BLUEY EPISODE GUIDE

Shops

Grade 1 · Age 6

Episode Name	Shops
Season & Episode	Season 1, Episode 23
Age Group	Grade 1 (Age 6)
Key Concept	Your idea might be brilliant — but if nobody else wants to play it, you're playing alone

ABOUT THIS EPISODE

Bluey and her friends set up a pretend shop. Bluey has a complete vision for how it should work — every role, every rule, every detail. The problem is she's so busy designing the game that the game never actually starts. Her friends grow frustrated. The shop stays empty.

The game only has a chance once Bluey realises that play requires more than one person's idea of how it should go.

WHY IT MATTERS (FOR PARENTS)

Six-year-olds are natural organisers — and natural dictators. They love making rules, assigning roles, and running the show. This episode holds up a mirror to that impulse without shaming it. Bluey isn't being mean. She's excited. She has a vision. But her vision doesn't leave room for anyone else's ideas.

For a child entering an age where group play becomes more complex and friendships require genuine negotiation, this is essential viewing. Being the one with all the ideas is a real strength — but it only works if you can hold your ideas loosely enough to let others add to them. That's not less leadership. That's better leadership.

DISCUSSION QUESTIONS (FOR YOUR CHILD)

1. *Bluey kept making rules for the shop game. Was that helping or making things harder? Why?*
2. *Mackenzie got frustrated and wanted to leave. Have you ever felt like that during a game?*
3. *What's the difference between being in charge and being bossy?*
4. *If you were setting up a pretend shop with your friends, how would you decide who does what?*

AFTER THE EPISODE — ACTIVITIES & EXTENSIONS

Try one of these to keep the learning going:

- Set up a pretend shop together — but this time, give your child one rule: everyone who's playing has to choose their own job. Watch what happens when nobody assigns the roles.
- Play a game where you take turns being 'the boss' for two minutes each. When it's not your turn, you have to follow the other person's rules. Debrief afterwards: which felt better?

- Ask: ‘Can you think of a time when someone had too many rules for a game and it stopped being fun? What happened?’ Then ask if they’ve ever been the one with too many rules.
- Talk about a leader your child admires — a teacher, a coach, a character from a book. Ask: ‘What makes them a good leader? Do they make all the rules, or do they listen too?’

Tip for parents: Question three — what’s the difference between being in charge and being bossy — is worth sitting with longer than the others. Six-year-olds often sense the difference but struggle to name it. If they get there on their own, let them. Don’t hand them the answer.