

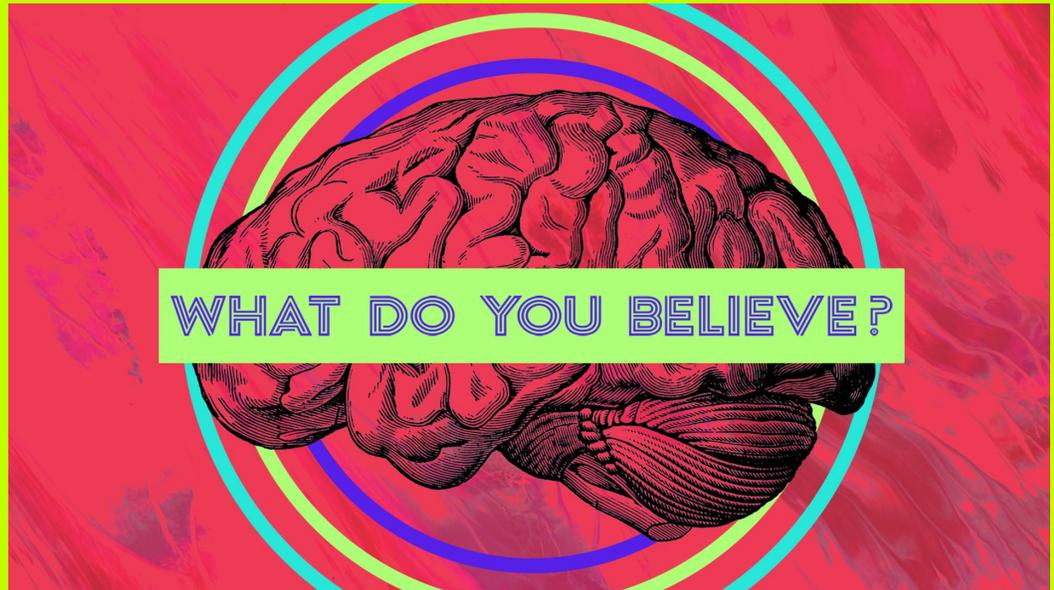


the parentLINK

CONNECTING PARENTS WITH TODAY'S TEEN CULTURE

WHAT DO YOU BELIEVE?

For the past couple of weeks, we have been doing an apologetics panel in which we are allowing our students to ask whatever questions they may have when it comes to Scripture or worldviews. We will have a variety of people on these panels to help our students understand a Biblical worldview. This series will go through mid-March, and questions can be submitted on the app. Please make sure your students attend!



RECLAIMED APP IS LIVE

We are so excited to introduce another way to keep up with what is going on at Reclaimed Students: our own app!!!

With this app, students can order food each week (must do so before 3 pm on Wednesday) for fuel. They can also answer the question of the week, submit questions and prayer requests, listen to sermons, have a daily Bible reading plan, and keep up with everything going on in our ministry. The app is also great for parents to keep up with dates and information.

We will continue to update our social media pages and website (reclaimedyouth.org).

TO DOWNLOAD: Go to your app store and search 'reclaimed students.'

IMPORTANT NOTE: PLEASE ALLOW NOTIFICATIONS WHEN YOU DOWNLOAD THE APP

Knowing your teens world



Fortnite is a video game that's drawn the cross-pollinating attention of, well, nearly everyone—from famous rappers, to pro football players, to various online personalities, to that neighbor kid down the street. *Fortnite*'s had millions of gamers download it and encouraged hundreds of thousands to tune in to just watch somebody else play it. Some are even calling it the "biggest game on the internet."

So what exactly is this thing called *Fortnite* all about?

Well, it's about a couple things, actually. The game started out as something pretty different from what many are currently playing. The initial release (back in July 2017) focuses primarily on its PvE (Player versus Environment) Save the World mode. That challenge gathers gamers together in four-player cooperative teams and pits them, well, against a storm ... and zombies ... and rocks ... and stuff. The colorful, zany adventure takes place in a post-apocalyptic world where strange, lightning-zapping storms have transformed 98% of humanity into zombie-like monsters called Husks. They're animated skeletal creatures that run about wearing their discarded skins like a hoodie (only ... in a cute way).

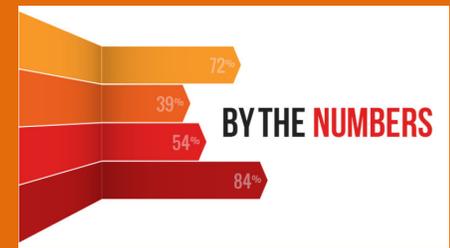
As a survivor of that disaster, you're instantly dubbed a Commander by a few hovering science robots that want to put some humanity-rescuing resources at your disposal. With their guidance, you become a hero (chosen from a group of collectable guys and gals with differing skill sets) who's trying to make everything right. And your work essentially consists of two activities (even though there are several different types of missions available).

These days, though, when you hear someone bring up *Fortnite*, it's likely *Fortnite: Battle Royale* that they're referring to.

By September of last year, the gang at Epic Games decided that players might like to use the *Fortnite* world setting for something a bit more fluid and freeform. So they introduced a free PvP (Player versus Player) game mode. It's basically a mass online brawl that drops 100 players out of a plane onto a large lush island and says, "OK, gang, have at it." Weapons (crossbows, grenade launchers, etc.) are hidden all over the island ... kinda like we see in [*The Hunger Games*](#), actually (though this game's less graphic than that, which I'll get to below).

Participants can team up if they want. They can explore, build defenses and find hiding places. And there are some modes that let teams work to take out other teams. But in general, this is a last-man-standing kind of challenge where the blasted are sent packing and must leave the contest. Oh, and if you're thinking you'll just hide until everyone else gets bested, well, that doesn't work. As the match progresses, the playable swath of landscape slowly diminishes to the point where players are eventually forced to face off against each other.

In this respect, the Battle Royale version of *Fortnite* is more problematic than the original game. The biggest difference? The contest here involves humans shooting and killing other humans, instead of the more sci-fi like Husks.



Since its launch in summer 2016, *Pokemon GO* has been downloaded 800 million times.



\$140 million The annual amount spent on comic con festivals. Over 130,000 people attend.

According to a recent report, women make up about 48% of the comic book fan base, including more than half of fans under 18.



MOVIE REVIEW



Alita: Battle Angel is visually spectacular, often ridiculous and sometimes kinda fun. Based on a 1990 manga series called *Gunnm* written by Yukito Kishiro, the film offers a dizzying, if overly long, scamper through a well-realized dystopia.

The completely CGI-rendered star, Alita (voiced by Rosa Salazar), with her anime eyes and all-too-showy skin pores, lands squarely in uncanny valley for some, giving the film a rather off-putting heroine at its core.

But Alita's not the only off-putting element here. The movie's violence is at times laughably extreme, with some of the main players trying to do double-duty as relatable characters and tomatoes from late-night knife infomercials. ("It slices! It dices! It hacks off heads!") Again, the fact that most of this violence is perpetrated on not-fully-human characters may mitigate it a bit; but the sheer volume of this flick's carnage surely desensitizes us.

Overall, *Alita* feels both adult and, in some ways, less mature than your typical PG-13 actioner – a strange combination of the *Blade Runner* and *Twilight* movies.

SHOW REVIEW



Brainchild is an informative show for teens to give them a scientific look at the world around them. Information is given through short sketches and experiments, mostly involving teens in order to keep the audience engaged. Topics include social media, germs, oceans, and dreams. It's a rudimentary introduction of sociology, biology, and psychology, but enough to stir up some good conversation with your teen, and its content is safe for young kids to watch as well.

In one experiment, two groups of teens are shown a YouTube video of a girl singing an overwrought song. One group is told that they may have to read the feedback to the singer, the other group is told their comments would remain anonymous. It doesn't take a genius to know what happened next. Other topics explored by the 13-episode first season: Dreams, emotions, superheroes, motivation, etc.

FOCUS ON THE FAMILY'S
plugged'n®

It's been six years since the Backstreet Boys last released an album. But it's been nearly 20 since the iconic boy band last topped the charts at the peak of its popularity.

Now, suprisingly, these five guys have soared back to the pinnacle of pop. The band's ninth studio album, *DNA*, debuted at No. 1.

But even as the guys flit between vocal styles similar to Maroon 5, Pentatonix and Charlie Puth, they also preserve remnants of their trademark vocals as they focus on love, heartbreak and intimate times with lovers. The 2019 version of the band may not sound exactly like the one you grew up with. But they're definitely still the Backstreet Boys—in some good ways and some not so good.

Love is a tricky thing. It's not merely a word or a feeling, but an action, a choice. And when you don't understand that love is also a verb—an actual commitment—things can get really messy. That mess is evident on the Backstreet Boys' comeback album.

Songs here often shift between voicing a desire for true commitment and wanting nothing more than casual sex. Yes, we hear some moving lyrics about empathy and fidelity. But there are just as many lines that focus on fickle factors and lustful longings.

When those themes are combined, it results in a strand of musical *DNA* that's genuine and honest, but confused and shallow. And even though these guys are hypothetically old enough now to know the difference, their latest effort too often suggests they'd still rather behave like

boys.

SUMMER TRIPS

Deposits of **\$100 is due April 3** to ensure students spots for summer trips. (Fundraisers can be applied for deposit). If there are financial hardships, please let Pastor Blaine know.



RIDGECREST

SUMMER CAMP

DATE: JULY 8 - 15 COST: \$490

INCLUDES CAROWINDS
AMUSEMENT PARK &
SLIDING ROCK NC

NEW ORLEANS

NORTH SHORE

MISSION TRIP

JUNE 8 - 16, 2019
\$520 PER STUDENT
INCLUDES WEEKEND CAMP

Fundraiser Opportunities

church spring cleaning

WORK DAY FUNDRAISER

SATURDAY, MARCH 30
8 AM UNTIL NOON

STUDENTS MUST SIGN UP BY SUNDAY, MARCH 24. BUILDING AND GROUNDS STAFF WILL ASSIGN MINOR WORK DAY TASK, SUCH AS WINDOW SILLS, WIPING WALLS, & CLEANING COBWEBS. STUDENTS MUST WORK THE WHOLE TIME AND WILL BE PAID \$10/HR THAT WILL GO INTO YOUR WORK FUND.

support reclaimed students

BBQ LUNCH

SUNDAY APRIL 7

PULLED PORK, ROLL, BAKED BEANS, COLE SLAW, AND A WATER

\$8

eat in or take out

Mulching Fundraiser
Open to all students!
March 2nd starting at 8am
Earn \$ for youth events!

Sign up by February 27th
in Student Center!

MULCHING FUNDRAISER

Students will help mulch yards for the day and split all profits that are made that day. Must sign up no later than February 27.

BBQ LUNCH

We will be selling BBQ plate lunches on April 7 after church. This is open to church members or non-church members. In fact, we encourage students to try and sell outside of the church as well as inside. Students will earn the profit of each ticket they sell.

WORK DAY FUNDRAISER

Students must sign up a week prior, and will do some 'spring cleaning' type tasks for the church. Students must work all 4 hours.

All money raised will be put in students work funds for summer events.