

Name _____



Icons, Joysticks, and Cultural Frenzies

Instructions - Use the emojis, context, and word bank to complete both features. Each term belongs in one blank and may be used only once.

Word Bank

obsolete	nostalgia	simultaneous	commodity
trajectory	ubiquitous	innovation	ephemeral
configuration	proliferation	exponential	unprecedented



The Great Toy-Craze Clash: Labubu vs. Cabbage Patch Kids

In 1983, Cabbage Patch Kids caused an _____ level of holiday shopping chaos. Stores could not keep the round-faced dolls in stock, and intense competition sometimes led to arguments and disorder among shoppers. Each doll came with a name and an adoption certificate, transforming an ordinary toy into a personal _____ that children were encouraged to treat as a unique individual.

Decades later, Labubu figures produced a similar frenzy through a very different strategy. Their popularity expanded through blind boxes, limited releases, celebrity attention, and social-media unboxing videos. The rapid _____ of images and videos made the pointy-eared character nearly _____ online. While Cabbage Patch Kids now inspire _____ among adults who remember the 1980s, Labubu blends collecting with modern fashion and internet culture.

Both crazes reveal how scarcity can intensify demand. The unanswered question is whether Labubu will remain a recognizable cultural icon or become an _____ trend that disappears when the next collectible arrives.



From Blinking Dots to Digital Worlds

The earliest video games emerged from experimental computer programs created during the mid-twentieth century. Their simple graphics and limited controls hardly resembled modern games, but each technical _____ expanded what players could experience. Arcade machines later brought electronic play into public spaces, while home consoles allowed families to connect games directly to televisions.

Cartridges gave one console the ability to run many titles without requiring a completely new hardware _____. During the 1980s, arcades flourished, home systems grew more powerful, and famous characters became part of popular culture. Some early machines eventually became _____, yet their design ideas continued to influence later generations.

The industry's _____ changed again as three-dimensional graphics, online networks, mobile devices, and virtual environments developed. Multiplayer systems allowed _____ participation by people in different locations. As processing power increased, the scale and complexity of digital worlds experienced almost _____ growth—from a few moving pixels to enormous environments containing detailed stories, realistic physics, and millions of connected players.