

BLUEY EPISODE GUIDE

Favourite Thing

DGO #2 · Grade 1 · Age 6+

Episode Name	Favourite Thing
Season & Episode	Season 2, Episode 7
Age Group	DGO #2 - Grade 1 (Age 6+)
Key Concept	Accidentally hurting someone doesn't make you a bad person — but it does make you responsible for trying to repair it, even when the repair takes longer than you want

ABOUT THIS EPISODE

Over dinner, the Heelers share the best moment of their day. When Bluey shares hers — Bingo saying “trifficult” instead of “difficult” — everyone laughs. Everyone except Bingo. She sits at the table humiliated while her family enjoys the joke. Bluey sees what she’s done and spends the rest of dinner trying to fix it.

She changes her favourite thing. She gets Mum and Dad to share funny Bingo stories. She invents an entire fantasy about Jetpack Bingo saving a gnome and Dad kissing a hippo. Nothing works right away. Eventually Bingo’s own nature saves her — she giggles at Dad’s water-spitting and finally offers her own favourite thing. But the episode doesn’t wrap up cleanly. Bingo smiles, a little. She’s still bruised.

WHY IT MATTERS (FOR PARENTS)

Bluey didn’t mean to hurt Bingo. She thought “trifficult” was adorable. She shared it with love. But Bingo heard the laughter differently — she heard the family laughing at her, not with her. The gap between intention and impact is one of the hardest things childhood teaches, and this episode shows it with unusual precision.

What follows is Bluey’s relentless, creative, deeply loving attempt at repair. The episode is honest about how hard repair actually is: you can’t always fix what you broke by wanting to badly enough, no matter how many Jetpack Bingo adventures you invent. Your child needs to know that accidentally hurting someone doesn’t make you a bad person — but it does make you responsible for the attempt to repair it, and that the repair often takes longer than you want.

DISCUSSION QUESTIONS (FOR YOUR CHILD)

- 1 *Bluey didn't mean to hurt Bingo's feelings. But she did. Does it matter that it was an accident?*
- 2 *Bluey tried so many ways to cheer Bingo up — changing her favourite thing, telling funny stories, even making up the Jetpack Bingo adventure. Why didn't any of them work right away?*
- 3 *Have you ever laughed at something someone said and then realised they were embarrassed? What did you do?*
- 4 *Bingo eventually smiled, but the episode doesn't show her completely happy again. Why do you think the show did that instead of giving it a perfect happy ending?*

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What's the difference between laughing with someone and laughing at someone? How can you tell?

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

- Do your own 'favourite thing' at dinner tonight. Everyone shares the best moment of their day. Keep it going for a week. Notice what people choose to share and what they hold back. Notice whether it changes the feel of dinner.
- Ask question one directly and let your child work through it. The intention-versus-impact distinction is genuinely hard. Share a time you said something that landed badly even though you meant it kindly. Let them see you've navigated this too.
- Talk about question four. The show could have ended with Bingo laughing and everything fine. It didn't. Ask: why might the writers have chosen that ending? What does it say about how long feelings take to pass?
- Ask question five and practice together. Invent examples: 'Your hat looks funny — laughing with or at? Your silly dance — laughing with or at?' Let your child feel the difference, not just think it.

Tip for parents: The Jetpack Bingo sequence is the most loving thing Bluey does in any episode, and it doesn't work. That's the episode's most honest moment. Good intentions and creative effort are not the same as repair. Repair happens when the other person is ready, not when you've tried hard enough. If your child is frustrated that they can't make someone feel better immediately, this episode gives you language for that: you can't force it, but you can keep showing up.