BLUEY EPISODE GUIDE

Stories

DGO #14 · Grade 4 · Age 9+

Episode Name	Stories
Season & Episode	Season 3, Episode 28
Age Group	DGO #14 - Grade 4 (Age 9+)
Key Concept	The best stories — on paper and in life — come from refusing to stop at the hard part

ABOUT THIS EPISODE

Indy is writing a story. It's not going well. The words come out wrong, the plot goes sideways, and a cow-horse situation develops that she can't see her way out of. She wants to stop. The gap between what she imagined and what's on the page feels too large to cross. It would be easier to quit and say the story didn't work.

Winton doesn't let her. Not by forcing her — by showing her. The mistakes aren't the end of the story. They're just part of writing it. Indy rewrites, adjusts, and keeps going through the parts that feel terrible until the cow-horse disaster becomes something she's genuinely proud of. Not because it came out perfectly. Because she refused to stop.

WHY IT MATTERS (FOR PARENTS)

Resilience isn't dramatic. It's not climbing mountains or surviving disasters. Most of the time it's exactly this: messing up a story, wanting to quit, and choosing to try again anyway. Nine-year-olds are at an age where the gap between what they imagine and what they produce feels enormous — in writing, in drawing, in sport, in anything they care about — and that gap makes them want to stop before they reach the part where it gets better.

This episode normalises the mess without romanticising it. Indy's story isn't good because she got it right the first time. It's good because she kept going through the parts that felt terrible. For a child learning that setbacks are chapters rather than endings, this episode offers something specific and useful: a model of what it actually looks like to build resilience in small, ordinary, unglamorous moments.

DISCUSSION QUESTIONS (FOR YOUR CHILD)

1. *Indy wanted to quit her story because it kept going wrong. Have you ever wanted to give up on something because the mistakes felt too big?*

2. *Winton helped Indy see that the mistakes were just part of the process. Who in your life helps you keep going when things feel hard?*

3. *What's the difference between a story that goes perfectly and a story that has struggles and setbacks? Which one is more interesting to read — and to live?*

4. *Can you think of something in your own life that felt like a mistake at the time but turned out to be an important part of your story?*

AFTER THE EPISODE — ACTIVITIES & EXTENSIONS

Try one of these to keep the learning going:

- Start something together that you're both okay at being bad at — a drawing, a story, a game, anything. When it goes wrong, keep going anyway. Name the mistake out loud: 'this is the cow-horse part.' Finish it. Talk about what it felt like to push through versus stopping.
- Ask question two and really sit with the name they give you. The person who helps your child keep going when things are hard is worth knowing about. Ask: what specifically do they do? What do they say? What makes it work? This builds your child's ability to seek that kind of support intentionally.
- Ask question three and take the philosophical question seriously. A perfect story is actually less interesting than one with conflict and setbacks — that's just how narrative works. And the same is true of a life. Help your child see that the difficult parts aren't the problem with the story. They're what makes it worth telling.
- Ask question four and write the answer down. The thing that felt like a mistake but turned out to be part of the story is one of the most powerful pieces of evidence your child has that difficulty leads somewhere. Name it. Keep it. It's useful the next time something goes wrong.

Tip for parents: Winton's role in this episode is understated and important. He doesn't fix Indy's story. He doesn't tell her it's actually good. He helps her see that the mess is survivable and worth continuing through. That's a very specific kind of support, and it's different from reassurance or praise. If your child is at the point of wanting to quit something right now, consider which response they actually need: encouragement that it's good, or company through the part where it isn't yet?