PLAYTIME WITH FHN

Growing up is something everyone has in common; look around to learn more about FHN's most popular childhood toys and play items (Content by Brianna Taliaferro)



It's March 9, 1959. Stepping out with her plastic high heels and sleek synthetic hair, Barbie makes her first appearance and steps into many kids' toy bins. Move forward to the 2000s and it's hard for this doll not to come to mind when noting iconic toys. From being an inspirational icon to a great fashion model for young kids to work their magic, there is no wonder why this doll was and still is important to many childhoods.

In the 2000s there was

a high chance of finding

young siblings in their home

tapping the back of a hand-

was what connecting to multiplayer

held console looking device

together. For 2000s kids, this

DS games for a day of

fun looked like. Whether

playing games on the Wii and DS such as "Mario

Kart", "Pokémon", and "Just

Dance" paved the way for

nostalgic 2000s memories.

solo or multiplayer,

"I used to really love her dreamhouse and her cars in the show. When I first played with it [I was] definitely 7 or 8. My first doll was a black Barbie doll so I guess I just kind of related to it

Zanviah Howard, 10

"I was definitely a Barbie girl. Me and my sister, we used to climb trees with our barbies and play in the trees... It's just fun, you can dress them up however you want- it's basically choose your own adventure.

'We had a Goosebumps

game, and I really

Aiden Reilly, 9

DS

"[Play-Doh] got me into

instead of just Play-Doh.

Tatem Chrisner, 11

sculpting and stuff, and I do

it now but with actual stuff

Play-Doh but I asked all my

Christmas... all I asked for was

different family members so all

I got was Play-Doh and I got a

loved that game. This

"My new 3DS XLI

played a whole bunch on it, mostly Pokémon

games... I réally liked

the uniqueness of its

hardware; the dual

Scar Mulka, 10

character is in a theme

park and you gotta beat

Lenny Lee, 10

NINTENDEDS

PERSONAL TOYS

Check out toys special to FHN because of their personal significance and value.

Senior Mallory Barker shops for a St. Patrick's Day outfit at Plato's Closet on Mid Rivers

EXPRESSION IN

SECONDHAND

undoubtedly been a pillar of culture

in nearly every community, and that

for students to express themselves

in a time where that can be difficult

buying used clothing or thrifting has

operate on a resale business model,

clothing for some pocket money. The

bought and donated and determines

which items are most likely to be sold.

Those clothes are then put up on the

shelves at a substantially lower price

than the market value. This allows

make a profit.

people to buy clothing at a cheaper

price while also allowing the store to

Moore, part-owner of Plato's Closet

said. "It's sustainable, too. The entire

business model is fantastic and people

The biggest advantage buying used

has over buying new is the price and the variety of items that can be found as opposed to what is currently on

the shelves. While some stores follow

a resale business model, more typical

stores such as Goodwill and Salvation

Army operate on a purely donation-to-

floor business model. That allows those

thrift stores to sell goods at a low price

'I would say thrifting culture is mostly

really chill but there's some people who

will thrift items that are really nice and

then resell them online for way more expensive, and that's not cool," senior Shaylin Jones said. "I think it's really

annoying, and they just want to make

The culture around thrifting is

nothing new, especially to those in

spaces where fashion does not line

up with what is currently trending on

up during times of financial hardship.

changed significantly with the times

and continues to evolve as it gains

However, like any other culture, it has

'Thrifting culture has been around

for a long time, just look at how many

rewarded to donate and they're doing

better for the environment when they

different stores that continue to pop

up," fashion teacher Marissa Heyer

said. "A great deal of people feel

purchase something secondhand.

the mainstream, or to those who grew

that is particularly accessible to high

their wardrobe in any way.

a profit.

more popularity.

school students looking to change up

'I love the culture of the store," Emily

store sorts through the clothes that are

in which people can sell their used

always been a prominent part.

for many. Within that pillar of culture,

Some stores, such as Plato's Closet,

students. It's one of the strongest ways

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Clothing and fashion have

is especially true for high school

Center. (Photo by Faith Smith)

STUDENT

by Noah Tucker

DIRT BIKE

'I had a mini electric dirt bike [when I was] around four or five... As long as it's charged you get to use it whenever and you get to ride it around. Rahul Senthil, 10

DOLLS

they were most notable. [My favorite was] the suspense of not knowing what's inside of them because they're surprise dolls." Avee Volk, 9

of dollars...because

BUZZ

"[I loved] playing with him whenever we were moving, I was always allowed to have one toy unpacked at all times and I always just picked that one. Eric Kramer, 12

It was like 20: Sometimes I would pretend I was a vet or a daycare for pets and I'd take my sister's and my cousin's [Hatchimals] and be like, 'Okay time for hed!

Ashlyn Reid, 9

"It could go from any terrain and it could also convert into a water boat...it gave me great memories, it let me go outside

Trent Thayer, 12

SPIROGRAPH

This allowed me to be creative without any talent. I used to draw figures and pictures with my friends and then I would give them

Debb McDonald,

LOL SURPRISE

.We spent thousands

LIGHTYEAR

HATCHIMALS

TOY CAR

FHN Media Specialist



Play-Doh is the squishy, doughy colorful fun that once started as a cleaning product in the 1930s. The product was released to the public in 1955 as a toy that kids could use to build anything they had the imagination for. Appearing in classrooms, daycares, at the kitchen

table -and sometimes on the walls-, Play Doh squeezed its way into being a core 2000s toy.

A childhood with an Xbox

often meant a few things: splitting the TV screen to play Minecraft with siblings and friends, storing a ton of Disney Infinity console characters, and creating memories that started with calling dibs on player one. Born by Microsoft in 2001, this console remains a popular choice for a dose of high-quality fun.



"The Xbox 360 is what introduced me to Master Chief. I've never played a game [Halo Reach] with a more beautiful story... It's one of those thoughts I think about that makes me sad to die because I never want to leave the memories behind that I

had playing Halo Reach with my brother. v'know? Issac

Lopez, 11

lot of it.



