



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0005047105** | File Number: **CPR-122998** | Submit Date: **07/11/2011** | Call Sign: **KTLA** | Facility ID: **35670** | City:
LOS ANGELES | State: **CA**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
07/11/2011 | Filing Status: **Active**

Report reflects information for : **Second Quarter of 2011**

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
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Children's
Television
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	CW
	Nielsen DMA	Los Angeles
	Web Home Page Address	www.ktla.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	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
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(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.	<p>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.</p>	
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 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.	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 Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

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 the program the symbol E/I?	Yes

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 will 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 will 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 in pursuit of the answers to their questions.

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

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 identify the program by displaying throughout the program the symbol E/I?	Yes
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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 encounter 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. Section 73.673?	Yes
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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	CA
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.	<p>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 season.</p>

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 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.

Other Matters (2 of 16)	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
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 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
Program Title	Eco Company [5.1]

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 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.

Other Matters (4 of 16)	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
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.	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.
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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

Total times aired at regularly scheduled time	1
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.	On The Spot is a question and answer show challenging viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. The format allows a wide range of topics and allows topics to be blended. The program also succeeds in modeling all ages, ethnicities and genders as successful, knowledgeable individuals. Although there are right and wrong answers, there are right answers from people that every audience member can identify with so that they see a representative from their own group succeeding. In turn, it also allows viewers to learn respect for those outside their own group.

Other Matters (7 of 16)	Response
Program Title	Mustard Pancake [5.2]
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	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.

Other Matters (8 of 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 will 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.
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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.	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's 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.
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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	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.

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 Program Regularly Scheduled	SA 9:30AM

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	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.

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 encounter 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

Length of Program	30 mins
Age of Target Child Audience from	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.

Certification

Question	Response
<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>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</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>KTLA Inc., Debtor-in- Possession</p>

Attachments

No Attachments.