BLUEY EPISODE GUIDE

Taxi

Grade 1 · Age 6

Episode Name	Taxi
Season & Episode	Season 1, Episode 25
Age Group	Grade 1 (Age 6)
Key Concept	You can have a plan, the plan can change, and it can still be fun

ABOUT THIS EPISODE

Bluey sets up an organised pretend taxi service — routes, rules, the works. Then her passengers arrive: demanding Bandit, restless Bingo, and Mum's malfunctioning "GPS." The plan dissolves almost immediately. The taxi goes everywhere except where it was supposed to go, and Bluey has to decide whether to fight the chaos or drive into it.

She drives into it. The game is better for it.

WHY IT MATTERS (FOR PARENTS)

Six-year-olds are at the age where their games have plans — and where those plans constantly fall apart because other people are involved. Bluey wants to run a proper taxi service. Everyone else wants something different. The comedy comes from the collision between her expectations and reality.

The episode gently teaches something every six-year-old needs: you can have a plan, and the plan can change, and it can still be fun. Flexibility isn't the same as giving up. In fact, knowing when to let the plan evolve is one of the most useful things a person can learn — and seven minutes of Bluey can plant that seed more effectively than most conversations about it.

DISCUSSION QUESTIONS (FOR YOUR CHILD)

1	*Bluey had a very clear plan for her taxi game. Did the game go the way she planned? Was it still fun?*
2	*Have you ever had a game that went completely differently from what you expected? What happened?*
3	*Why is it hard to play a game when everyone wants to do something different?*
4	*What's the difference between changing your plan and giving up on your plan?*

AFTER THE EPISODE — ACTIVITIES & EXTENSIONS

Try one of these to keep the learning going:

- Play Taxi together — let your child be the driver with a strict route planned, then be the most unreasonable passenger you can manage. See how they handle it. Swap roles and let them cause the chaos.

- Start a drawing or building project with a clear plan, then introduce one unexpected change halfway through — ‘the bridge has to go somewhere else now’ or ‘we’ve run out of the colour you needed.’ Work through the change together.
- Ask: ‘Can you think of a time a plan changed but the new version was actually better?’ Share one of your own stories first — it helps if they see that adults face this too.
- Talk about the GPS Mum played. Ask: ‘What makes a good navigator? Is it always giving the right directions, or is it something else?’

Tip for parents: Question four — the difference between changing a plan and giving up on one — is genuinely hard, and worth exploring slowly. There’s no clean answer. A child who can start to feel the difference between those two things is developing something that will serve them for a long time.