

# Children's Television Programming Report

 FRN:
 0003742632
 File Number:
 CPR-153454
 Submit Date:
 04/09/2014
 Call Sign:
 KBCW
 Facility ID:
 69619
 City:

 SAN FRANCISCO
 State:
 CA

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

 04/09/2014
 Filing Status:
 Active
 Status:
 Status:
 Status:

### **Report reflects information for : First Quarter of 2014**

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

Applicant	Applicant Name, Type, and Contact Information					
Information	Applicant	Address	Phone	Email	Applicant Type	

t	Contact Name	Address	Phone	Email	Contact Type
-					

Contact Representatives (0)

Children's	Section	Question	Response	
Television Information	Station Type	Station Type         Station Type         Network Affilia		n
		Affiliated network	CW	
		Nielsen DMA	San Fran-Oaklan	d-San Jose
		Web Home Page Address	www.cwbayarea.	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			0.0
	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:			0.0
	Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?			Yes
	programming guideline (appli	t at least 50% of the Core Programming counted toward meeting ed to free video programming aired on other than the main Yes N gram episodes that had already aired within the previous seven d	lo program	No

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

## Digital Core Programs(7)

Digital Core Program (1 of 7)	Response
Program Title	THE ADVENTURES OF CHUCK AND FRIENDS
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 7:00-7:30am 01/04/14-02/08/14
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Adventures of Chuck and Friends was created to meet the education and information needs of children 6-11 year olds, particularly boys. This half-hour is an action-comedy to inspire children, to approach playtime as an exciting, limitless adventure, in which everyone learns how to solve problems creatively, compassionately, and with a sense of humor. Chuck's storylines and characters aim to spark young children's imaginations, and encourage them to think of fun ways of turning their daydreams into action-packed adventures and games with their real-life friends. Chuck and his friends will use problem-solving strategies such as teamwork, thinking creatively, taking responsibility for their actions, perseverance when they encounter obstacles and to ask for help when trying to handle a frustrating situation.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 7)	Response
Program Title	RESCUE HEROES
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 7:00-7:30am 02/15/14-03/29/14
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minute episodes Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training, and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 7)	Response
Program Title	RESCUE HEROES
Origination	Network

Days/Times Program Regularly Scheduled	Saturdays, 7:30-8:00am 01/04/14-03/29/14
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minute episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training, and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 7)	Response
Program Title	REAL LIFE 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 12:00-12:30pm 01/04/14-03/29/14
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 concept for "Real Life 101" is bold yet simple. Real life jobs and careers are explored in an energetic style as an education and information (E/I) presentation for teenage viewers. The careers and the people chosen to reflect those categories offer a vital inside look at what it woul really be like to choose that particular profession. The co-host format allows for an interchange questions and answers adding viewer stimulation and insight.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 7)	Response
Program Title	WHADDYADO!
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 12:30-1:00pm 01/04/14-03/29/14
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Whaddyado!" is a weekly half-hour educational series which chronicles real-life stories surrounding ordinary teens who accidentally find themselves caught in perilous and challenging situations. Through dramatic re-enactments, "Whaddyado!" skillfully documents the event, interviews the participants, and talke to various experts, who explain what the proper reaction should be when faced with similar life-threatening circumstances. Each episode is an educational life-lesson, based in reality, intended to prepare young people for potential life situations.

Does the LicenseeYesidentify the programbyby displayingthroughout theprogram the symbolE/I?

Digital Core Program (6 of 7)	Response
Program Title	MADE IN HOLLYWOOD/TEEN EDITION
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays, 10:30-11:00am 01/05/14-03/30/14
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.	Behind-the-scenes look at various jobs in the entertainment industry, focused on educating young adults on how to get into the business, and what it takes to succeed. Features interviews and footage with the on-air talent and all those who work off-screen.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 7)	Response
Program Title	CAREER DAY
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays, 11:00-11:30am, 01/05/14-03/30/14
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 purpose of Career Day is to provide a safe learning environment for young viewers to become more informed about the gamut of possible careers available for them to explore. Career Day is a television program that introduces young adults to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career Day provides an avenue to view experts in their respective fields as they discuss their work, the education /training to prepare for the job, and experiences that led them to choose their career. To encourage students to make informed decisions, young adults must be introduced to career awareness, such as the concept that success in most careers requires education Preparing Young People for Tomorrow's Workplace, "Middle school is an ideal age at which to expose students to the challenging world of work". The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities, which has been proven to enhance academic performance, facilitate high school completion and encourage postsecondary education (Broadening Career Horizons for Students in At Risk Environments, O'Brien et al (1999). Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perseverance children can apply to their lives.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

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

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	Glennis Markison
Address	855 Battery Street
City	San Francisco
State	CA
Zip	94111
Telephone Number	415-765-8821
Email Address	gamarkison@cbs 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 effor 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.	

Liaison Contact

#### Other Matters (6)

Other Matters (1 of 6)	Response
Program Title	RESCUE HEROES
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 7:00-7:30am 04/05/14-06/28/14
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minute episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training, and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.
Other Matters (2 of 6)	Response
Program Title	RESCUE HEROES
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 7:30-8:00am 04/05/14-06/28/14
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minute episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training, and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.

Other Matters (3 of 6)	Response	
Program Title	REAL LIFE 101	
Origination Syndicated		
Days/Times Program Saturdays, 12:00-12:30pm 04/05/14-06/28/14 Regularly Scheduled		
Total times aired at regularly scheduled time		
Length of Program	30 mins	
Age of Target Child13 years to 16 yearsAudience from		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The concept for "Real Life 101" is bold yet simple. Real life jobs and careers are explored in an energetic style as an education and information (E/I) presentation for teenage viewers. The careers and the people chosen to reflect those categories offer a vital inside look at what it would really be like to choose that particular profession. The co-host format allows for an interchange of questions and answers adding viewer stimulation and insight.	

Other Matters (4 of 6)	Response		
Program Title	WHADDYADO!		
Origination	Syndicated		
Days/Times Program Regularly Scheduled	Saturdays, 12:30-1:00pm 04/05/14-06/28/14		
Total times aired at regularly scheduled time	13		
Length of Program	30 mins		
Age of Target Child Audience from	13 years to 16 years		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Whaddyado!" is a weekly half-hour educational series which chronicles real-life stories surrounding ordinary teens who accidentally find themselves caught in perilous and challenging situations. Through dramatic re-enactments, "Whaddyado!" skillfully documents the event, interviews the participants, and talke to various experts, who explain what the proper reaction should be when faced with similar life-threatening circumstances. Each episode is an educational life-lesson, based in reality, intended to prepare young people for potential life situations.		

Other Matters (5 of 6)

Program TitleOriginationDays/Times Program Regularly ScheduledTotal times aired at regularly scheduled timeLength of Program		MADE IN HOLLYWOOD/TEEN EDITION	
		Syndicated	
		Sundays, 10:30-11:00am 04/06/14-06/29/14	
		13	
		30 mins	
Age of Target C	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.		Behind-the-scenes look at various jobs in the entertainment industry, focused on educating young adults on how to get into the business, and what it takes to succeed. Features interviews and footage with the on-air talent and all those who work off-screen.	
Other Matters (6 of 6)	Response		
Program Title	CAREER DAY		
Origination	Syndicated		
Days/Times Program Regularly Scheduled	Sundays, 11:00-11:30am 04/06/14-06/29/14		
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.	informed about the gamut of possible careers available for them to explore. Career Day is a television program that introduces young adults to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career D ective of provides an avenue to view experts in their respective fields as they discuss their work, the education /training to prepare for the job, and experiences that led them to choose their career. To encourage stude d how it to make informed decisions, young adults must be introduced to career awareness, such as the concept that success in most careers requires education and training (Fouad, 1995). As the National Alliance of Business recommended in its 1999 publication Preparing Young People for Tomorrow's Workplace, "Mide school is an ideal age at which to expose students to the challenging world of work". The program's		

#### Question

Attachments No Attachments.