



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0018223693** | File Number: **CPR-128357** | Submit Date: **04/04/2012** | Call Sign: **WVVA** | Facility ID: **74176** | City:
BLUEFIELD | State: **WV**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
04/04/2012 | Filing Status: **Active**

Report reflects information for : **First Quarter of 2012**

General Information

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

Applicant
Information

Applicant Name, Type, and Contact Information

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

Contact
Representatives
(0)

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

Children's
Television
Information

| Section | Question | Response |
|--------------|-----------------------|----------------------------|
| Station Type | Station Type | Network Affiliation |
| | Affiliated network | NBC, CW |
| | Nielsen DMA | Bluefield-Beckley-Oak Hill |
| | Web Home Page Address | www.wvva.com |

Digital Core
Programming

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

Digital Core
Programs(20)

| Digital Core Program (1 of 20) | Response |
|--|---|
| Program Title | EYEWITNESS KIDS NEWS |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SA 9:00-9:30 AM |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| Number of Preemptions | 1 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| 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. | MAIN DIGITAL CHANNEL-From the creators of Eyewitness News and Weekly Reader, the leading educational publisher of elementary and secondary periodicals, comes the dynamic new television program, KIDS NEWS!! This half hour weekly program is hosted by a diverse news team made up of young journalists reporting from a professional news set. KIDS NEWS provides news to students in a way that is educational as well as entertaining, news that is chosen, written and presented specifically for kids. The lead story each week will take a kid sensitive approach to serious news topics such as terrorism, bullying and cliques, and the alarming increase of diabetes in children. Interviews with kids will be shot on location around the world on a regular basis. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|--|----------------------|
| Title of Program | EYEWITNESS KIDS NEWS |
| List date and time rescheduled | 3/10/2012 8:00 am |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | 2012-03-10 |
| Episode # | |
| Reason for Preemption | Sports |

| Digital Core Program (2 of 20) | Response |
|--|--|
| Program Title | PETS TV |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SA 9:30-10:00 AM |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| Number of Preemptions | 1 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| 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. | <p>Main Digital Channel -- Pets.TV is a television program that provides educational and informational segments exposing the target audience of young viewers to everything Pets. The upbeat contemporary presentation relates pets to their lives and interests. Pets from everyday to the unique are showcased with educational information that shares how they evolved to become pets and their geographic origins. Professionals share personal experiences of featured animals and/or related products. In these segments the excitement and love of working with pets is expressed. The motivational and inspirational message of each guest empowers audiences of all ages to pursue more information and education about everything pets.</p> |

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

Digital Preemption Programs #1

| Questions | Response |
|--|-------------------|
| Title of Program | PETS TV |
| List date and time rescheduled | 3/10/2012 8:30 am |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | 2012-03-10 |
| Episode # | |
| Reason for Preemption | Sports |

| Digital Core Program (3 of 20) | Response |
|--|--------------------|
| Program Title | TURBO DOGS |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 10:00-10:30 AM |
| Total times aired at regularly scheduled time | 5 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |

| | |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | MAIN DIGITAL CHANNEL-ADAPTED FROM THE SERIES OF POPULAR CHILDREN'S BOOKS BY BOB KOLAR, "TURBO DOGS" IS A NEW 3D ANIMATED SERIES SET IN RACERVILLE, A TOWN FILLED WITH DOGS WHO ARE WILD ABOUT RACING. EACH WEEK, THE CANINES ENCOUNTER SITUATIONS THAT REQUIRE THEM TO THINK THROUGH THE RULES OF THE ROAD"-ISSUES THAT CHALLENGE THE RACERS (AND THE TV AUDIENCE) TO WORK HARD, BELIEVE IN THEMSELVES, PLAY FAIR, AND RESPECT AND GET ALONG WITH OTHERS. |
| 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 | The Zula Patrol |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 10:00-10:30 am |
| Total times aired at regularly scheduled time | 8 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel-The Zula Patrol, a 3D/CG animated children's show, is designed to entertain while promoting an understanding of science and astronomy through engaging character-driven stories, which focus on specific educational science learning objectives. In every episode of The Zula Patrol, the characters demonstrate inquiry-based learning and critical thinking skills. They also model inquisitiveness, observation, self-reflection, and social experiences that encourage collaboration, teamwork, and an excitement for scientific exploration and problem solving. |

| | |
|---|-----|
| 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 | Shelldon |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 10:30-11:00 AM |
| 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 | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | MAIN DIGITAL CHANNEL-THIS VIBRANT AND AMUSING ANIMATED SERIES FOLLOWS THE ADVENTURES OF SHELLDON, A YOKA STAR SHELL, AND HIS LIVELY SEA-CREATURE FRIENDS ON THEIR UNDERWATER EXPLOITS. SET IN THE IDYLLIC CORAL REEF COMMUNITY CALLED SHELL LAND, SHELLDON'S INHABITANTS INCLUDE: HERMAN" THE HERMIT CRAB, "CONNIE" THE COWRY SHELL, SHELLDON'S ADOPTED FAMILY OF FLUTED GIANT CLAMS, INCLUDING HIS YOUNG TWIN SIBLINGS, "CLICK" AND "CLACK" AN A HOST OF OTHER COLORFUL SEA CHARACTERS. |
| 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 | Magic School Bus |

| | |
|---|--|
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 11:00-11:30 AM |
| Total times aired at regularly scheduled time | 5 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel -- Based on the books published by Scholastic Inc., the award winning animated science adventure series starring Lily Tomlin is the longest running children's science television series ever. With Ms. Frizzle and her pet lizard, Liz, no field trip is ever ordinary. With the help of their magical, transformable Bus they go on cliff-hanging "field trips" into the human body, to the center of the earth, even far into outer space. When you're on the Bus with the Friz, you never know what's going to happen next! Wa-hoo! |
| 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 | Jane and the Dragon | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | SA 11:00-11:30 AM | |
| Total times aired at regularly scheduled time | 8 | |
| Total times aired | | |

| | |
|--|--|
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel-Jane is an adolescent girl who lives in 9th century England, in a small fictional kingdom called Kippernium. According to the back-story explained in the opening theme song, Jane was being trained to become a lady-in-waiting, but had always dreamed of becoming a knight. When the prince is kidnapped by a dragon, Jane sets out to slay the beast. When Jane brings the prince back, the king makes her a knight apprentice. Jane and the dragon end up becoming friends. Further details of this early adventure are never explained in the series. They are, however, explained in detail in the book Jane and the Dragon by Martin Baynton. The series follows Jane's interactions with the rest of the castle's residents and their frequent adventures. Themes of integrity, loyalty, friendship and courage are woven through the stories. Jane frequently makes errors in judgment, but every episode ends happily. |
| 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 | Babar |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 11:30 AM-12:00 PM |
| 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 | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel -- BABAR is based on the books by Laurent de Brunhoff and is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the needs to resolve a dilemma that is faced by Babar, one of his friends or family members. |
| 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 | | Willa's Wild Life |
| Origination | | Network |
| Days/Times Program Regularly Scheduled | | SA 12:00-12:30 PM |
| Total times aired at regularly scheduled time | | 12 |
| Total times aired | | 13 |
| Number of Preemptions | | 1 |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | | 1 |
| Length of Program | | 30 mins |
| Age of Target Child Audience | | 4 years to 8 years |

| | |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel -- Willa's Wild Life is an enchanting series about a little girl's unique home life that is sure to keep you in stitches and warm your heart. Willa's Wild Life follows the adventures of Willa, an unforgettable little girl who, like a young Lucy in I Love Lucy, finds herself in comic predicaments that only seem to escalate as she fumbles through solutions. But thanks to her loving and patient father, and her entire extended family of personality rich zoo animals, Willa manages to overcome her obstacles, learn a little something, and have a great time along the way. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Preemption Programs #1

| Questions | Response |
|--|-------------------|
| Title of Program | Willa's Wild Life |
| List date and time rescheduled | 3/10/2012 9:00 am |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | 2012-03-10 |
| Episode # | |
| Reason for Preemption | Sports |

| Digital Core Program (10 of 20) | Response |
|--|--------------------|
| Program Title | Pearlie |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 12:30-1:00 PM |
| Total times aired at regularly scheduled time | 11 |
| Total times aired | 13 |
| Number of Preemptions | 2 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 2 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |

| | |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel -- Pearlie is an adorable pint-sized fairy with a giant-sized heart who has been appointed by Fairy HQ to keep Jubilee Park in sparkling order. Through her nutty, over-the-top plans and events for the park and its residents, she learns important lessons like problem solving and cooperation. This fun and charming series is based on the bestselling book by Australian author Wendy Hammer. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Preemption Programs #1

| Questions | Response |
|--|-------------------|
| Title of Program | Pearlie |
| List date and time rescheduled | 1/14/2012 8:30 am |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | 2012-01-14 |
| Episode # | |
| Reason for Preemption | Sports |

Digital Preemption Programs #2

| Questions | Response |
|--|-------------------|
| Title of Program | Pearlie |
| List date and time rescheduled | 3/10/2012 9:30 am |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | 2012-03-10 |
| Episode # | |
| Reason for Preemption | Sports |

| Digital Core Program (11 of 20) | Response |
|---|-----------------|
| Program Title | Magi-Nation |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SA 7:00-7:30 AM |
| Total times aired at regularly scheduled time | 6 |

| | |
|--|--|
| 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. | Multicast Digital Channel -- For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving -- how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. |
| 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 | Cubix: Robots for Everyone |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SA 7:00-7:30 AM |

| | |
|--|---|
| Total times aired at regularly scheduled time | 7 |
| 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. | Multicast Digital Channel-Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today-feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties, Chip dealing with his insecurities because he isn't as tall as the others, Charles' bragging, Cubix being blamed for something that he didn't do, Endruix's stage fright, or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride, but they also learn the importance of perseverance, teamwork, and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K and his evil schemes. |
| 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 | Magi-Nation |
| Origination | Syndicated |

| | |
|--|--|
| Days/Times Program Regularly Scheduled | SA 7:30-8:00 AM |
| Total times aired at regularly scheduled time | 6 |
| 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. | Multicast Digital Channel -- For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving -- how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. |
| 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 | Cubix: Robots for Everyone |

| | |
|--|---|
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SA 7:30-8:00 AM |
| Total times aired at regularly scheduled time | 7 |
| 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. | Multicast Digital Channel-Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today-feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties, Chip dealing with his insecurities because he isn't as tall as the others, Charles' bragging, Cubix being blamed for something that he didn't do, Endruix's stage fright, or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride, but they also learn the importance of perseverance, teamwork, and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K and his evil schemes. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| | |
|--|---|
| Program Title | Great Big World |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SA 12:00-12:30 PM |
| 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. | MULTICAST DIGITAL CHANNEL-Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues. Award-winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas. Various age-appropriate global issues are introduced to the viewing audience through in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends' personal hands-on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities. |
| 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 | | MADE IN HOLLYWOOD-TEEN EDITION |

| | |
|--|---|
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SA 12:30-1:00 PM |
| 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. | Multicast Digital Channel -- "Made in Hollywood: Teen Edition" is an FCC Friendly, Education /Informational series. It provides its target age group of teens 13-16 with behind the-screen background & techniques for entering the motion picture, television and home entertainment fields, while introducing them to career opportunities focusing on the creative, technical and artistic skills of the profession. |
| 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 | Wild Limited |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SU 11:00-11:30 AM |
| 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. | MULTICAST DIGITAL CHANNEL-'Wild Ltd' is a half hour series created and designed with the focus of educating and entertaining children from 13 to 16 years of age. In each episode the cameras follow Game Ranger Michelle Garforth-Venter, on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work - suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within. |
| 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 | | Made in Hollywood-Teen Edition |
| Origination | | Syndicated |
| Days/Times Program Regularly Scheduled | | SU 11:30 am-12:00 pm |
| 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. | | Multicast Digital Channel -- "Made in Hollywood: Teen Edition" is an FCC Friendly, Education /Informational series. It provides its target age group of teens 13-16 with behind the-screen background & techniques for entering the motion picture, television and home entertainment fields, while introducing them to career opportunities focusing on the creative, technical and artistic skills of the profession. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | | Yes |

| Digital Core Program (19 of 20) | Response |
|--|--|
| Program Title | Live Life and Win |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SU 12:00-12:30 PM |
| 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. | MULTICAST DIGITAL CHANNEL-"LIVE LIFE & WIN!" Teens for Living Healthy and Rewarding Lives Early and middle adolescence is an exciting yet a challenging period in one's life. Adolescents across the demographic spectrum and from all walks of life grapple with a number of pivotal but normal developmental milestones, such as preparing for more independence and responsibility, and experiencing change in relationships with family and peers. With increased self reliance, young people make more of their own choices. And all the while, one cannot overlook that they grow in a dynamic, diverse, and complex world that offers both opportunities and social challenges. The goals of the series are to encourage the 13 to 16 year old audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about life skills necessary to "Live Life and Win!". |
| 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 | On the Spot |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SU 12:30-1:00 PM |
| 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. | MULTICAST DIGITAL CHANNEL-On the Spot was created by the award-winning producers of the long running Educational and Informational show, Animal Atlas, now in its seventh successful season of national syndication. Last year, the National Governors Association and Council of Chief State Officers released the Common Core State Standards Initiative, an attempt to set a national curriculum to bridge the standards gap between states. The content of On the Spot, a 30-minute E/I program for teens ages 13+, is based on the Common Core State Standards. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges 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. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

Non-Core Educational and Informational Programming (2)

| Non-Core Educational and Informational Programming (1 of 2) | Response |
|--|--|
| Program Title | Awesome Adventures |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | 6:30-7:00 AM |
| Total times aired at regularly scheduled time: | 13 |
| Number of Preemptions | 0 |
| 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. | Main Digital Channel -- AWESOME ADVENTURES is a syndicated adventure travel show for tweens and teens that highlights topics like sports, animals, and music. Accompanied by host Anthony Montgomery (Star Trek: Enterprise), in each episode a pair of teens hike, bike, parasail, and even sometimes raft through exotic locales like Costa Rica, Iceland, and Belize. Using these beautiful countries as a backdrop, Awesome Adventures educates viewers about geography, zoology, history, and world culture through fun action-adventure segments. The overall tone of the show is very light and quite silly at times, but that's usually due to Montgomery's goofball antics. Kids who are interested in traveling and learning about new cultures will also enjoy the show's focus on world culture. Whether it's food, music, customs, or local entertainment, Montgomery and his guests will be there to explain the wonders of each country they visit. |
| 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? | No |
|--|----|

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

| Non-Core Educational and Informational Programming (2 of 2) | Response |
|--|---|
| Program Title | Dog Tales |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | SU 5:00-5:30 AM |
| Total times aired at regularly scheduled time: | 13 |
| Number of Preemptions | 0 |
| 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. | Main Digital Channel-"Dog Tales" - The program includes dog safety and care tips as well as lessons on the responsibility of owning a dog. It also provides informative segments on various dog breeds and showcases various veterinary experts explaining different issues affecting canines. The series also includes recommended reading lists about dogs and promotes children's writing and creative skills with essay and art contests. |
| 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? | No |

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 | Emily Duncan |
| Address | P.O Box 1930 |
| City | Bluefield |
| State | WV |
| Zip | 24701 |
| Telephone Number | 304-324-0660 |
| Email Address | eduncan@wvva.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. | |

Other Matters (16)

| Other Matters (1 of 16) | Response |
|--|---|
| Program Title | Eyewitness Kids' News |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SA 9:00-9:30 AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | MAIN DIGITAL CHANNEL-From the creators of Eyewitness News and Weekly Reader, the leading educational publisher of elementary and secondary periodicals, comes the dynamic new television program, KIDS NEWS!! This half hour weekly program is hosted by a diverse news team made up of young journalists reporting from a professional news set. KIDS NEWS provides news to students in a way that is educational as well as entertaining, news that is chosen, written and presented specifically for kids. The lead story each week will take a kid sensitive approach to serious news topics such as terrorism, bullying and cliques, and the alarming increase of diabetes in children. Interviews with kids will be shot on location around the world on a regular basis. |

| Other Matters (2 of 16) | Response |
|--|----------------------|
| Program Title | Pets TV |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SA 9:30-10:00 AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |

| | |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel -- Pets.TV is a television program that provides educational and informational segments exposing the target audience of young viewers to everything Pets. The upbeat contemporary presentation relates pets to their lives and interests. Pets from everyday to the unique are showcased with educational information that shares how they evolved to become pets and their geographic origins. Professionals share personal experiences of featured animals and/or related products. In these segments the excitement and love of working with pets is expressed. The motivational and inspirational message of each guest empowers audiences of all ages to pursue more information and education about everything pets. |
|--|---|

| Other Matters (3 of 16) | Response |
|--|---|
| Program Title | The Zula Patrol |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 10:00-10:30 am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel-The Zula Patrol, a 3D/CG animated children's show, is designed to entertain while promoting an understanding of science and astronomy through engaging character-driven stories, which focus on specific educational science learning objectives. In every episode of The Zula Patrol, the characters demonstrate inquiry-based learning and critical thinking skills. They also model inquisitiveness, observation, self-reflection, and social experiences that encourage collaboration, teamwork, and an excitement for scientific exploration and problem solving. |

| Other Matters (4 of 16) | Response |
|---|--------------------|
| Program Title | Shelldon |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 10:30-11:00 am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |

| | |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | MAIN DIGITAL CHANNEL-THIS VIBRANT AND AMUSING ANIMATED SERIES FOLLOWS THE ADVENTURES OF SHELLDON, A YOKA STAR SHELL, AND HIS LIVELY SEA-CREATURE FRIENDS ON THEIR UNDERWATER EXPLOITS. SET IN THE IDYLIC CORAL REEF COMMUNITY CALLED SHELL LAND, SHELLDON'S INHABITANTS INCLUDE: HERMAN" THE HERMIT CRAB, "CONNIE" THE COWRY SHELL, SHELLDON'S ADOPTED FAMILY OF FLUTED GIANT CLAMS, INCLUDING HIS YOUNG TWIN SIBLINGS, "CLICK" AND "CLACK" AN A HOST OF OTHER COLORFUL SEA CHARACTERS. |
|--|---|

| Other Matters (5 of 16) | Response |
|--|--|
| Program Title | Jane and the Dragon |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 11:00-11:30 am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel-Jane is an adolescent girl who lives in 9th century England, in a small fictional kingdom called Kippernium. According to the back-story explained in the opening theme song, Jane was being trained to become a lady-in-waiting, but had always dreamed of becoming a knight. When the prince is kidnapped by a dragon, Jane sets out to slay the beast. When Jane brings the prince back, the king makes her a knight apprentice. Jane and the dragon end up becoming friends. Further details of this early adventure are never explained in the series. They are, however, explained in detail in the book Jane and the Dragon by Martin Baynton. The series follows Jane's interactions with the rest of the castle's residents and their frequent adventures. Themes of integrity, loyalty, friendship and courage are woven through the stories. Jane frequently makes errors in judgment, but every episode ends happily. |

| Other Matters (6 of 16) | Response |
|---|----------------------|
| Program Title | Babar |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 11:30 am-12:00 pm |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |

| | |
|--|---|
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel -- BABAR is based on the books by Laurent de Brunhoff and is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the needs to resolve a dilemma that is faced by Babar, one of his friends or family members. |
| Other Matters (7 of 16) | |
| Program Title | Willa's Wild Life |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 12:00-12:30 pm |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel -- Willa's Wild Life is an enchanting series about a little girl's unique home life that is sure to keep you in stitches and warm your heart. Willa's Wild Life follows the adventures of Willa, an unforgettable little girl who, like a young Lucy in I Love Lucy, finds herself in comic predicaments that only seem to escalate as she fumbles through solutions. But thanks to her loving and patient father, and her entire extended family of personality rich zoo animals, Willa manages to overcome her obstacles, learn a little something, and have a great time along the way. |
| Other Matters (8 of 16) | |
| Program Title | Pearlie |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 12:30-1:00 pm |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Main Digital Channel -- Pearlie is an adorable pint-sized fairy with a giant-sized heart who has been appointed by Fairy HQ to keep Jubilee Park in sparkling order. Through her nutty, over-the-top plans and events for the park and its residents, she learns important lessons like problem solving and cooperation. This fun and charming series is based on the bestselling book by Australian author Wendy Hammer. |

| Other Matters (9 of 16) | Response |
|--|--|
| Program Title | Cubix: Robots for Everyone |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 7:00-7:30 AM |
| 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. | <p>Multicast Digital Channel-Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today-feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties, Chip dealing with his insecurities because he isn't as tall as the others, Charles' bragging, Cubix being blamed for something that he didn't do, Endruix's stage fright, or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride, but they also learn the importance of perseverance, teamwork, and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K and his evil schemes.</p> |

| Other Matters (10 of 16) | Response |
|---|----------------------------|
| Program Title | Cubix: Robots for Everyone |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 7:30-8:00 AM |
| 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. | Multicast Digital Channel-Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today-feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties, Chip dealing with his insecurities because he isn't as tall as the others, Charles' bragging, Cubix being blamed for something that he didn't do, Endruix's stage fright, or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride, but they also learn the importance of perseverance, teamwork, and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K and his evil schemes. |

| Other Matters (11 of 16) | Response |
|--|---|
| Program Title | Great Big World |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SA 12:00-12:30 pm |
| 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. | MULTICAST DIGITAL CHANNEL-Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues. Award-winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas. Various age-appropriate global issues are introduced to the viewing audience through in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends' personal hands-on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities. |

| Other Matters (12 of 16) | Response |
|--------------------------|---------------------------------|
| Program Title | Made in Hollywood: Teen Edition |

| | |
|--|---|
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SA 12:30-1:00 pm |
| 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. | Multicast Digital Channel -- "Made in Hollywood: Teen Edition" is an FCC Friendly, Education /Informational series. It provides its target age group of teens 13-16 with behind the-screen background & techniques for entering the motion picture, television and home entertainment fields, while introducing them to career opportunities focusing on the creative, technical and artistic skills of the profession. |

| Other Matters (13 of 16) | Response |
|--|---|
| Program Title | Wild Limited |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SU 11:00-11:30 am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | MULTICAST DIGITAL CHANNEL-'Wild Ltd' is a half hour series created and designed with the focus of educating and entertaining children from 13 to 16 years of age. In each episode the cameras follow Game Ranger Michelle Garforth-Venter, on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work - suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within. |

| Other Matters (14 of 16) | Response |
|---|---------------------------------|
| Program Title | Made in Hollywood: Teen Edition |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SU 11:30 am-12:00 pm |
| 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. | Multicast Digital Channel -- "Made in Hollywood: Teen Edition" is an FCC Friendly, Education /Informational series. It provides its target age group of teens 13-16 with behind the-screen background & techniques for entering the motion picture, television and home entertainment fields, while introducing them to career opportunities focusing on the creative, technical and artistic skills of the profession. |

| Other Matters (15 of 16) | Response |
|--|--|
| Program Title | Live Life and Win |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SU 12:00-12:30 pm |
| 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. | MULTICAST DIGITAL CHANNEL-"LIVE LIFE & WIN!" Teens for Living Healthy and Rewarding Lives Early and middle adolescence is an exciting yet a challenging period in one's life. Adolescents across the demographic spectrum and from all walks of life grapple with a number of pivotal but normal developmental milestones, such as preparing for more independence and responsibility, and experiencing change in relationships with family and peers. With increased self reliance, young people make more of their own choices. And all the while, one cannot overlook that they grow in a dynamic, diverse, and complex world that offers both opportunities and social challenges. The goals of the series are to encourage the 13 to 16 year old audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about life skills necessary to "Live Life and Win!". |

| Other Matters (16 of 16) | Response |
|---|------------------|
| Program Title | On the Spot |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SU 12:30-1:00 PM |
| 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. | MULTICAST DIGITAL CHANNEL-On the Spot was created by the award-winning producers of the long running Educational and Informational show, Animal Atlas, now in its seventh successful season of national syndication. Last year, the National Governors Association and Council of Chief State Officers released t he Common Core State Standards Initiative, an attempt to set a national curriculum to bridge the standards gap between states. The content of On the Spot, a 30-minute E/I program for teens ages 13+, is based on the Common Core State Standards. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges 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. |

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>WVVA Television, Inc.</p> |

Attachments

No Attachments.