

BLUEY EPISODE GUIDE

Unicorse

DGO #8 · Grade 3 · Age 8+

Episode Name	Unicorse
Season & Episode	Season 3, Episode 8
Age Group	DGO #8 - Grade 3 (Age 8+)
Key Concept	You can't control what comes at you — but you always get to choose how you respond, and that choice is where your power lives

ABOUT THIS EPISODE

Bandit brings out Unicorse — an obnoxious, loud, deliberately aggravating puppet — and proceeds to disrupt everything Bluey is trying to do. Bluey tries arguing with him. She tries ignoring him. She tries reasoning, commanding, and losing her temper. Nothing works. Unicorse is designed to provoke, and every reaction feeds him.

Eventually Bluey realises something. She can't control Unicorse. But she can control herself. The moment she stops trying to change the external source and focuses on her own response, the dynamic shifts. Unicorse still exists. He's still annoying. But he's lost his power.

WHY IT MATTERS (FOR PARENTS)

Unicorse represents every annoying, provocative, attention-seeking force in your child's life: the kid at school who pushes buttons, the online content designed to trigger a reaction, the advertisement that tries to make you feel like you're missing out. Bluey tries every strategy to control the external source, and every strategy fails. The breakthrough comes when she stops trying to change Unicorse and focuses on what she can actually control: herself.

For a child learning to navigate a world full of people and systems competing for their emotional energy, this episode delivers a lesson most adults still haven't mastered. You can't control what comes at you. But you always get to choose how you respond. And that choice is where your power lives. An eight-year-old who understands that distinction is considerably harder to manipulate than one who doesn't.

DISCUSSION QUESTIONS (FOR YOUR CHILD)

1

Bluey tried everything to stop Unicorse — arguing, ignoring, getting angry. Why do you think none of it worked until she changed her own approach?

2

Can you think of someone or something in your life that's like Unicorse — annoying and impossible to control? How do you usually handle it?

3

Why do some people or things seem designed to get a reaction out of you? What do they gain when you react?

4

What's the difference between ignoring something because you don't care and choosing not to react because you know that's what gives you power?

AFTER THE EPISODE — ACTIVITIES & EXTENSIONS**Try one of these to keep the learning going:**

- Play Unicorse together. One person plays a deliberately annoying character who tries to get a reaction. The other person practises not reacting — not suppressing emotion, but genuinely choosing not to engage. Swap. Talk about what was hard. What almost worked?
- Ask question three about social media and online content specifically. Who benefits when you react to something? Who designed it to get that reaction? This is a concrete, age-appropriate introduction to how attention economies work.
- Talk about question four at length. The distinction is real and important: indifference is passive, non-reaction is active. Bluey doesn't stop caring about Unicorse's disruption. She decides not to let it govern her behaviour. Help your child find the difference.
- Ask your child to name their own Unicorse — whoever or whatever most reliably gets under their skin. Then ask: what do you think they're getting from your reaction? What would happen if you responded differently next time?

Tip for parents: This is the most immediately applicable episode in the Grade 3 set, because Unicorse shows up every day in your child's life in a dozen forms. The lesson — that choosing your response is where your power lives — is one of those rare ideas that, once understood, genuinely changes behaviour. Ask your child about their Unicorse. Then ask yourself about yours.