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# Children's Television Programming Report

FRN: **NO FRN** | File Number: **CPR-149448** | Submit Date: **01/08/2014** | Call Sign: **KCWX** | Facility ID: **24316** | City: **FREDERICKSBURG** | State: **TX**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **01/08/2014** | Filing Status: **Active**

Report reflects information for : **Fourth Quarter of 2013**

General Information

| Section     | Question   | Response |
|-------------|--|----------|
| Attachments | Are attachments (other than associated schedules) being filed with this application? |          |

**Applicant  
Information**

**Applicant Name, Type, and Contact Information**

| Applicant | Address | Phone | Email | Applicant Type |
|-----------|---------|-------|-------|----------------|
|-----------|---------|-------|-------|----------------|

Contact  
Representatives  
(0)

| Contact Name | Address | Phone | Email | Contact Type |
|--------------|---------|-------|-------|--------------|
|--------------|---------|-------|-------|--------------|

Children's  
Television  
Information

| Section      | Question              | Response     |
|--------------|-----------------------|--------------|
| Station Type | Station Type          | Independent  |
|              | Affiliated network    |              |
|              | Nielsen DMA           | San Antonio  |
|              | Web Home Page Address | www.kcwx.com |

Digital Core  
Programming

| Question  | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream  | 4.0      |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream  | 168.0    |
| State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:  | 4.0      |
| Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?  | Yes      |
| Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams? | Yes      |

Digital Core  
Programs(22)

| Digital Core<br>Program (1<br>of 22)   | Response   |
|--|--|
| Program Title  | Awesome Adventures   |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday 7:00-7:30am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Awesome Adventures is an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program. The host Mystro, probably in his mid-twenties, is engaging, and his delivery is both gritty and welcoming for an audience used to YouTube videos. Coupled with a very conversational style is the MTV shooting technique. The program's opening is visually engaging, featuring scenes of upcoming adventures in the form of a teaser for the audience. In the program about Puerto Rico, the teen team provides some humor while also detailing history. The visualization is excellent-camera angles and action shots make the viewer feel a part of the experience. The use of subjective camera angles further contributes to the "feeling of being there." The natural sounds on location further emphasize the on-site experience for the viewer. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core Program (2 of 22)   | Response  |
|--|---|
| Program Title  | Animal Science  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Saturday 7:30-8:00am  |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animal Science is a half-hour weekly E/I animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment. Shot in high-definition, "Animal Science" uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. The show and each segment are introduced with a question designed to peak curiosity, similar to the anticipatory set in a lesson. The format allows for discussion and the making of predictions, making it ideal for the classroom. The series will promote higher level thinking and the ability to evaluate ideas, processes, experiences in meaningful contexts. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core<br>Program (3 of<br>22)   | Response   |
|--|--|
| Program Title  | Wild About Animals   |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat. 8:00-8:30 a.m.  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | "Wild About Animals" is a half-hour animal E/I magazine series that airs 52 weeks each year. The show is hosted by Emmy-award winning actress Mariette Hartley. Mariette has committed herself to fighting for the rights of animals for over 20 years. This series is produced for children 16 and under (specific target audience is 13-16). As the producers of "Wild About Animals", it is the objective of Steve Rotfeld Productions, Inc. to educate and inform children, specifically in the target age group, by bringing them entertaining and interesting stories about the world's most fascinating animals. Each episode will consist of four (4) different stories designed to teach children about both exotic and unique animals, as well as to educate them further about animals they see everyday. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core<br>Program (4<br>of 22) | Response |
|--------------------------------------|----------|
|--------------------------------------|----------|

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|--|--|
| Program Title  | The Coolest Places on Earth  |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat. 8:30-9:00 a.m   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | <p>"The Coolest Places on Earth" is an exploration of cities (both modern and ancient) natural wonders, and cultural history, heavy with engaging content, fast-paced editing, and the accessible, conversational narration we have come to expect from Bellum Entertainment. The series' tone, information, and rich factual content reaches and serves the target 13-16-year-olds with a style that informs, supports, and encourages the kind of engaged thinking that have emerged from the Common Core State Standards. These standards, now adopted by 45 states and the District of Columbia recognize the importance of engaging, relevant information about the world young people live in. This series' episode also touches key points in the National Geography standards. Each program features a minimum of three different locations, each separate geographically and historically. In the reviewed episode, which covered more than six locations, including contemporary New Zealand, historical Savannah, Georgia, and Sassi di Matera, Italy. The range of context in the episode's highlights is focused and diverse, allowing fascinating history and culture-pirates, ghosts, caves, and ice hotels in the reviewed episode--and striking contemporary visuals that put the information in context. For 13-16-year-olds, this matches neatly with the National Geography Standards (Geography for Life). The standards want to equip young people with knowledge, perspectives and information to engage in "Earth's diverse cultures and natural environments." This program does that nicely while supplying stories to hold the mind of the viewer. The "coolest places on earth" are defined by history and culture, not just by the striking visuals that accompany every segment. Beyond geography, it covers food, art, architecture, music, and cultural events like festivals.</p> |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |



| Digital Core<br>Program (5<br>of 22)   | Response  |
|--|---|
| Program Title  | Chat Room   |
| Origination  | Syndicated  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat. 9:00-9:30 a.m  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Total times<br>aired   |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | "CHAT ROOM" is a half-hour weekly educational series designed to inform, educate, and entertain children 16 & under (specific target audience is 13-16) through re-enacting teenoriented dilemmas and discussing them in an open and honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. "CHAT ROOM" may not have all the answers but it offers a place where young people can watch and discuss the problems they face. "CHAT ROOM" provides a compelling look at real-life situations that happen to today's teens as dramatized by teen actors. Our adult host and teen panel then discuss the issues presented in a direct and forthright manner. This program is not intended to be preachy or pedantic. The goal is to present issues that are real and raw and discuss the pros and cons of each situation in a freeflowing environment. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (6<br>of 22) | Response |
|--------------------------------------|----------|
|--------------------------------------|----------|

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|--|--|
| Program Title  | WHADDYADO  |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | Sat. 9:30-10:00 a.m.   |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  |  |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "WHADDYADO" is a half-hour weekly educational series designed to educate, inform, inspire and entertain children 16 & under (specific target audience is 13-16) about the world around them. Each episode is an educational life-lesson, based in reality, intended to prepare young people for potential situations that could easily crop up at any time, anywhere. Using a combination of actual dramatic footage, re-enactments, and demonstrations, "WHADDYADO" provides a compelling look at perilous situations that have occurred in real life. Then, using interviews with the participants, and instructions from experts, we learn what the proper reaction should be when faced with similar life-threatening circumstances. Also, in an effort to help young people make right decisions, we feature a Moral Dilemma segment each week. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (7 of 22) | Response  |
|--------------------------------|-----------|
| Program Title                  | Aqua Kids |

|  |  |
|--|--|
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat. 10:00-10:30 a.m.  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Aqua Kids provides CORE programming in the area of biology and specifically the ecosystem related to the ocean, its tributaries and estuaries. Children can learn about the resources of the oceans and how protection of oceans is necessary to present and future generations. Not only does the show teach biological topics, but it aims to enrich children's lives by making them aware of future generations, the role they play now, and for generations into the future, with the biggest ecosystem on earth-the oceans. Each episode provides information related to a specific topic and gives an educational approach to understand the topic related to the entire ecosystem of the earth. Aqua Kids provides kids with a way to learn about the diversity of marine animals around the world and the importance of preserving their fragile aquatic habitats. Through the use of hands-on collaboration between kids and science researchers and educators, Aqua Kids encourages children to take an active role in protecting the future of their communities and the world. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core<br>Program (8<br>of 22) |           | Response |
|--------------------------------------|-----------|----------|
| Program Title                        | Horseland |          |
| Origination                          | Network   |          |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Mon.-Fri. 8:30-9:00 a.m.  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 23  |
| Total times<br>aired   |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 9 years to 11 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Take a riding stable devoted to teaching dressage to young people, mix in half a dozen tweens from very different backgrounds, and a stable full of jumping horses (also from very different backgrounds) who, when people are not around, talk to each other. Add to the conversation the voices of one supercilious cat, one very curious pig, and a wise, old barnyard-dog, and you have a recipe for an almost unending supply of soories about how kids can learn to get along, accept responsibility, and develop self-confidence, self-esteem, and a strong, positive character. Horseland isn't just a stable where kids learn to ride and take care of their animals, it's a microcosm - a small world in which three pre-teen girls and a boy encounter and learn to resolve many of the same kinds of problems and issues that most kids face in their daily lives as they struggle to become positive, productive adults. Each week, Sarah (a child of wealthy parents), Alma (a first generation Hispanic), Molly (an African-American from the city), and Bailey (son of the stable's owners) strive to become the best competitive riders they can possibly be while also learning life's lessons. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (9 of 22)            |  | Response                |
|--|--|-------------------------|
| Program Title                                |  | Green Screen Adventures |
| Origination                                  |  | Network                 |
| Days/Times<br>Program Regularly<br>Scheduled |  | Sat. 9:00-9:30 a.m.     |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 4   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 7 years to 13 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Green Screen Adventures sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (10 of 22)               |                                  | Response |
|---|----------------------------------|----------|
| Program Title                                 | The Busy World of Richard Scarry |          |
| Origination                                   | Network                          |          |
| Days/Times Program Regularly Scheduled        | Sat. 9:30-10:00 a.m.             |          |
| Total times aired at regularly scheduled time | 4                                |          |
| Total times aired                             |                                  |          |
| Number of Preemptions                         | 0                                |          |

|  |  |
|--|--|
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: attention, language, memory, active processing of a story, interest in reading. Children will learn - that friends and neighbors are nice to each other, share, cooperate, say supportive things, compliment each other, take pleasure in each others' accomplishments, that friends are accepting of each others' foibles - clumsiness, silliness, forgetfulness, fearfulness, etc. - that a community is made up of grown-ups, children, helpful authority figures, people of many occupations: police, storekeepers, farmers, baker, butcher, repair persons of many kinds, doctors, nurses, firefighters, road workers, busdrivers, photographers, etc. - That the world is full of interesting things to see and do. - That there are far away countries to learn about and travel to, where people have different customs, dress, food, etc. It is our intention that all segments will-</p> <ol style="list-style-type: none"> <li>1. Counteract gender stereotypes (both in roles and interactional style).</li> <li>2. Use language appropriate to the target age.</li> <li>3. Model standard grammar.</li> <li>4. Refrain from zapping, crashing, and smashing animated characters. (pre-schoolers have trouble distinguishing between animation and reality).</li> <li>5. Model safe and responsible behavior.</li> <li>6. Keep humor at child's level.</li> <li>7. Encourage parental watching with occasional humor aimed at the adult. There is good evidence that the educational value of any program is enhanced when an adult is there to talk with the child about it.</li> <li>8. Encourage active rather than passive viewing - story elements that allow viewer to generate hypotheses and make predictions about outcome.</li> <li>9. Use well-established attention getters for this age range: animation, children's voices, and music.</li> <li>10. Captivate children with different learning styles: - For those who rely on visual stimulation there will be plenty to look at. Every Scarry scene is full of visual excitement. For those who are predominantly tuned to the auditory and verbal, there will be interesting characters and story lines, conversation, music, and song. Those attuned to movement will be captured by animation, action, the ever-present vehicles - bikes, motorcycles, trains, trucks, boats, tractors, road-graders, planes, etc. Language principles: - Keep dialogue simple - Avoid hard-to-process sentences (e.g. complex relative clauses, sentences with too many unpredictable elements - names, numbers, and unfamiliar words) - Avoid words with multiple meanings - Avoid ambiguous grammatical structures - Reduce the number of modifiers - Use positive words (taller rather than shorter), adverbial phrases, rather than adverbs (e.g. in an angry way, rather angrily) - Introduce unfamiliar words where context, visual elements, redundancy, and repetitions help to make meaning clear. The series curriculum is not sequential, but care has gone into the grouping of stories and interstitials that comprise each segment. Each story has a simple plot line, enough continuity to facilitate understanding, but includes scene changes that allow children to develop early</li> </ol> |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (11 of 22)  | Response  |
|--|---|
| Program Title  | Wimzie's House  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sat. 10:00-10:30 a.m.   |
| Total times aired at regularly scheduled time  | 4   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 3 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>Come spend a day in the life with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside. After spending a half hour in the very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, the world where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Russo, Yaya's best friend - even if Yaya is at least one hundred and fifty years old (and counting)and Russo is much more than a hundred years younger. Graziella is more than ecstatic to have found a warm and comfortable home as well a a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humor throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.</p> |

|   |     |
|---|-----|
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |
|---|-----|

| Digital Core Program (12 of 22)                    | Response              |
|--|-----------------------|
| Program Title                                      | Wimzie's House        |
| Origination  | Network               |
| Days/Times Program Regularly Scheduled             | Sat. 10:30-11:00 a.m. |
| Total times aired at regularly scheduled time      | 4                     |
| Total times aired                                  |                       |
| Number of Preemptions                              | 0                     |
| Number of Preemptions for other than Breaking News |                       |
| Number of Preemptions Rescheduled                  |                       |
| Length of Program                                  | 30 mins               |
| Age of Target Child Audience                       | 3 years to 5 years    |



|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Come spend a day in the life with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside. After spending a half hour in the very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, the world where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Russo, Yaya's best friend - even if Yaya is at least one hundred and fifty years old (and counting)and Russo is much more than a hundred years younger. Graziella is more than ecstatic to have found a warm and comfortable home as well a a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humor throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core<br>Program (13 of 22)                 |  | Response                  |
|--|--|---------------------------|
| Program Title                                      |  | Country Mouse, City Mouse |
| Origination  |  | Network                   |
| Days/Times Program Regularly Scheduled             |  | Sat. 11:00-11:30 am       |
| Total times aired at regularly scheduled time      |  | 4                         |
| Total times aired                                  |  |                           |
| Number of Preemptions                              |  | 0                         |
| Number of Preemptions for other than Breaking News |  |                           |
| Number of Preemptions Rescheduled                  |  |                           |
| Length of Program                                  |  | 30 mins                   |
| Age of Target Child Audience                       |  | 4 years to 9 years        |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (14 of 22)                    | Response             |
|--|----------------------|
| Program Title                                      | Danger Rangers       |
| Origination  | Network              |
| Days/Times Program Regularly Scheduled             | Sat. 11:30am-12:00pm |
| Total times aired at regularly scheduled time      | 4                    |
| Total times aired                                  |                      |
| Number of Preemptions                              | 0                    |
| Number of Preemptions for other than Breaking News |                      |
| Number of Preemptions Rescheduled                  |                      |
| Length of Program                                  | 30 mins              |
| Age of Target Child Audience                       | 5 years to 7 years   |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>"The Danger Rangers" is the ultimate child safety show, an animated series that uses action adventure storylines, comedy, and songs to impart vital health and safety information, and promote the cognitive, personal and pro-social qualities necessary for youngsters to carry them out. As viewers observe the Danger Rangers, Sully, Kitty, Burble, Squeaky, Gabriella, Burt, and their trusty robot Fallbot successfully helping those in jeopardy and vanquishing the careless characters who put them there, by using their own powerful blend of health and safety knowledge, problem solving smarts, and positive character traits, viewers are encouraged to adopt these qualities for themselves. Each year more than 20 million children are injured and 90,000 are permanently disabled by accidental injuries, according to statistics compiled by Safe Kids Worldwide, a U.S. nonprofit organization solely dedicated to eliminating preventable childhood injuries. Accidental injury is the leading cause of death and disability for young children, and more than ninety percent of these accidents are preventable through better education. "Danger Rangers" aims to provide young viewers with the crucial educational tools to keep them safe. DISCRETE EDUCATIONAL OBJECTIVES: To impart approved health and safety information, such as that dealing with home safety, recreational safety, health and first aid, emergency preparedness, fire safety, traffic safety, school safety, home safety, fall hazards, personal safety, and more. To assist viewers to learn to act effectively and judiciously in a range of situations - being prepared for eventualities, being proactive, setting priorities, employing clear thinking and rational judgment, and taking tasks through to completion. To teach viewers to accept and appreciate unique abilities and insights in themselves and others, and to employ teamwork to capitalize on individual strengths and overcome individual weaknesses. To spur viewers to adopt positive personal character qualities associated with good health and safety behaviors. These personal qualities include independence, courage, responsibility, restraint, initiative, perceptiveness, perseverance, and more. To encourage viewers to develop positive pro-social behaviors intended to help them successfully work with others to achieve their health and safety aims. These pro-social qualities include understanding, empathy, tolerance, cooperation, helpfulness, sharing, leadership, and more. To bring viewers an understanding and appreciation of those men and women who devote their lives to making them safe and healthy, including fire fighters, police, doctors, and nurses. TARGET AUDIENCE: The primary target audience for "Danger Rangers" is made up of five to seven year-old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. The level of educational content is varied so as to be interesting and meaningful to children throughout this age range and beyond challenging younger viewers and reinforcing learning for older ones. By means of employing varying levels of humor and dealing with health and safety issues that are of universal importance, the series furthermore promotes co-viewing for target-age children with their parents, caretakers, and younger and older siblings and friends. EDUCATIONAL FORMAT: The general educational goal and discrete educational objectives are fully integrated with the story-lines, characters and settings dealt with in "Danger Rangers". By focusing on the fun and fascinating escapades of seven animal superheroes who set out to make the world a safer place by stopping one potential hazard at a time, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn from the actions of others. Learning is engaging, natural, and part of the overall entertainment of the series. Educational content is strengthened by being presented in multiple modalities, and being effe</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (15 of 22)        | Response                     |
|--|------------------------------|
| Program Title                          | Doodlebops Rockin' Road Show |
| Origination                            | Network                      |
| Days/Times Program Regularly Scheduled | Sun. 9:00-9:30 am            |

|  |                    |
|--|--------------------|
| Total times aired at regularly scheduled time      | 4                  |
| Total times aired                                  |                    |
| Number of Preemptions                              | 0                  |
| Number of Preemptions for other than Breaking News |                    |
| Number of Preemptions Rescheduled                  |                    |
| Length of Program                                  | 30 mins            |
| Age of Target Child Audience                       | 2 years to 5 years |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>The target audience for "Doodlebops Rockin Road Show" is made up of eighteen-month to five year-old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. The level of educational content is varied so as to be meaningful to children throughout the age range - enticing younger viewers and reinforcing learning for older ones. GENERAL EDUCATIONAL GOAL: "Doodlebops Rockin' Road Show" is intended to promote academic and social readiness in order to help young viewers toward ultimate competence and success in their future school and extracurricular environments. By means of fantasy, fun, music and adventure, the Doodlebops Band teaches kids about their world and gives them the vital understanding and behavioral tools to explore it. The show's major educational goals lie in the all-important psycho-social arena. Largely through targeted modeling, the show aids in the enhancement of viewers' personal character and pro-social behavior. Viewers come to see the value of honesty, integrity, the joy that can come from sharing, and so much more. The show's focus on feelings and emotions gives viewers an opportunity to make gains in their own emotional intelligence. They learn to effectively express themselves and "read" the expressions of others. The show also provides a template that youngsters can use to face situations and solve problems with the use of courage, inventiveness, and logical reasoning. The series secondarily addresses complementary core-knowledge goals. The show encourages an understanding and appreciation of music, leading to creative development and gains in multiple other subject areas; and provides practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, colors, vocabulary, sequences, and directions. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Doodlebops Rockin Road Show" furthermore helps to engage kids in new learning, and gives them a chance to hone and develop their burgeoning sense of humor. SPECIFIC EDUCATIONAL OBJECTIVES: To encourage viewers to develop positive personal qualities and pro-social behaviors, including honesty, kindness, initiative, earnestness, compassion, cooperation, helpfulness, sharing and leadership. To aid viewers to comprehend their own feelings and emotions and "read" the emotions of others, leading to gains in emotional intelligence and an understanding of the vital relationship between emotion and response. To assist viewers to generate techniques associated with critical thinking in goal-setting, decision-making and problem-solving, bringing them to an appropriate sense of self-reliance and an understanding of the consequences of their actions. To help viewers to gain meaningful life skills and behaviors, such as following directions, being a member of a team, and making new friends - intended to better equip them to take on a functional role in school and at home To provide viewers with a basic understanding of the elements of music and an appreciation of music itself. This learning is geared to foster creativity and enhance learning in a number of other subject areas, notably including mathematics, language and literature. To teach and provide practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, vocabulary, colors, sequences, and directions. To spark and broaden viewers' burgeoning sense of humor in order to promote intellectual development, enhance resilience, and help them see the fun of new learning. EDUCATIONAL FORMAT: The general educational goal and discrete educational objectives are fully integrated with "Doodlebops Rockin' Road Show" characters, settings, storylines and music. By focusing on the zany exploits of the world's most fun band, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn from the actions of others. Learning is engaging, natural</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (16 of 22)        | Response                     |
|--|------------------------------|
| Program Title                          | Doodlebops Rockin' Road Show |
| Origination                            | Network                      |
| Days/Times Program Regularly Scheduled | Sun. 9:30-10:00 am           |

|  |                    |
|--|--------------------|
| Total times aired at regularly scheduled time      | 4                  |
| Total times aired                                  |                    |
| Number of Preemptions                              | 0                  |
| Number of Preemptions for other than Breaking News |                    |
| Number of Preemptions Rescheduled                  |                    |
| Length of Program                                  | 30 mins            |
| Age of Target Child Audience                       | 2 years to 5 years |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>The target audience for "Doodlebops Rockin Road Show" is made up of eighteen-month to five year-old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. The level of educational content is varied so as to be meaningful to children throughout the age range - enticing younger viewers and reinforcing learning for older ones. GENERAL EDUCATIONAL GOAL: "Doodlebops Rockin' Road Show" is intended to promote academic and social readiness in order to help young viewers toward ultimate competence and success in their future school and extracurricular environments. By means of fantasy, fun, music and adventure, the Doodlebops Band teaches kids about their world and gives them the vital understanding and behavioral tools to explore it. The show's major educational goals lie in the all-important psycho-social arena. Largely through targeted modeling, the show aids in the enhancement of viewers' personal character and pro-social behavior. Viewers come to see the value of honesty, integrity, the joy that can come from sharing, and so much more. The show's focus on feelings and emotions gives viewers an opportunity to make gains in their own emotional intelligence. They learn to effectively express themselves and "read" the expressions of others. The show also provides a template that youngsters can use to face situations and solve problems with the use of courage, inventiveness, and logical reasoning. The series secondarily addresses complementary core-knowledge goals. The show encourages an understanding and appreciation of music, leading to creative development and gains in multiple other subject areas; and provides practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, colors, vocabulary, sequences, and directions. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Doodlebops Rockin Road Show" furthermore helps to engage kids in new learning, and gives them a chance to hone and develop their burgeoning sense of humor. SPECIFIC EDUCATIONAL OBJECTIVES: To encourage viewers to develop positive personal qualities and pro-social behaviors, including honesty, kindness, initiative, earnestness, compassion, cooperation, helpfulness, sharing and leadership. To aid viewers to comprehend their own feelings and emotions and "read" the emotions of others, leading to gains in emotional intelligence and an understanding of the vital relationship between emotion and response. To assist viewers to generate techniques associated with critical thinking in goal-setting, decision-making and problem-solving, bringing them to an appropriate sense of self-reliance and an understanding of the consequences of their actions. To help viewers to gain meaningful life skills and behaviors, such as following directions, being a member of a team, and making new friends - intended to better equip them to take on a functional role in school and at home To provide viewers with a basic understanding of the elements of music and an appreciation of music itself. This learning is geared to foster creativity and enhance learning in a number of other subject areas, notably including mathematics, language and literature. To teach and provide practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, vocabulary, colors, sequences, and directions. To spark and broaden viewers' burgeoning sense of humor in order to promote intellectual development, enhance resilience, and help them see the fun of new learning. EDUCATIONAL FORMAT: The general educational goal and discrete educational objectives are fully integrated with "Doodlebops Rockin' Road Show" characters, settings, storylines and music. By focusing on the zany exploits of the world's most fun band, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn from the actions of others. Learning is engaging, natural</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (17 of 22)        | Response          |
|--|-------------------|
| Program Title                          | Animal Atlas      |
| Origination                            | Network           |
| Days/Times Program Regularly Scheduled | Sun. 9:00-9:30 am |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 9   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (18 of 22)        | Response           |
|--|--------------------|
| Program Title                          | Animal Atlas       |
| Origination                            | Network            |
| Days/Times Program Regularly Scheduled | Sun. 9:30-10:00 am |



|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 9   |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (19 of 22)        | Response                |
|--|-------------------------|
| Program Title                          | Zoo Clues               |
| Origination                            | Network                 |
| Days/Times Program Regularly Scheduled | Sun. 10:00 - 10:30 a.m. |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 9  |
| Total times aired  |  |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The series Zoo Clues will keep 13-16 year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics, and wild range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world. Grouping animal behaviors and physical characteristics into groups from a human point of view holds the series thematically together. Episode 101 explains how animals use their extraordinary senses in ways that we can't. Episode 102 creates an animal "Olympics" where animals are put together in an athletic competition based upon their statistics. It is always kept in perspective by putting the feats in human terms, such as when the leaping ability of a flea is compared to a human high jump of hundreds of feet. The music is cinematic and supportive. The narrator's everyday tone keeps everything in perspective for adolescent viewers (examples: "sounds complicated, doesn't it?" and "let's investigate!") while keeping it interesting for adults. The pull of the Mystery Animal visual quizzes and the fun of Animal Oddities make the show more interactive and will no doubt lead to interesting social media posts by viewers. The information presented is so rich and mindboggling that Zoo Clues is one of those rare programs that would work visually with the sound off - or as a radio show with no visuals at all. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (20 of 22) | Response  |
|---------------------------------|-----------|
| Program Title                   | Zoo Clues |
| Origination                     | Network   |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sun. 10:30 - 11:00 a.m.   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 9   |
| Total times<br>aired   |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | <p>The series Zoo Clues will keep 13-16 year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics, and wild range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world. Grouping animal behaviors and physical characteristics into groups from a human point of view holds the series thematically together. Episode 101 explains how animals use their extraordinary senses in ways that we can't. Episode 102 creates an animal "Olympics" where animals are put together in an athletic competition based upon their statistics. It is always kept in perspective by putting the feats in human terms, such as when the leaping ability of a flea is compared to a human high jump of hundreds of feet. The music is cinematic and supportive. The narrator's everyday tone keeps everything in perspective for adolescent viewers (examples: "sounds complicated, doesn't it?" and "let's investigate!") while keeping it interesting for adults. The pull of the Mystery Animal visual quizzes and the fun of Animal Oddities make the show more interactive and will no doubt lead to interesting social media posts by viewers. The information presented is so rich and mindboggling that Zoo Clues is one of those rare programs that would work visually with the sound off - or as a radio show with no visuals at all.</p> |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

|  |  |
|--|--|
| Program Title  | On The Spot  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sun. 11:00 - 11:30 a.m.  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 9  |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | On The Spot is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music, and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond fact retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the mall, it forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are giving by diverse ethnicities and ages, by both genders, and not by stereotypes of smart people is essential. It means that anyone can own information. The fact that young people will see this on television in a non-academic setting is also very important. Whatever the curriculum or information, knowledge becomes the star and is demonstrated by every type of person. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

|  |  |
|--|--|
| Program Title  | On The Spot  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sun. 11:30 a.m. - 12:00 p.m.   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 9  |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | On The Spot is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music, and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond fact retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the mall, it forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are giving by diverse ethnicities and ages, by both genders, and not by stereotypes of smart people is essential. It means that anyone can own information. The fact that young people will see this on television in a non-academic setting is also very important. Whatever the curriculum or information, knowledge becomes the star and is demonstrated by every type of person. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

**Non-Core  
Educational and  
Informational  
Programming (0)**

Sponsored Core  
Programming (0)

Liaison Contact

| Question  | Response   |
|---|--|
| Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?   | Yes  |
| Name of children's programming liaison  | Carmen Tawil   |
| Address   | 1402 West Avenue   |
| City  | Austin   |
| State   | TX   |
| Zip   | 78701  |
| Telephone Number  | 512-796-6106   |
| Email Address   | ctawil@kcwx.com  |
| Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3. | Due to an error by the program supplier, the E/I logo was not displayed throughout the episode on the following programs: On The Spot, 12/15, 11:00 a.m and 11:30 a.m. On The Spot was rebroadcast on 12/29 at 12:00 noon and 12:30 p.m. with the E/I logo displayed throughout the episodes. Additionally, the fact that the episodes would be rebroadcast was provided to the viewers and to the program guide listings. |



Other Matters (13)

| Other Matters (1 of 13)  | Response  |
|--|---|
| Program Title  | Awesome Adventures  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Saturday 7:00-7:30am  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>Awesome Adventures is an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program. The host Mystro, probably in his mid-twenties, is engaging, and his delivery is both gritty and welcoming for an audience used to YouTube videos. Coupled with a very conversational style is the MTV shooting technique. The program's opening is visually engaging, featuring scenes of upcoming adventures in the form of a teaser for the audience. In the program about Puerto Rico, the teen team provides some humor while also detailing history. The visualization is excellent-camera angles and action shots make the viewer feel a part of the experience. The use of subjective camera angles further contributes to the "feeling of being there." The natural sounds on location further emphasize the on-site experience for the viewer.</p> |

| Other Matters (2 of 13)                       | Response             |
|---|----------------------|
| Program Title                                 | Animal Science       |
| Origination                                   | Syndicated           |
| Days/Times Program Regularly Scheduled        | Saturday 7:30-8:00am |
| Total times aired at regularly scheduled time | 13                   |
| Length of Program                             | 30 mins              |

|  |   |
|--|---|
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animal Science is a half-hour weekly E/I animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment. Shot in high-definition, "Animal Science" uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. The show and each segment are introduced with a question designed to peak curiosity, similar to the anticipatory set in a lesson. The format allows for discussion and the making of predictions, making it ideal for the classroom. The series will promote higher level thinking and the ability to evaluate ideas, processes, experiences in meaningful contexts. |

| Other Matters (3 of 13)                       | Response             |
|---|----------------------|
| Program Title                                 | Wild About Animals   |
| Origination                                   | Syndicated           |
| Days/Times Program Regularly Scheduled        | Sat. 8:00-8:30 a.m.  |
| Total times aired at regularly scheduled time | 13                   |
| Length of Program                             | 30 mins              |
| Age of Target Child Audience from             | 13 years to 16 years |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "Wild About Animals" is a half-hour animal E/I magazine series that airs 52 weeks each year. The show is hosted by Emmy-award winning actress Mariette Hartley. Mariette has committed herself to fighting for the rights of animals for over 20 years. This series is produced for children 16 and under (specific target audience is 13-16). As the producers of "Wild About Animals", it is the objective of Steve Rotfeld Productions, Inc. to educate and inform children, specifically in the target age group, by bringing them entertaining and interesting stories about the world's most fascinating animals. Each episode will consist of four (4) different stories designed to teach children about both exotic and unique animals, as well as to educate them further about animals they see everyday. |
|--|--|

| Other Matters (4 of 13)                | Response                    |
|--|-----------------------------|
| Program Title                          | The Coolest Places on Earth |
| Origination                            | Syndicated                  |
| Days/Times Program Regularly Scheduled | Sat. 8:30-9:00 a.m          |

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| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "The Coolest Places on Earth" is an exploration of cities (both modern and ancient) natural wonders, and cultural history, heavy with engaging content, fast-paced editing, and the accessible, conversational narration we have come to expect from Bellum Entertainment. The series' tone, information, and rich factual content reaches and serves the target 13-16-year-olds with a style that informs, supports, and encourages the kind of engaged thinking that have emerged from the Common Core State Standards. These standards, now adopted by 45 states and the District of Columbia recognize the importance of engaging, relevant information about the world young people live in. This series' episode also touches key points in the National Geography standards. Each program features a minimum of three different locations, each separate geographically and historically. In the reviewed episode, which covered more than six locations, including contemporary New Zealand, historical Savannah, Georgia, and Sassi di Matera, Italy. The range of context in the episode's highlights is focused and diverse, allowing fascinating history and culture--pirates, ghosts, caves, and ice hotels in the reviewed episode--and striking contemporary visuals that put the information in context. For 13-16-year-olds, this matches neatly with the National Geography Standards (Geography for Life). The standards want to equip young people with knowledge, perspectives and information to engage in "Earth's diverse cultures and natural environments." This program does that nicely while supplying stories to hold the mind of the viewer. The "coolest places on earth" are defined by history and culture, not just by the striking visuals that accompany every segment. Beyond geography, it covers food, art, architecture, music, and cultural events like festivals. |

| Other Matters (5 of 13)                       | Response             |
|---|----------------------|
| Program Title                                 | Chat Room            |
| Origination                                   | Syndicated           |
| Days/Times Program Regularly Scheduled        | Sat. 9:00-9:30 a.m   |
| Total times aired at regularly scheduled time | 13                   |
| Length of Program                             | 30 mins              |
| Age of Target Child Audience from             | 13 years to 16 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "CHAT ROOM" is a half-hour weekly educational series designed to inform, educate, and entertain children 16 & under (specific target audience is 13-16) through re-enacting teenoriented dilemmas and discussing them in an open and honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. "CHAT ROOM" may not have all the answers but it offers a place where young people can watch and discuss the problems they face. "CHAT ROOM" provides a compelling look at real-life situations that happen to today's teens as dramatized by teen actors. Our adult host and teen panel then discuss the issues presented in a direct and forthright manner. This program is not intended to be preachy or pedantic. The goal is to present issues that are real and raw and discuss the pros and cons of each situation in a freeflowing environment. |
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| Other Matters (6 of 13)  | Response   |
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| Program Title  | WHADDYADO  |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | Sat. 9:30-10:00 a.m.   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "WHADDYADO" is a half-hour weekly educational series designed to educate, inform, inspire and entertain children 16 & under (specific target audience is 13-16) about the world around them. Each episode is an educational life-lesson, based in reality, intended to prepare young people for potential situations that could easily crop up at any time, anywhere. Using a combination of actual dramatic footage, re-enactments, and demonstrations, "WHADDYADO" provides a compelling look at perilous situations that have occurred in real life. Then, using interviews with the participants, and instructions from experts, we learn what the proper reaction should be when faced with similar life-threatening circumstances. Also, in an effort to help young people make right decisions, we feature a Moral Dilemma segment each week. |

| Other Matters (7 of 13)                | Response              |
|--|-----------------------|
| Program Title                          | Aqua Kids             |
| Origination                            | Syndicated            |
| Days/Times Program Regularly Scheduled | Sat. 10:00-10:30 a.m. |

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| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Aqua Kids provides CORE programming in the area of biology and specifically the ecosystem related to the ocean, its tributaries and estuaries. Children can learn about the resources of the oceans and how protection of oceans is necessary to present and future generations. Not only does the show teach biological topics, but it aims to enrich children's lives by making them aware of future generations, the role they play now, and for generations into the future, with the biggest ecosystem on earth-the oceans. Each episode provides information related to a specific topic and gives an educational approach to understand the topic related to the entire ecosystem of the earth. Aqua Kids provides kids with a way to learn about the diversity of marine animals around the world and the importance of preserving their fragile aquatic habitats. Through the use of hands-on collaboration between kids and science researchers and educators, Aqua Kids encourages children to take an active role in protecting the future of their communities and the world. |

| Other Matters (8 of 13)  | Response  |
|--|---|
| Program Title  | Animal Atlas  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sun. 9:00-9:30 am   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value. |

| Other Matters (9 of 13)  | Response  |
|--|---|
| Program Title  | Animal Atlas  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sun. 9:30-10:00 am  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value. |

| Other Matters (10 of 13)                      | Response                |
|---|-------------------------|
| Program Title                                 | Zoo Clues               |
| Origination                                   | Network                 |
| Days/Times Program Regularly Scheduled        | Sun. 10:00 - 10:30 a.m. |
| Total times aired at regularly scheduled time | 13                      |
| Length of Program                             | 30 mins                 |
| Age of Target Child Audience from             | 13 years to 16 years    |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The series Zoo Clues will keep 13-16 year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics, and wild range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world. Grouping animal behaviors and physical characteristics into groups from a human point of view holds the series thematically together. Episode 101 explains how animals use their extraordinary senses in ways that we can't. Episode 102 creates an animal "Olympics" where animals are put together in an athletic competition based upon their statistics. It is always kept in perspective by putting the feats in human terms, such as when the leaping ability of a flea is compared to a human high jump of hundreds of feet. The music is cinematic and supportive. The narrator's everyday tone keeps everything in perspective for adolescent viewers (examples: "sounds complicated, doesn't it?" and "let's investigate!") while keeping it interesting for adults. The pull of the Mystery Animal visual quizzes and the fun of Animal Oddities make the show more interactive and will no doubt lead to interesting social media posts by viewers. The information presented is so rich and mindboggling that Zoo Clues is one of those rare programs that would work visually with the sound off - or as a radio show with no visuals at all. |
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| Other Matters (11 of 13)   | Response   |
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| Program Title  | Zoo Clues  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sun. 10:30 - 11:00 a.m.  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The series Zoo Clues will keep 13-16 year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics, and wild range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world. Grouping animal behaviors and physical characteristics into groups from a human point of view holds the series thematically together. Episode 101 explains how animals use their extraordinary senses in ways that we can't. Episode 102 creates an animal "Olympics" where animals are put together in an athletic competition based upon their statistics. It is always kept in perspective by putting the feats in human terms, such as when the leaping ability of a flea is compared to a human high jump of hundreds of feet. The music is cinematic and supportive. The narrator's everyday tone keeps everything in perspective for adolescent viewers (examples: "sounds complicated, doesn't it?" and "let's investigate!") while keeping it interesting for adults. The pull of the Mystery Animal visual quizzes and the fun of Animal Oddities make the show more interactive and will no doubt lead to interesting social media posts by viewers. The information presented is so rich and mindboggling that Zoo Clues is one of those rare programs that would work visually with the sound off - or as a radio show with no visuals at all. |

| Other Matters (12 of 13)   | Response   |
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| Program Title  | On The Spot  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sun. 11:00 - 11:30 a.m.  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | On The Spot is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music, and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond fact retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the mall, it forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are giving by diverse ethnicities and ages, by both genders, and not by stereotypes of smart people is essential. It means that anyone can own information. The fact that young people will see this on television in a non-academic setting is also very important. Whatever the curriculum or information, knowledge becomes the star and is demonstrated by every type of person. |

  

| Other Matters (13 of 13)                                  | Response                     |
|---|------------------------------|
| Program Title   | On The Spot                  |
| Origination   | Network                      |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | Sun. 11:30 a.m. - 12:00 p.m. |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 13                           |
| Length of<br>Program                                      | 30 mins                      |
| Age of<br>Target Child<br>Audience<br>from                | 13 years to 16 years         |



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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | On The Spot is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music, and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond fact retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the mall, it forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are giving by diverse ethnicities and ages, by both genders, and not by stereotypes of smart people is essential. It means that anyone can own information. The fact that young people will see this on television in a non-academic setting is also very important. Whatever the curriculum or information, knowledge becomes the star and is demonstrated by every type of person. |
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Certification

| Question   | Response  |
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| <p>The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.</p> <p><b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b></p> <p>Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.</p> <p>WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).</p> |   |
| <p>I certify that this application includes all required and relevant attachments.</p>   |   |
| <p>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.</p>  | <p><b>Corridor<br/>Television,<br/>L.L.P.</b></p> |

**Attachments**

No Attachments.