

Deciding the Contents of a High School Newspaper

Newspaper content depends strictly on what those who run a paper think its readers want, need or ought to know, as well as what they think will entertain them. The high school paper's goals, in these respects, should be no different from any other paper's. Any area is worth writing about, any article worth printing, if the editors feel they are providing a service to their readers.

Deciding what should go into a high school newspaper will be easier if advisers and editors ask themselves these questions:

1) What do our readers have no idea about that they ought to know about?

2) What do our readers know a little about that they ought to know more about?

3) What will our readers miss out on unless the paper tells them about it?

4) What complaints, anxieties or worries do our readers have that the paper can deal with?

5) What can we print that will make our readers happier, more understanding, more sensitive, more broadminded human beings?

6) What can we print that will make our school a better place to learn and work in for students and teachers?

7) What can we print that will help our readers make wiser, more informed choices in their school careers and personal lives?

8) What can we print that will amuse, entertain, enlighten or interest our readers?

9) How can our paper serve as an outlet or vehicle for readers' opinions, feelings or thoughts?

10) How can our paper speak for students in ways in which they cannot speak for

themselves?

11) How can we help our readers to communicate with each other?

12) How can our paper help students and teachers cope better with their problems and with their lives at school?

13) How can our paper promote the feeling of community within our school?

©Excerpted from *The Adviser's Companion*, by Robert Greenman

COLUMBIA SCHOLASTIC PRESS ASSOCIATION

Columbia University • Mail Code 5711 • Columbia University • New York, NY 10027 • Telephone: (212) 854.9400 cspa@columbia.edu • http://cspa.columbia.edu • @cspa