

Children's Television Programming Report

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 07/11/2011
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 KTLA
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 35670
 City:

 LOS ANGELES
 State:
 CA

 Service:
 Full Service:
 Purpose:
 Children's TV Programming Report
 Status:
 Received
 Status Date:

 07/11/2011
 Filing Status:
 Active
 Filing Status:
 Active
 Status

Report reflects information for : Second Quarter of 2011

General	Section	Question	Response
Information	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

t	Contact Name	Address	Phone	Email	Contact Type
-					

Contact Representatives (0)

Children's	Section Question R		Response	
Television Information	Station Type Station Type Network Affilia		Network Affiliation	١
		Affiliated network	CW	
		Nielsen DMA	Los Angeles	
		Web Home Page Address	www.ktla.com	
Digital Core	Question			Response
Programming	State the average number of hours of Core Programming per week broadcast by the station on its main program stream			3.0
	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			336.0
	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:			7.0
	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
	programming guideline (applie	t at least 50% of the Core Programming counted toward meeting ed to free video programming aired on other than the main Yes N gram episodes that had already aired within the previous seven d	o program	Yes

station's main program stream or on another of the station's free digital program streams?

Digital Core Programs(20)

Digital Core Program (1 of 20)	Response
Program Title	Magi-Nation [5.1]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00AM
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	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Magi-Nation brings young viewers a wealth of interesting new knowledge along with a body of valuable pro- social, character-building, and problem solving skills. The Final Dreamers have adventures that utilize their own brand of smarts and savvy. Through these adventures, viewers learn important information about their own world and discover meaningful and effective ways to use what they learn. Children are given an opportunity to gain new knowledge in a wide range of fields centering on the natural and social sciences. The Dreamers teach viewers fascinating lessons in zoology, botany, geology, meteorology, ecology, geography, history and language. As the viewers observe The Dreamers, they learn problem solving skills and learn lessons in integrity and honesty. Other social skills such as teamwork, cooperation and conquering obstacles are also featured. From watching The Dreamers, kids can learn to use focus, ingenuity and perseverance and can learn to model these qualities.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 20)	Response
Program Title	Magi-Nation [5.1]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:30AM
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	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Magi-Nation brings young viewers a wealth of interesting new knowledge along with a body of valuable p social, character-building, and problem solving skills. The Final Dreamers have adventures that utilize the own brand of smarts and savvy. Through these adventures, viewers learn important information about th own world and discover meaningful and effective ways to use what they learn. Children are given an opportunity to gain new knowledge in a wide range of fields centering on the natural and social sciences. The Dreamers teach viewers fascinating lessons in zoology, botany, geology, meteorology, ecology, geography, history and language. As the viewers observe The Dreamers, they learn problem solving skil and learn lessons in integrity and honesty. Other social skills such as teamwork, cooperation and conquering obstacles are also featured. From watching The Dreamers, kids can learn to use focus, ingenuity and perseverance and can learn to model these qualities.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (3 of 20) Response

Program Title

The Young Icons [5.1]

Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 12:00N
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.	The Young Icons gives viewers a glimpse inside the lives of the brightest and best of America's youth including world-class athletes, accomplished artist, scholars, philanthropists and entrepreneurs. Through this program, teens learn that they too can make a real difference in the world and can accomplish amazing and inspirational things
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 20)	Response
Program Title	Eco Company [5.1]
Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 12:30PM
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.	Eco Company is a show with a dynamic and diverse group of teens who combine their natural curiosity with their enthusiasm to preserve the planet they will inherit. Eco Company explores all aspects of being green and provides examples of how we impact our world. The E-Co team teaches teens about alternative energies and reports on the latest technologies under development in energy, recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference and make a positive impact on the environment. Each week the show provides practical tips that teens, and people of all ages, can use in their daily lives. Each story and feature is reported by teens and told from their perspective.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 20)	Response
Program Title	Career Day [5.1]
Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 1:00PM
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 Ch

Describe the educational

informational

objective of

the program

and how it meets the

definition of

Programming.

Core

and

Target Child Audience 13 years to 16 years

Career Day introduces young people to career exploration and awareness within a safe learning environment. Career Day provides an avenue for teens to view experts in their respective fields as they discuss work, education and training required for their job choice as well as experiences that led them to choose their field. The show encourages students to make informed decisions by exposing them to the wide variety of potential jobs and encourages success through education and training. The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities which in turn can enhance academic performance, facilitate high school completion and encourage post-secondary education. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of teens.

Does the	Yes	
Licensee		
identify the		
program by		
displaying		
throughout		
the program		
the symbol E		
/l?		

Digital Core Program (6 of 20)	Response
Program Title	Mad About [5.1]
Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 1:30PM
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.	Mad About is a variety show that uses a creative mixture of humor, improv, animation and viewer- generated video to educate and entertain kids. The show conveys important messages about financial literacy, nutrition, earth science, ecology, health, life skills and fitness. Each episode explores significant topics within these subject areas and incorporates comic monologues, sketch and improv comedy, eye- catching animation, music videos, humorous "man on the street" interviews and viewer-created questions to educate teens and inspire them to make quality life decisions. The diverse and dynamic cast of young people who make up the show, combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills.
Does the Licensee identify the program by displaying throughout	Yes

the program the symbol E

/l?

Digital Core Program (7 of 20)	Response
Program Title	Mustard Pancake [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00AM
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	3 years to 6 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mustard Pancake follows the antics of Courtney Campbell and her family of fun-loving friends - a cat and three dogs. Each episode mirrors a slice of everyday life, from problems to celebrations. Through the life events that Courtney and her friends encounter, young viewers are shown behaviors and situations that can be modeled such as cooperation, diversity, respect for others and coping with failure. In addition, storytelling and literacy are demonstrated by encouraging viewers to express themselves creatively by sharing stories of their own.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 20)	Response
Program Title	Mustard Pancake [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:30AM
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	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mustard Pancake follows the antics of Courtney Campbell and her family of fun-loving friends - a cat and three dogs. Each episode mirrors a slice of everyday life, from problems to celebrations. Through the life events that Courtney and her friends encounter, young viewers are shown behaviors and situations that can be modeled such as cooperation, diversity, respect for others and coping with failure. In addition, storytelling and literacy are demonstrated by encouraging viewers to express themselves creatively by sharing stories of their own.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 20)	Response
Program Title	Critter Gitters [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 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	9 years to 14 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Critter Gitters is a search and rescue, animal adventure-themed series. While entertaining, the series also contains investigative and detective sleuthing by a group of neighborhood kids, a veterinarian, a marine biologist, a zany professor and colorful neighborhood characters. Viewers w learn about different types of animals through the stimulating story lines which feature kids' natural curiosity and a love for animals. The cast provides positive role models as they deal with animals and their habitats and situations.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 20)	Response
Program Title	Critter Gitters [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:30AM
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	9 years to 14 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Critter Gitters is a search and rescue, animal adventure-themed series. While entertaining, the series also contains investigative and detective sleuthing by a group of neighborhood kids, a veterinarian, a marine biologist, a zany professor and colorful neighborhood characters. Viewers w learn about different types of animals through the stimulating story lines which feature kids' natural curiosity and a love for animals. The cast provides positive role models as they deal with animals and their habitats and situations.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 20)	Response
Program Title	Curiosity Quest [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:00AM
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	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Curiosity Quest explores what young viewers are curious about. Each episode answers viewer's letters of curiosity by taking the audience on location for an unscripted, hands-on, educational exploration to answer the questions posed. The host provides an enthusiastic personality and learning environment and kids will enjoy the hilarious situations he gets into i pursuit of the answers to their questions.

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

Yes

Digital Core Program (12 of 20)	Response
Program Title	Curiosity Quest [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:30AM
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	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Curiosity Quest explores what young viewers are curious about. Each episode answers viewer's letters of curiosity by taking the audience on location for an unscripted, hands-on, educational exploration to answer the questions posed. The host provides an enthusiastic personality and learning environment and kids will enjoy the hilarious situations he gets into in pursuit of the answers to their questions.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 20)	Response
Program Title	Green Screen Adventures [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00AM
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	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 theater. The stories are based on the writing of elementary school students. Children get the message that their words have power and their voices are being heard. The Green Screen company of performers and writers are diverse and reinforce critical writing skills and share positive social messages. The educational mission also emphasizes curiosity, confidence, citizenship and compassion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 20)	Response
Program Title	Busytown Mysteries [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:30AM
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	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Busytown Mysteries is an investigative learning show that creates a fun and easy to understand venue for creative problem solving. By focusing on the fascinating conundrums faced by a group of Richard Scarry' most enchanting characters, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn. Young viewers learn critical thinking, valuable social and emotional skills such as the importance of open-mindedness, curiosity, courage, confidence, optimism, initiative, creativity, perceptiveness and perseverance. Viewers also gain new knowledge in the areas of language, mathematics and science and learn age relevant vocabulary and word usage.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 20)	Response
Program Title	The Busy World of Richard Scarry [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 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	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Busy World of Richard Scarry uses the characters of the Scarry books to introduce pre-schoolers to simple situations they encounter daily - love of parents, mastery of motor, language and social skills, power, possession, personal routines such as eating, dressing and sleeping, and family living such as cooking, recreation and celebration. The series shows young viewers the positive forces in their lives and stimulates imagination and play, teaches pro-social behaviors such as generosity, friendliness, persistence, altruism, understanding of others' point of view, empathy, and acceptance of others. It also seeks to show viewers a world outside of the family unit and discover friendship and the community. Other skills focused on include attention, language, memory, processing a story and interest in reading.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (16 of 20)	Response
Program Title	The Busy World of Richard Scarry [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:30AM
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	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Busy World of Richard Scarry uses the characters of the Scarry books to introduce pre-schoolers to simple situations they encounter daily - love of parents, mastery of motor, language and social skills, power, possession, personal routines such as eating, dressing and sleeping, and family living such as cooking, recreation and celebration. The series shows young viewers the positive forces in their lives and stimulates imagination and play, teaches pro-social behaviors such as generosity, friendliness, persistence, altruism, understanding of others' point of view, empathy, and acceptance of others. It also seeks to show viewers a world outside of the family unit and discover friendship and the community. Other skills focused on include attention, language, memory, processing a story and interest in reading.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (17 of 20)	Response
Program Title	Cake [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:00AM
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	8 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cake, a dynamic young adolescent, is into recycling and creating individual crafts and fashions for her weekly TV show. Cake, along with her friends Benjamin, Miracle and Amy, deal with every day problems that teens face. Each week, personal events in the lives of the characters provide Cake with inspiration for her new creative project usually transforming something old into something new and unique. Cake and her friends deal with issues such as problems at school, aspirations and expectations, friendships, worries and all the other issues adolescents confront on a daily basis. The four characters support each other and display clear and concrete positive interpersonal interactions. Amy, as the youngest, often looks to the others for advice. Cake and her friends show mutual respect, admiration, support and cooperation which young viewers can model. The characters and the lessons they teach encourage individuality, creativity and fun and provide young viewers with a platform for self expression and self confidence.
Does the Licensee identify the program by displaying throughout the program	Yes

the symbol E

/l?

Digital Core Program (18 of 20)	Response
Program Title	Dance Revolution [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:30AM
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	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dance Revolution combines the popular appeal of Hip-hop dance, a talent contest and today's hottest web messaging techniques (pop-ups, scrolling messages), to teach dance and encourage young viewers to get up and move and lead a less sedentary lifestyle. The program combines the teaching of new dance steps (to on-stage contestants and home viewers) with intense competition as pairs of young dancers vie to become Dance Revolution champions. Viewers are encouraged to learn and practice new dance steps each week as well as are encouraged to exercise for good health.

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

Digital Core Program (19 of 20)	Response
Program Title	Stargate Infinity [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SU 7:00AM
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	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Stargate Infinity follows a group of explorers as they enter a new world each week. As they encoun new and different life forms and cultures, they are faced with problems that require individual member's special abilities as well as teamwork. Stargate Infinity explores issues, attitudes and behaviors important to learning how to get along with others due to different races, cultures and species. The viewing audience gains role models who can show them ways to interact with new situations, work together, overcome obstacles and be a better person.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (20 of 20)	Response
Program Title	Magi-Nation [5.3]
Origination	Network

Days/Times Program Regularly Scheduled	SU 7:30AM
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	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Magi-Nation brings young viewers a wealth of interesting new knowledge along with a body of valuable pro- social, character-building, and problem solving skills. The Final Dreamers have adventures that utilize their own brand of smarts and savvy. Through these adventures, viewers learn important information about their own world and discover meaningful and effective ways to use what they learn. Children are given an opportunity to gain new knowledge in a wide range of fields centering on the natural and social sciences. The Dreamers teach viewers fascinating lessons in zoology, botany, geology, meteorology, ecology, geography, history and language. As the viewers observe The Dreamers, they learn problem solving skills and learn lessons in integrity and honesty. Other social skills such as teamwork, cooperation and conquering obstacles are also featured. From watching The Dreamers, kids can learn to use focus, ingenuity and perseverance and can learn to model these qualities.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Non-Core Educational and Informational Programming (1)

Non-Core Educational and Informational Programming (1 of 1)	Response
Program Title	Magi-Nation [5.3]
Origination	Network
Days/Times Program Regularly Scheduled:	MO-FR 6:30AM
Total times aired at regularly scheduled time:	65
Number of Preemptions	0
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Magi-Nation brings young viewers a wealth of interesting new knowledge along with a body of valuable pro-social, character-building, and problem solving skills. The Final Dreamers have adventures that utilize their own brand of smarts and savvy. Through these adventures, viewers learn important information about their own world and discover meaningful and effective ways to use what they learn. Children are given an opportunity to gain new knowledge in a wide range of fields centering on the natural and social sciences. The Dreamers teach viewers fascinating lessons in zoology, botany, geology, meteorology, ecology, geography, history and language. As the viewers observe The Dreamers, they learn problem solving skills and learn lessons in integrity and honesty. Other social skills such as teamwork, cooperation and conquering obstacles are also featured. From watching The Dreamers, kids can learn to use focus, ingenuity and perseverance and can learn to model these qualities.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R.	Yes		
Section 73.673?			

Date and Time Aired:

Questions	Response
Date Time	

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	Sandra Mueller
Address	5800 Sunset Boulevard
City	Los Angeles
State	СА
Zip	90028
Telephone Number	323-460-5853
Email Address	smueller@tribune.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.	A list of educational PSA's targeted to children is filed and located in KTLA's public inspection file. KTLA ceased analog broadcasts on June 12, 2009. The correct response to Question No. 7(b) is NO, however, to enable the submit option of this form, it was necessary to provide a "yes" response. Question 7(c) is not applicable. Information and certifications concerning the station's digital broadcasts are contained in answer to Questions 8-10. KTLA became an affiliate of THIS TV Network on March 26, 2009. THIS TV was moved from digital channel 5.2 to channel 5.3 effective December 20, 2010. KTLA became an affiliate of Antenna TV Network on January 1, 2011 at 10pm PT. It is carried on digital channel 5.2. Different episodes of Magi-Nation aired on KTLA 5.1 each week than aired on KTLA 5.3 (This TV). Third quarter schedule changes reflect the start of the fall broadcast seasor

Other Matters (16)

Other Matters (1 of 16)	Response	
Program Title	Magi-Nation [5.	1]
Origination	Network	
Days/Times Program Regularly Scheduled	SA 7:00AM & 7	:30AM
Total times aired at regularly scheduled time	26	
Length of Program	30 mins	
Age of Target Child Audience from	7 years to 12 ye	ears
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	social, character own brand of sr own world and opportunity to g The Dreamers to geography, hist and learn lesso conquering obs	ngs young viewers a wealth of interesting new knowledge along with a body of valuable pro- er-building, and problem solving skills. The Final Dreamers have adventures that utilize their marts and savvy. Through these adventures, viewers learn important information about their discover meaningful and effective ways to use what they learn. Children are given an pain new knowledge in a wide range of fields centering on the natural and social sciences. teach viewers fascinating lessons in zoology, botany, geology, meteorology, ecology, cory and language. As the viewers observe The Dreamers, they learn problem solving skills ns in integrity and honesty. Other social skills such as teamwork, cooperation and tacles are also featured. From watching The Dreamers, kids can learn to use focus, erseverance and can learn to model these qualities.
Other Matters ((2 of 16)	Response
Program Title		The Young Icons [5.1]
Origination		Syndicated
Days/Times Pro Regularly Sche	-	SA 12:00N
Total times aire scheduled time	• •	13
Length of Progr	am	30 mins
Age of Target C from	Child Audience	13 years to 16 years
Describe the ec informational of program and ho definition of Con Programming.	ojective of the	The Young Icons gives viewers a glimpse inside the lives of the brightest and best of America's youth including world-class athletes, accomplished artist, scholars, philanthropists and entrepreneurs. Through this program, teens learn that they too can make a real difference in the world and can accomplish amazing and inspirational things.
Other Matters (3 of 16)	Response	

Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 12:30PM
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.	Eco Company is a show with a dynamic and diverse group of teens who combine their natural curiosity with their enthusiasm to preserve the planet they will inherit. Eco Company explores all aspects of being green and provides examples of how we impact our world. The E-Co team teaches teens about alternative energies and reports on the latest technologies under development in energy, recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to mak a difference and make a positive impact on the environment. Each week the show provides practical tips that teens, and people of all ages, can use in their daily lives. Each story and feature is reported by teens and told from their perspective.
Other Matters (4 of	

Program Title	Career Day [5.1]
Origination	Syndicated
Days/Times	SA 1:00PM
Program	
Regularly	
Scheduled	
Total times	13
aired at	
regularly	
scheduled	
time	
Length of	30 mins
Program	
Age of	13 years to 16 years
Target Child	
Audience	
from	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Career Day introduces young people to career exploration and awareness within a safe learning environment. Career Day provides an avenue for teens to view experts in their respective fields as they discuss work, education and training required for their job choice as well as experiences that led them to choose their field. The show encourages students to make informed decisions by exposing them to the wide variety of potential jobs and encourages success through education and training. The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities which in turn can enhance academic performance, facilitate high school completion and encourage post-secondary education. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of teens.

Other Matters

(5 of 16)	Response
Program Title	Mad About [5.1] - final telecast 9/17/11
Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 1:30PM
Total times aired at regularly scheduled time	12
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.	Mad About is a variety show that uses a creative mixture of humor, improv, animation and viewer-generated video to educate and entertain kids. The show conveys important messages about financial literacy, nutrition, earth science, ecology, health, life skills and fitness. Each episode explores significant topics within these subject areas and incorporates comic monologues, sketch and improv comedy, eye-catching animation, music videos, humorous "man on the street" interviews and viewer-created questions to educate teens and inspire them to make quality life decisions. The diverse and dynamic cast of young people who make up the show, combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills.

Other Matters (6 of 16)	Response
Program Title	On The Spot [5.1] - first telecast 9/24/11
Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 1:30PM

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16)	Response
Program Title	Critter Gitters [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:00AM & 8:30AM

Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	9 years to 14 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Critter Gitters is a search and rescue, animal adventure-themed series. While entertaining, the series also contains investigative and detective sleuthing by a group of neighborhood kids, a veterinarian, a marine biologist, a zany professor and colorful neighborhood characters. Viewers wil learn about different types of animals through the stimulating story lines which feature kids' natural curiosity and a love for animals. The cast provides positive role models as they deal with animals and their habitats and situations.

Other Matters (9 of 16)	Response
Program Title	Curiosity Quest [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:00AM & 9:30AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Curiosity Quest explores what young viewers are curious about. Each episode answers viewer's letters of curiosity by taking the audience on location for an unscripted, hands-on, educational exploration to answer the questions posed. The host provides an enthusiastic personality and learning environment and kids will enjoy the hilarious situations he gets into in pursuit of the answers to their questions.

Other Matters (10 of 16)	Response
Program Title	Green Screen Adventures [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	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 theater. The stories are based on the writing of elementary school students. Children get the message that their words have power and their voices are being heard. The Green Screen company of performers and writers are diverse and reinforce critical writing skills and share positive social messages. The educational mission also emphasizes curiosity, confidence, citizenship and compassion.

Other Matters (11 of 16)	Response
Program Title	Busytown Mysteries [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	initiative, creativity, perceptiveness and perseverance. Viewers also gain new knowledge in the areas of language, mathematics and science and learn age relevant vocabulary and word usage.
Other Matters (12 of 16)	Response
Program Title	The Busy World of Richard Scarry [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:00AM & 8:30AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins

Age of Target Child Audience from

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Core

Programming.

Describe the The Busy World of Richard Scarry uses the characters of the Scarry books to introduce pre-schoolers to educational simple situations they encounter daily - love of parents, mastery of motor, language and social skills, power, possession, personal routines such as eating, dressing and sleeping, and family living such as cooking, informational recreation and celebration. The series shows young viewers the positive forces in their lives and stimulates objective of imagination and play, teaches pro-social behaviors such as generosity, friendliness, persistence, altruism, understanding of others' point of view, empathy, and acceptance of others. It also seeks to show viewers a the program world outside of the family unit and discover friendship and the community. Other skills focused on include and how it meets the attention, language, memory, processing a story and interest in reading. definition of

Other Matters (13 of 16)	Response
Program Title	Cake [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cake, a dynamic young adolescent, is into recycling and creating individual crafts and fashions for her weekly TV show. Cake, along with her friends Benjamin, Miracle and Amy, deal with every day problems that teens face. Each week, personal events in the lives of the characters provide Cake with inspiration for her new creative project usually transforming something old into something new and unique. Cake and her friends deal with issues such as problems at school, aspirations and expectations, friendships, worries and all the other issues adolescents confront on a daily basis. The four characters support each other and display clear and concrete positive interpersonal interactions. Amy, as the youngest, often looks to the others for advice. Cake and her friends show mutual respect, admiration, support and cooperation which young viewers can model. The characters and the lessons they teach encourage individuality, creativity and fun and provide young viewers with a platform for self expression and self confidence.

Other Matters (14 of 16)	Response
Program Title	Dance Revolution [5.3]
Origination	Network
Days/Times	SA 9:30AM
Program Regularly	
Scheduled	

Total times aired	13
at regularly	
scheduled time	
Length of Program	30 mins
Age of Target	10 years to 12 years
Child Audience	
from	
Describe the	Dance Revolution combines the popular appeal of Hip-hop dance, a talent contest and today's hottest
educational and	web messaging techniques (pop-ups, scrolling messages), to teach dance and encourage young
informational	viewers to get up and move and lead a less sedentary lifestyle. The program combines the teaching o
objective of the	new dance steps (to on-stage contestants and home viewers) with intense competition as pairs of
program and how	young dancers vie to become Dance Revolution champions. Viewers are encouraged to learn and
it meets the	practice new dance steps each week as well as are encouraged to exercise for good health.
definition of Core	
Programming.	
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Other Matters (15 of 16)	Response
Program Title	Stargate Infinity [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SU 7:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Stargate Infinity follows a group of explorers as they enter a new world each week. As they encount new and different life forms and cultures, they are faced with problems that require individual member's special abilities as well as teamwork. Stargate Infinity explores issues, attitudes and behaviors important to learning how to get along with others due to different races, cultures and species. The viewing audience gains role models who can show them ways to interact with new situations, work together, overcome obstacles and be a better person.

Other Matters (16 of 16)	Response
Program Title	Magi-Nation [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SU 7:30AM
Total times aired at regularly scheduled time	13

Program	
Age of	7 years to 12 years
Target Child	
Audience	
from	
Describe the educational	Magi-Nation brings young viewers a wealth of interesting new knowledge along with a body of valuable pro social, character-building, and problem solving skills. The Final Dreamers have adventures that utilize thei
and	own brand of smarts and savvy. Through these adventures, viewers learn important information about the
informational	own world and discover meaningful and effective ways to use what they learn. Children are given an
objective of	opportunity to gain new knowledge in a wide range of fields centering on the natural and social sciences.
the program	The Dreamers teach viewers fascinating lessons in zoology, botany, geology, meteorology, ecology,
and how it	geography, history and language. As the viewers observe The Dreamers, they learn problem solving skills
meets the	and learn lessons in integrity and honesty. Other social skills such as teamwork, cooperation and
definition of	conquering obstacles are also featured. From watching The Dreamers, kids can learn to use focus,
Core	ingenuity and perseverance and can learn to model these qualities.
Programming.	

Question

The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an	
fficer, 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	
pelief there is good ground to support it; and that it is not interposed for delay.	
FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND	
FORFEITURE OF ANY FEES PAID	
Jpon grant of this application, the Authorization Holder may be subject to certain construction or coverage	
equirements. 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	
equirements that apply to the type of Authorization requested in this application.	
VILLFUL 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).	
certify that this application includes all required and relevant attachments.	
declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for	KTLA Inc.,
	Debtor-in-
he Authorization(s) specified above.	

Attachments No Attachments.