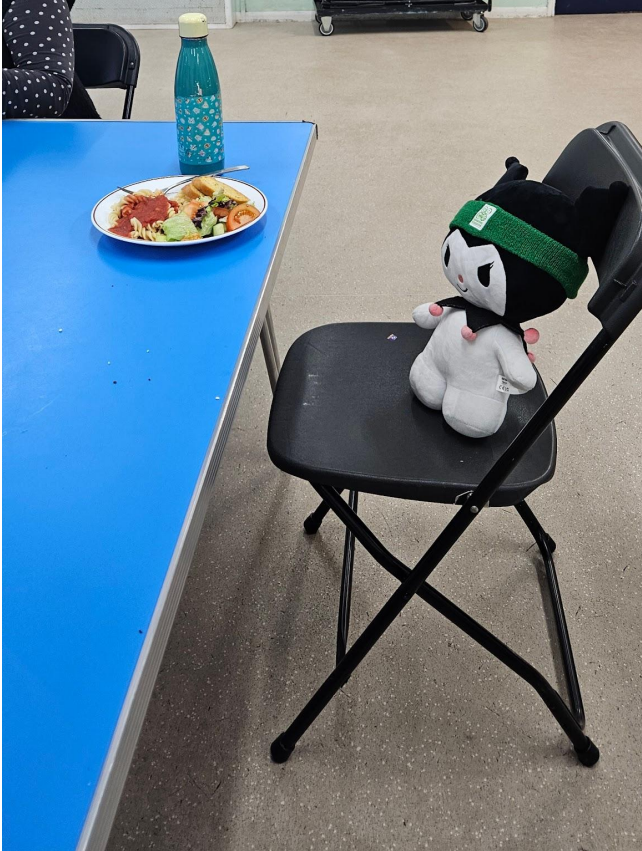
May: ██████████

Most Punctual:

████████

Leadership:

Everyone doing exams this year for Functional Skills, GCSE and A-Level!



Arts & Leisure



Cookie Clicker is the Gateway to the Universe

A Video Game review by the one and only, Savant Gamer

Alright here's the deal, down to the 67. To begin, Balatro is like a cow that's been milked dry from bone to skin, while Cookie Clicker is a cow that once it's milked, the universe is only the by-factor of what comes next. A gateway for many possibilities, that's Cookie Clicker. What is there more to say about Cookie Clicker? Well... As The Citizen once said "While you're on the couch talking about Balatro, I'm baking with your grandma's cookies that are the sizes of universes." Great quote I've got to say. After 700 hours of intensely playing Cookie Clicker, I've reached a consensus that the gods themselves haven't reached...

What is Cookie Clicker?

Cookie Clicker is a video game that you can play on any device (calculators included) and the basic premise is you click the Cookie and you get more cookies, indefinitely. The cookies you get are like atoms forming in the universe out of thin air, a feat that surpasses all. If that wasn't enough, once you have enough cookies you can get upgrades and buildings which give you more cookies per second (CPS). Upgrades and buildings are like the universe expanding, giving it its size and its greatness. Cookie Clicker expands infinitely like the universe; something truly divine!



Why should you play Cookie Clicker?

You should play because, well why not chat? Cookie Clicker transcends all of life and the universe, something of note.

You click the Cookie and get cookies, and keep getting more cookies; just like when after the big bang, possibilities gradually gained in number. After the atoms collided creating different elements that we know today, different branches of chemical combinations occurred... SOooo it's the same as you can get more and more CPS with upgrades and buildings. These upgrades and buildings give you far more cookies per second. Incrementally gaining more cookies from time to time, from tens to millions to beyond; which brings me a certain state at the beginning of the universe for a certain reason, heat. Heat comes from the movement of many particles, giving spice to the universe, and the grandmas in Cookie Clicker also give spice.

Enlightenment

Citizens, while writing the review of the ages, I've been enlightened... Life, death and all in box and outside all have one thing in common: Not enough cookies! After all, Cookie Clicker is a very good game that deserves the attention it's getting, you go play it now would you?

This is Savant Gamer and that concludes my review on Cookie Clicker.



Arts & Leisure



Art Corner by _____



Art Room by _____



Riddle Of The Month:
Last edition's answer was:

Words that make your lips touch when pronounced belong to the "TOUCH" category, while the others belong to the "DON'T TOUCH" category. The sounds "P", "B", "M", and "W" that cause this are called "bilabial".

This edition's riddle is:

You are approached by two guards in front of two doors—one leads to freedom, the other to a trap. One guard *always* lies, and the other *always* tells the truth. You can only ask one guard a single yes-or-no question to find the right door. What is it?

Answer will be in next months edition.

Dad Joke Of The Month:
Q: What did one eye say to the other?
A: Just between you and me, something smells.

Staff Profile: Malik De Four



Tell us about your childhood.

I was just born one day and put straight to work. I toiled in the mines from the age of 4 years old. My first football was a piece of charcoal.

Tell us about your road to Edith Kay School.

It was though! I was a TA and then a prison officer. Then I came here.

What's your favourite part about Edith Kay?

Sports Day. The one time of year when all the fakeness gets dropped and we see people for who they truly are. We already know who is public enemy number one. There is no friendship on that day.

What are your desert island books and/or films?

1. *Napoleon Dynamite*
2. *Rat Race*
3. *50 First Dates*
4. *Along Came Polly*
5. *The Wife Between Us* by Greer Hendricks
6. *Hellbound Heart* by Clive Barker
7. *Blood Meridian* by Cormac McCarthy

What do you do in your free time?

I listen to and make a lot of music. I play chess. And rear my children.

If you were a Pokemon, what would you be? Why?

*I'd love to be a **Snorlax**. They don't do anything. They just sleep.*