

BLUEY EPISODE GUIDE

Dance Mode

DGO #2 · Grade 1 · Age 6+

Episode Name	Dance Mode
Season & Episode	Season 2, Episode 1
Age Group	DGO #2 - Grade 1 (Age 6+)
Key Concept	Your 'yes' should be a real yes — and the people who love you most can still, without meaning to, take your power away

ABOUT THIS EPISODE

Dad eats Bingo's last chip. To make it up to her, she gets three dance modes — she can force Mum and Dad to dance whenever there's music. Three choices, all hers. But Bluey activates the first one before Bingo decides. Mum persuades Bingo to use the second on Dad. And when the third approaches — in front of a crowd — Dad offers Bingo twenty dollars to give it up. She takes it. Bluey then talks her into spending the money on a toy she doesn't even want.

Everyone takes from Bingo with smiles and "please" faces, and she lets them because saying no is hard. In the car afterwards, she communicates through her Yes-No toy because she's too upset to use words. The family recognises what they've done and gives her back her moment — all four of them dancing wildly in front of the crowd. But the damage was done before the repair.

WHY IT MATTERS (FOR PARENTS)

This episode is about something children experience constantly and rarely have the language for: other people overriding your choices with good intentions. Bingo is given genuine power — three dance modes, her decision, her timing. Then the people who love her most dismantle it one piece at a time, each time with warmth and a smile.

The Yes-No toy at the end is the episode's most important image. Bingo can't find her words. She's too overwhelmed by what happened to speak. Her "yes" was never a real yes — it was a surrender to social pressure from the people she loves and trusts most. For a child learning that their choices belong to them, this episode names that experience without judgement: saying no to people you love is genuinely hard, and you are still allowed to do it.

DISCUSSION QUESTIONS (FOR YOUR CHILD)

- Bingo had three dance modes, but she didn't really get to choose any of them. How did that happen?*
- Dad offered Bingo twenty dollars to give up her last dance mode. Was that fair? Why did Bingo say yes even though she didn't want to?*
- Bingo used the Yes-No button to talk because she was too upset to use words. Have you ever felt something so strongly you couldn't say it out loud?*
- The family danced in front of everyone at the end to make it up to Bingo. Did that fix everything? Why or why not?*

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What could Bingo have said or done differently to protect her dance modes? Is it easy to say no to people you love?

AFTER THE EPISODE — ACTIVITIES & EXTENSIONS

Try one of these to keep the learning going:

- Invent three 'dance modes' of your own together — three things your child gets to choose without anyone else having a say. Make them real. Then honour them exactly as given, without persuading, bribing, or taking turns early. Notice how it feels to give a choice and actually mean it.
- Talk about question two honestly. Dad's bribe is dressed up as a gift. Ask: 'Can someone take something from you and make it feel like they're giving you something? How do you tell the difference?'
- Ask question three and give your child space. If they've had a Yes-No moment — a time they couldn't find the words for something that mattered — let them name it without rushing to fix it.
- Ask question five together. Practise the words: 'No, this one's mine.' Or: 'I'd like to choose this myself.' Role-play it with warmth. Make saying no to someone you love feel like something your child is allowed to do.

Tip for parents: The hardest thing about this episode is that the family doesn't mean any harm. They love Bingo. They're just doing what families do — nudging, persuading, making it easy to say yes. If you watch it and recognise yourself in any of those moments, that's not a reason to feel bad. It's a reason to ask your child, tonight: is there anything that's yours that I've been taking a turn with?