

BLUEY EPISODE GUIDE

Pass the Parcel

DGO #3 · Grade 2 · Age 7+

Episode Name	Pass the Parcel
Season & Episode	Season 3, Episode 14
Age Group	DGO #3 - Grade 2 (Age 7+)
Key Concept	Losing no longer hurts the same way once you can hold someone else's happiness alongside your own disappointment

ABOUT THIS EPISODE

Lucky's Dad is horrified that modern Pass the Parcel gives everyone a prize. He changes the rules back to one present in the middle. Chaos follows — kids cry, parents glare, Pat bribes children with cash. But across at least eight birthday parties, something else happens: the kids adapt. Bingo's journey is the spine of the episode.

At the first party under Lucky's Dad's Rules, Bingo is devastated when she opens a layer and finds nothing. She runs crying to Chilli. But party by party, something shifts. She stops crying. She shrugs. She smiles. At Bluey's party, when she gets to choose the rules herself, she chooses Lucky's Dad's Rules — the hard version. She's no longer afraid of losing, because losing no longer means she's been wronged.

WHY IT MATTERS (FOR PARENTS)

This episode does something no other Bluey episode attempts: it tracks a child's emotional development across time. Bingo's early response is a classic victim response — this is unfair, I deserve a prize, the game is bad. But nobody lectures her. Nobody fixes it. Chilli's response in the car is pitch-perfect: "It's hard when you don't win." Not 'it doesn't matter' or 'you'll get one next time.' She names the difficulty and lets Bingo sit with it.

What grows over those eight parties is theory of mind: the ability to hold someone else's happiness alongside your own disappointment. Bingo watches Jasper's joy with his water gun. She sees Lila's excitement. Slowly, both feelings can exist without one destroying the other. When she chooses Lucky's Dad's Rules at the end, she's not pretending she wouldn't like to win. She just knows now that losing doesn't mean she's been wronged. That shift is everything.

DISCUSSION QUESTIONS (FOR YOUR CHILD)

1

The first time Bingo didn't get a prize, she cried and ran to Mum. By the last party, she just shrugged and smiled. What changed?

2

Mum said 'it's hard when you don't win.' She didn't say 'it doesn't matter' or 'you'll get one next time.' Why is what she actually said better?

3

Lucky's Dad said they were 'raising a nation of squibs.' What do you think he meant? Do you agree with him?

4

At Bluey's party, Bingo got to choose the rules. She picked Lucky's Dad's Rules — the hard version. Why would she choose the version where she might lose?

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

- Play Pass the Parcel together — Lucky's Dad's Rules. One prize. No consolation layers. Notice how it feels to pass the parcel knowing there's nothing inside. Talk about it afterwards: was that worse than you expected, or better? Did the winner's joy change how you felt?
- Ask question two and help your child understand why Chilli's words work. The difference between naming a feeling and dismissing it is enormous. Practice it together: what would you say to someone who just lost something they wanted? Try a few versions and see which one actually helps.
- Ask question five slowly and without rushing toward an answer. Genuine happiness for someone who won what you wanted is a rare and learnable skill. Ask your child: have you ever felt it? What was happening that made it possible?
- Talk about a time you lost something you wanted — a job, a game, a chance — and eventually felt okay about it. What helped you get there? Let your child see the process, not just the outcome.

Tip for parents: Lucky's Dad is the comic villain of this episode but he's also largely right, and the show is honest about that. The 'everyone gets a prize' version of the world doesn't prepare children for anything — and Bingo's growth proves it. If your child has been shielded from losing, this episode is a gentle argument for giving them more chances to experience it — with you nearby to say 'it's hard when you don't win,' and nothing else.