BLUEY EPISODE GUIDE

Hotel

Kindergarten · Age 5

Episode Name	Hotel
Season & Episode	Season 1, Episode 10
Age Group	Kindergarten (Age 5)
Key Concept	In every game, someone starts making all the choices

ABOUT THIS EPISODE

Bluey and Bingo turn the house into a hotel. Bandit checks in as their guest and asks not to be disturbed. Naturally, they disturb him constantly — delivering room service, checking on the minibar, knocking at all hours.

But the real story is between the sisters: Bluey takes charge of every decision, and Bingo gets upset at being bossed around. It's a game that stops being fun for one of them long before it stops for the other.

WHY IT MATTERS (FOR PARENTS)

This is an episode about who gets to decide. In every game, in every friendship, there's a moment where one person starts making all the choices. Five-year-olds are right at the age where they notice this — and where they start figuring out whether they're usually the one in charge or usually the one going along.

The episode doesn't lecture about it. It just shows what happens when one person takes over, and what it costs. That's a conversation worth having before it becomes a pattern.

DISCUSSION QUESTIONS (FOR YOUR CHILD)

1. *Who was making all the decisions in the hotel game? How did Bingo feel about that?*
2. *When you play with someone, do you usually pick what to play — or does the other person? Is that okay with you?*
3. *If you were running a hotel, what's the most important rule your guests would need to follow?*

AFTER THE EPISODE — ACTIVITIES & EXTENSIONS

Try one of these to keep the learning going:

- Play a game where your child gets to make ALL the rules — then swap, and you make all the rules. Ask them which felt better and why.
- Set up a simple pretend hotel together. This time, let your child assign the roles and give everyone a job. Notice who naturally takes charge.
- Ask: 'Can a game be fun if only one person decides everything?' Talk about it without giving them the answer — let them work it out.

- For kids who tend to take over: try a ‘you pick, I pick’ turn-taking rule during playtime for a week and see how it feels.

Tip for parents: This episode is a gentle mirror for both temperaments — the natural leader and the natural follower. Neither is the villain. The goal isn’t to stop your child from leading; it’s to help them notice when leading tips into steamrolling.