BLUEY EPISODE GUIDE

Slide

Grade 1 · Age 6

Episode Name	Slide
Season & Episode	Season 3, Episode 46
Age Group	Grade 1 (Age 6)
Key Concept	Kindness is a choice you make about how you move through the world, even when no one is keeping score

ABOUT THIS EPISODE

Bingo and Lila are ready to use a new waterslide. But every time they're about to go, they find a bug on it. Rather than sliding anyway, they invent the "Bug Inspector" game — carefully checking, moving, and protecting every creature they find. They debate whether ants count. They decide they do. Near the end, they rescue a caterpillar. It becomes a butterfly.

Nobody made them do any of this. They just decided to.

WHY IT MATTERS (FOR PARENTS)

This is empathy in its purest, smallest form. Bingo and Lila don't have to care about the bugs. Nobody is watching. Nobody would blame them for just sliding. But they choose, again and again, to stop their fun to protect something tiny and voiceless.

For a six-year-old, this is a powerful model: kindness isn't just for people you know, or situations where someone is looking. It's a choice you make about how you move through the world — even when it's inconvenient, even when the thing you're protecting is an ant. The ant debate is the heart of the episode: do small things deserve care? How small is too small? There's no clean answer, and that's exactly why it's worth discussing.

DISCUSSION QUESTIONS (FOR YOUR CHILD)

1. *Bingo and Lila kept stopping their fun to save bugs. Why didn't they just slide anyway?*
2. *They talked about whether it was okay to squish ants. What did they decide? Do you agree?*
3. *The caterpillar turned into a butterfly at the end. Do you think that would have happened if they hadn't saved it?*
4. *Have you ever stopped doing something fun because you noticed something small that needed help?*
5. *Is it ever okay to squish bugs? When? Who gets to decide?*

AFTER THE EPISODE — ACTIVITIES & EXTENSIONS

Try one of these to keep the learning going:

- Go outside and spend ten minutes as Bug Inspectors. Move carefully, look closely, relocate anything that might be in the way. Notice how it changes the way your child moves through the garden.
- Find a caterpillar or an ant trail together and watch it for a few minutes without interfering. Just observe. Ask: 'What do you think it's doing? Where is it going? Does it know we're here?'
- Talk about a time your child chose to be kind when it cost them something — time, fun, something they wanted. Ask: 'Was it worth it? How did it feel afterwards?'
- Ask the hard question together: 'Are some creatures more worth protecting than others? Why do we think that? Is it true?' Don't resolve it. Just sit in it.

Tip for parents: Question five — is it ever okay to squish bugs — sounds light but it's genuinely philosophical. Six-year-olds are ready to wrestle with the idea that our moral circle has edges, and that we get to decide where those edges go. Don't rush to an answer. The wrestling is the point.