

Furby Returns: '90s Toy Revival

VOCABULARY WORDS

1. Introduce /,ɪn'troʊ'du:s/ (Verb) - to make something known for the first time
Example: The company plans to introduce a new product next month.
2. Accessories /ə'kʌsərɪz/ (Noun) - extra items that complement or enhance something
Example: She bought a stylish handbag and matching accessories to complete her outfit.
3. Response /rɪ'spɑ:ns/ (Noun) - a reaction or reply to something
Example: The audience's enthusiastic response to the performance was heartwarming.
4. Security /sɪ'kjʊərəti/ (Noun) - the state of being safe from harm or danger
Example: The building has tight security measures to prevent unauthorized access.
5. Original /ə'rɪdʒənəl/ (Adjective) - existing from the beginning, not a copy or imitation
Example: The artist's original painting was displayed in the museum.
6. Comeback /'kʌmbæk/ (Noun) - a return to success or popularity after a decline
Example: The singer's latest album marked her impressive comeback in the music industry.



Remember Furby? It's a famous robot toy that many people loved in the late 1990s. In just three years, more than 40 million Furbys were sold! After not being sold since 2016, Furby is making a comeback. It's back on sale starting July 15, 25 years after it was first introduced in 1998.

The very first Furby was made to be like a pet. It could move its eyes, ears, mouth, and waist. You could have fun playing with it and even teach it to say things. Furbys had their own special language called "Furbish."

The more you played with your Furby, the more words it learned, even some words in English! But here's a funny thing – just like a real pet, the original Furby didn't have an off

switch. To turn it off, you had to take out the batteries. If you forgot, your Furby might start talking in the middle of the night!

Back in 1999, some people thought Furbys might secretly record things. Even though the people who made Furbys said they couldn't, the concern about potential recording capabilities led to the American National Security Agency's response of banning Furbys from their offices in 1999.

Now, the new Furby is a bit different. The American toy company Hasbro, which makes Furby, says the new Furby is meant to be a kid's "best friend." The new Furby can do lots of things, like sing, dance, and put on a light show. It even comes with hair accessories and a pretend pizza that it can "eat." And guess what? The new Furby finally has an off switch!

DISCUSSION

1. How does our fondness for things from the past affect what we buy and how companies sell products? Can you think of other things that have made a comeback like Furby?
2. How has technology changed the way kids play with toys today? Do you see any advantages or disadvantages to this change?
3. What do you think about the balance between new and cool technology and keeping our privacy safe? Can you think of other situations where technology might be risky?
4. How do toys become important to kids? Do you have a special toy? How do these toys make us feel?
5. Why do some things get popular again after a long time? Can you think of other things that have become popular again? What makes this happen?
6. What do you think makes a toy memorable and special for kids? Can you compare this to something you really like or have liked?