BLUEY EPISODE GUIDE

Magic Xylophone

Playschool · Age 4

Episode Name	Magic Xylophone
Season & Episode	Season 1, Episode 1
Age Group	Playschool (Age 4)
Key Concept	Games are more fun when everyone gets a turn

ABOUT THIS EPISODE

Bluey discovers that hitting a xylophone freezes Dad in place. Naturally, she uses this power immediately — and then refuses to share it with Bingo. The game gets less and less fun. Eventually it falls apart altogether, because one person controlling everything stops being fun for anyone.

WHY IT MATTERS (FOR PARENTS)

Every four-year-old understands the thrill of having power and the frustration of not getting a turn. This episode lets your child watch that tension play out in seven minutes — without being the one in the middle of it.

They get to see what happens when someone won't share, and notice on their own that the game only works when everyone gets to play. No lecture needed. The episode does it for you.

DISCUSSION QUESTIONS (FOR YOUR CHILD)

1. *Was it fun for Bingo when Bluey wouldn't let her have a turn? How do you think Bingo felt?*

2. *If you had a magic xylophone that could freeze someone, who would you freeze? What would you do while they were frozen?*

AFTER THE EPISODE — ACTIVITIES & EXTENSIONS

Try one of these to keep the learning going:

- Make a simple xylophone game together — take turns tapping it, and freeze like a statue when it's not your turn. Keep swapping. Notice how much more fun it is when everyone gets a go.
- Ask: 'Can you think of a game at home where we take turns? What would happen if one person never shared?'
- Next time your child doesn't want to share something during play, gently ask: 'Remember Bluey and the xylophone? What happened there?'

Tip for parents: Four-year-olds are still learning that other people have feelings too. Bluey isn't being cruel — she just got swept up in the excitement of the power. That's developmentally very normal. This episode helps them see the impact from the outside, which is much more effective than being told.