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# Children's Television Programming Report

FRN: **0033615618** | File Number: **CPR-177132** | Submit Date: **01/06/2016** | Call Sign: **WBBH-TV** | Facility ID: **71085** |

City: **FORT MYERS** | State: **FL**

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

**01/06/2016** | Filing Status: **Active**

Report reflects information for : Fourth Quarter of 2015

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                 |
|              | Nielsen DMA           | Ft. Myers-Naples    |
|              | Web Home Page Address | www.nbc-2.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  | 3.5      |
| 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:  | 3.5      |
| 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(14)

| Digital Core<br>Program (1<br>of 14)   | Response   |
|--|--|
| Program Title  | Astroblast!  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 11-11:30a ET (Main Digital)  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Astroblast, targets a preschool audience, based on the book series by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. Five animal characters and one three-eyed octopus of unknown derivation populate the station. Each episode begins with an everyday conversation or incident that grows into a predicament needing a solution. While these predicaments take place in a fantasy environment, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to keep track of things that belong to you, practice good habits, clean up when you've made a mess, rebound from a failure or an embarrassing incident, or resist the urge to blame others for your mistakes. Messages shared this quarter include you should not be discouraged from believing strongly in something, even when others don't believe you; when you aren't good at something you should practice to improve your skill; solving a mystery can be a fun way to spend a rainy afternoon; when something is missing you should gather all of the information before jumping to conclusions and making accusations; and it is always important to be yourself and be comfortable in your own skin. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core Program (2 of 14)   | Response  |
|--|---|
| Program Title  | Earth to Luna   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturdays, 12n-12:30p ET Main Digital   |
| 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   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Earth to Luna is a Brazilian animated series about 12 year old girl, Luna, who loves science and the outdoors. There is nothing she doesn't question, and she shares everything she learns with her little brother, Jupiter, her parents or her friend Alice, and Clive, her pet ferret. In each episode Luna and her brother develop questions about whatever they find curious, e.g., what goes on inside the snails' shell?" or "Why does a firefly blink?" In pursuit of answers, Luna, Jupiter and Clive go off on an imaginary adventure to do their research. They transform into the object or creature they are studying so they can personally experience the answers to their questions. When the threesome is finished with the "field trip" Luna summarizes everything they have learned with a show and a song. Knowledge shared this quarter include shadows result from something being in the path of a light source; properly motivated, you can achieve a lot on our own with depending on gadgets to get the job done; flutes make their sounds when air is blown into the flute resulting in the vibration of the tubes - the bigger the tube the lower the sound; and cat whiskers help them measure distances, jump better, avoid running into objects at night and to express their mood. During the quarter, due to live sporting events, Earth to Luna aired twice in its secondary time period, Saturdays at 9:30am. The movement was promoted in advance. |
| 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   | Earth to Luna   |
| List date and time rescheduled   | 10/10 9:30am    |
| Is the rescheduled date the second home?   | Yes             |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   |                 |
| Episode #  | 10/10 EETL115DH |
| Reason for Preemption  | Sports          |

Digital Preemption Programs #2

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Earth to Luna   |
| List date and time rescheduled   | 10/31 9:30am    |
| Is the rescheduled date the second home?   | Yes             |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   |                 |
| Episode #  | 10/31 EETL118DH |
| Reason for Preemption  | Sports          |

| Digital Core Program (3 of 14)                     | Response                              |
|--|---------------------------------------|
| Program Title                                      | Lazy Town                             |
| Origination  | Network                               |
| Days/Times Program Regularly Scheduled             | Saturdays, 10a-10:30amET Main Digital |
| 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   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. This quarter some of the educational messages include it's okay to trust in computers, but trust in yourself, too; friends should talk before jumping to quick judgements as there is resolution when you talk over issues; we can become overly reliant on technology at the cost of true interaction - our bodies are the most powerful machines and we should use them; being creative and playing with your friends to have fun is a great way to be active and healthy; and the holidays are about more than getting presents, they are about giving to one another, celebrating together and sharing the holiday spirit. During 4th quarter 2015 Lazytown aired in its secondary time period, all but one Saturday. As a result this quarter the secondary time period became the primary time period, 10-10:30am. There was one week where the program aired from 12:30-1pm, which is reflected as a secondary time period in this report. The show's time period was promoted in advance for each week.</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   | Lazy Town       |
| List date and time rescheduled   | 11/14 12:30p    |
| Is the rescheduled date the second home?   | Yes             |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   |                 |
| Episode #  | 11/14 ELZT127DH |
| Reason for Preemption  | Sports          |

| Digital Core Program (4 of 14) | Response           |
|--------------------------------|--------------------|
| Program Title                  | Wild About Animals |



|  |   |
|--|---|
| Origination  | Syndicated  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sundays, 11:30a-12n ET Main Digital   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Total times<br>aired   | 13  |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  | 2   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Wild About Animals is a half hour animal magazine series targeting a young teen audience, ages 13 to 16 offering insight into the animal kingdom as some of the worlds most fascinating and best known animals are featured in their natural habitats. Each episode consists of multiple stories designed to teach children about exotic and unique animals from the wild, as well as to educate them further about animals they encounter every day. Issues such as conservation, rehabilitation and wildlife protection are also an integral part of the program as the human responsibility to the preservation of the animal kingdom is an underlying theme in this program. Adventures this quarter include relocating a wild wolf-hybrid that is discovered in a local park; learning about sea otters with Monterey Bay Aquarium; visiting a rehab facility that helps injured pelicans that have accidentally swallowed fishing hooks and viewers learn how the Seattle Aquarium is helping to keep the giant pacific octopus protected around the Puget Sound. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (5<br>of 14) | Response                       |
|--------------------------------------|--------------------------------|
| Program Title                        | Jack Hanna's Animal Adventures |
| Origination                          | Syndicated                     |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Mondays, 4-4:30p ET secondary digital   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Total times<br>aired   |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into the various species from dietary needs to extinction concerns. The program is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe. This quarter Jungle Jack takes viewers on an African safari in Botswana, spends the day in Queen Elizabeth National Park; tracks animals known for their speed and galloping splendor; visits a turtle hospital, and introduces viewers to a woman known as Crocodile Lady. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (6<br>of 14) | Response      |
|--------------------------------------|---------------|
| Program Title                        | Real Life 101 |
| Origination                          | Syndicated    |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays, 4-4:30p ET secondary digital   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Total times<br>aired   | 13  |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Real Life 101 presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series to interest and educate a young audience base - targeted 13 to 16 year olds. The series is currently being provided to schools and libraries across the USA by one of the nation's quality educational distributors and was rated high for educational content by the Annenberg Policy Center. This quarter we meet an organic farmer and learn what makes produce organic, a music therapist who uses music to help people with various illnesses; the owner of an auto repair shop shares some of the skills needed when diagnosing and fixing problems with a car; a career in the criminal justice system is examined when Real Life 101 talks with the Chief of Corrections who oversees almost 3000 inmates plus a large staff, and we meet an industrial psychologist and learn how she helps with conflicts and other problems in the workplace. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (7<br>of 14) | Response                       |
|--------------------------------------|--------------------------------|
| Program Title                        | Jack Hanna's Animal Adventures |
| Origination                          | Syndicated                     |

|  |  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sundays, 4-4:30p ET secondary digital  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into the various species from dietary needs to extinction concerns. The program is designed to transport viewers around the globe experiencing adventures in a way that presents positive role models and pro-social values within an environmentally responsible universe.This quarter Jungle Jack takes viewers on an African safari in Botswana, spends the day in Queen Elizabeth National Park; tracks animals known for their speed and galloping splendor; visits a turtle hospital, and introduces viewers to a woman known as Crocodile Lady. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core<br>Program (8<br>of 14) | Response    |
|--------------------------------------|-------------|
| Program Title                        | Tree Fu Tom |
| Origination                          | Network     |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sundays, 11a-11:30am ET Main Digital  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Total times<br>aired   | 13  |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Tree Fu Tom, is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages for the young audience (ages 2-5) include it's good to try something new if the old way is not likely to work; be careful what you wish for - chasing shortcuts to change things for the better may bring on more problems than it is worth; and finish one job completely before you start another because your original problem may grow out of control while you are taking a break. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (9<br>of 14) | Response |
|--------------------------------------|----------|
| Program Title                        | Clangers |
| Origination                          | Network  |

|  |  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 11:30a-12n ET Main Digital   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | <p>Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouse-like creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and Clangers have to figure out who the visitors really are and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space: meteors and comets and eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place. Contextual features and characters include a sideways lake, singing trees, a cloud that has emotions, flying "cows" and The Iron Chicken who lives in a nest of harvested metal parts from the debris of outer space. The tone is existential-each day presents its own story-which is usually happily resolved by one of the children or another family member. The series is fittingly narrated by William Shatner (Captain Kirk from the Star Trek television series). This quarter educational messages include one person can consider something to be trash or junk, but someone else may be able to find it useful to make a new, functional and beautiful thing; if you have an idea that will help someone feel better you should try and use your idea and see if your effort works; if you think another child is lost, find an adult who can help you develop a way to reach the child's parent and return them home safely; and we should strive to be patient - when we aren't it can create other problems.</p> |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core Program (10 of 14)  | Response  |
|--|---|
| Program Title  | Xploration Awesome Planet   |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Tuesdays, 4-4:30pm ET secondary digital   |
| 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. | Produced primarily for the 13-16 target audience, Xploration Awesome Planet will inspire and educate anyone interested in earth sciences. Our host, Philippe Cousteau, the grandson of legendary Jacques Cousteau, brings boundless energy to every location we visit. From magnificent mountains to violent volcanoes, this program takes an in-depth look at the unique and distinct features on planet Earth. We not only visit gigantic glaciers and behold their beauty but also discover why they formed, and how they shaped our landscape. Geological experts share their wisdom with Philippe, as we strive to understand places on the earth, inside the earth, and above the earth. Xploration Awesome Planet is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. Host Philippe Cousteau explores the various ways our plant is always in motion; viewers discover how mountains are formed and earthquakes are caused and how our oceans and waterways are in constant motion; the shows visits an archeologist who provides artifacts our ancestors used while living in the Canadian Rockies 10,000 years ago; and some of the most unusual geological wonders are visited - the Petrified National Forest where 200 million year old trees have turned to rock; Crater Lake in Oregon one of the deepest and bluest lakes in the world and in New Zealand caves are explored that feature glowworms that light up the dark caverns |

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

| Digital Core Program (11 of 14)                    | Response                                  |
|--|---|
| Program Title                                      | Xploration Outer Space                    |
| Origination  | Syndicated                                |
| Days/Times Program Regularly Scheduled             | Wednesdays, 4-4:30pm ET secondary digital |
| 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. | <p>This new half-hour weekly series produced for the 13-16 target audience will certainly attract viewers of all ages. Each week our host Emily Calandrelli will take viewers on incredible journeys through space that will both entertain and educate. Ever wonder what it would be like to live in space or on a different planet? Watch our host try to perform every day responsibilities while floating in zero gravity. Explore the challenges that come along with living on a different planet as our host lives like an astronaut in a Mars-like habitat. We will have episodes on space robotics, commercial space tourism, asteroids, and our search for life, among many others. When appropriate, the host will highlight NASA related programs and internships for young students that are relevant to the content we have shown. Xploration Outer Space is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. Host Emily Calandrelli and astronaut Jon McBride show viewers how amusement park rides can mimic space travel - weightlessness, high Gs and disorientation; how the discovery of exoplanets outside our solar system are opening u a universe of possibilities as we get closer to finding Earth's twin; and a panel of the world's leading experts explore how we will travel through space in the future.</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (12 of 14)                    | Response                                 |
|--|--|
| Program Title                                      | Xploration Earth 2050                    |
| Origination  | Syndicated                               |
| Days/Times Program Regularly Scheduled             | Thursdays, 4-4:30pm ET secondary digital |
| 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. | What will the world look like in 2050? Where will advancements in science, technology, engineering, and mathematics lead us? Xploration Earth 2050 strives to answer these questions and more with scientists, inventors, doctors, science fiction writers, and creative thinkers. This half hour weekly series, produced primarily for the 13-16 year old target audience will appeal to the whole family. Viewers are taken on an educational adventure as the show tackles future challenges in everything from transportation to health care to the environment. Xploration Earth 2050 is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. This quarter viewers learn how in the Florida Keys scientists are using the birds and bees to wipe out killer mosquitos; how man's best friend is being trained to sniff out deadly diseases; host Chuck Pell tries out an underwater tent that allows explorers to spend hours, even days, beneath the ocean's surface; and with an expected 9 billion mouths to feed by 2050 and the threat of climate change how we will need to change our traditional methods of growing food in order to survive - developments going on in labs, research farms, plant genetics and aquaponics. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (13 of 14)                    | Response                               |
|--|--|
| Program Title                                      | Xploration Animal Sciences             |
| Origination  | Syndicated                             |
| Days/Times Program Regularly Scheduled             | Fridays, 4-4:30pm ET secondary digital |
| 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. | Produced specifically for the 13-16 demographic, this is an animal series with a uniquely scientific approach. While most animal shows look at the behavior of animals, Xploration Animal Science goes one step further to look at how and why an animal is able to excel in its environment. This series uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. This is a program that all animal lovers will watch and learn from. Xploration Animal Science is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. Topics explored this quarter include the science of the cat, including the evolution of cats throughout the world including the saber tooth tiger and how cat senses stack up against other animals; viewers learn about the mysterious muscle disorder that makes certain types of goats faint; explore the science of the cow's 4 chambered stomach; and viewers witness the amazing strength of the leaf cutter ant and how desert camels are able to survive in such extreme conditions. Series is being replaced with Xploration: FabLab first quarter 2016. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (14 of 14)                    | Response                              |
|--|---------------------------------------|
| Program Title                                      | Ruff, Ruff, Tweet and Dave            |
| Origination  | Network                               |
| Days/Times Program Regularly Scheduled             | Saturdays, 10:30-11am ET Main Digital |
| Total times aired at regularly scheduled time      | 13                                    |
| Total times aired                                  | 13                                    |
| Number of Preemptions                              | 0                                     |
| Number of Preemptions for other than Breaking News |                                       |

|  |  |
|--|--|
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>Ruff Ruff, Tweet, and Dave (RRTD) is a preschool adventure/activity show that puts an emphasis on logical thinking and use of language through fun problem solving adventures. The trio, Ruff Ruff the dog, Tweet a little bird and Dave the Panda, is guided by Hatty, an educated hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Roly-pods, enter the Spin-Again transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the Roly-Pods and head home. Their adventures are varied. They might go climb a mountain, design their own fairy tale, or build a sand castle. This quarter viewers learned our faces can tell us a lot about the emotions that we are experiencing, smiling can make others happy; when you take something away from a group of things you always have less and the more numbers you put next to each other, the bigger the number gets; tempo is the speed of a piece of music and rhythm describes the beat of the music; and maps can help you navigate through an unfamiliar place.</p> |
| 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)**

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  | Deborah Abbott      |
| Address   | 3719 Central Avenue |
| City  | Ft Myers            |
| State   | FL                  |
| Zip   | 33901               |
| Telephone Number  | 239-939-2020        |
| Email Address   | dabbott@water.net   |

|  |   |
|--|---|
| <p>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> | <p>Station WBBH promotes positive reinforcement to the young viewing audience through the embrace of NBC network campaign, The More You Know, and expanding the national franchise to a local base. The More You Know PSA effort features messages of developing and maintaining self-esteem, the importance of education, diversity, anti-prejudice, mentoring, being socially and environmentally responsible, the dangers of smoking, and engaging in internet safety. Positive reinforcement of health related issues such as prevention of childhood obesity, nutrition and physical activity are also a part of our on-going public service commitment. Since 1989, The More You Know has brought the nation's most important social issues to the forefront, and remains a trusted voice for sharing knowledge to improve lives and inspire action. The More You Know's comprehensive website (<a href="http://themoreyouknow.com">themoreyouknow.com</a>) includes in-depth resource and referral information on the campaign's important focus issues including: HEALTH - fighting childhood obesity, encouraging nutrition and physical fitness; ENVIRONMENT - encouraging everyday actions that reduce environmental impact; EDUCATION - recruiting new teachers and promoting their long-lasting impact; DIGITAL LITERACY &amp; INTERNET SAFETY - sharing online safety tips and information; DIVERSITY - embracing differences and promoting inclusion, tolerance and respect Also featured on site is The More You Know Learning series' Growing Up Online, a free eBook on digital literacy and Internet Safety. Growing Up Online is an important tool to initiate conversation with children about online safety. The eBook is a media-rich, two-part learning resource that provides easy-to-use information about navigating the digital world in a unique and engaging way. Part one includes safety tips, discussion questions and key takeaways for parents and teachers. Part two features four entertaining video comic books for children, focused on real situations that come up when kids go online. Additional content on the site includes public service announcements, behind-the-scenes videos, a general overview, a talent directory, and a list of the campaign's accolades such as the prestigious Emmy and Peabody awards. WBBH on air talent and management personnel continue to give their individual support on behalf of the station as special guests, lecturers, and hosts to area youth events, organizations and in the classrooms throughout the market. Beginning in January, Senior Chief Meteorologist Robert Van Winkle dedicates several hours every week to the Lee County Schools Foundation serving as host for the A Team Challenge. Now entering its 27th year, this high school academic quiz show recognizes the academic achievements of area students and during the month of April station WBBH telecasts the quarter finals, semi- finals and the championship match of The A Team Challenge. Many staffers serve on committees or boards of organizations that target services to the youngsters in our area from mentoring to allocations of financial assistance. The station is an active business participant in the STEM community project. This program in conjunction with the area educational systems promotes the advancement of Science, Technology, Engineering and Math educations. WBBH carries stem related children's programming on its D2 franchise to support the interest in and advancement of STEM related studies. WBBH station facilities are available for tours to classrooms and special organizations upon request. Guests are given an in-depth explanation about the various departments and how the station teams work together to create what they view on television.</p> |
|--|---|



Other Matters (15)

| Other Matters (1 of 15)  | Response  |
|--|---|
| Program Title  | Ruff-Ruff Tweet & Dave  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturdays, 11a-11:30a ET Main Digital   |
| Total times aired at regularly scheduled time  | 13  |
| 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. | This animated show puts an emphasis on logical thinking and use of language through fun problem solving adventures. The trio, Ruff-Ruff, Tweet and Dave, is guided by Hatty, an erudite hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Roly-pods, enter the Spin-Again transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the Roly-Pods and head home. Their adventures are varied. They might go climb a mountain, design their own fairy tale, or build a sand castle. Moves to 11:30a on 2/6 with new children's lineup |

| Other Matters (2 of 15)                       | Response                              |
|---|---------------------------------------|
| Program Title                                 | Earth to Luna                         |
| Origination                                   | Network                               |
| Days/Times Program Regularly Scheduled        | Saturdays, 10-10:30am ET Main Digital |
| Total times aired at regularly scheduled time | 5                                     |
| 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. | Earth to Luna is a Brazilian animated series about 12 year old girl, Luna, who loves science and the outdoors. There is nothing she doesn't question, and she shares everything she learns with her little brother, Jupiter, her parents or her friend Alice, and Clive, her pet ferret. In each episode Luna and her brother develop questions about whatever they find curious, e.g., what goes on inside the snails' shell?" or "Why does a firefly blink?" In pursuit of answers, Luna, Jupiter and Clive go off on an imaginary adventure to do their research. They transform into the object or creature they are studying so they can personally experience the answers to their questions. When the threesome is finished with the "field trip" Luna summarizes everything they have learned with a show and a song. January 30th is the last telecast. |
|--|--|

| Other Matters (3 of 15)                       | Response                              |
|---|---------------------------------------|
| Program Title                                 | Nina's World                          |
| Origination                                   | Network                               |
| Days/Times Program Regularly Scheduled        | Saturdays, 10:30-11am ET Main Digital |
| Total times aired at regularly scheduled time | 13                                    |
| 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. | Nina's World is an animated show based on a six year old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela (grandmother). Her Tio (Uncle) Javier lives nearby and there are lots of different children and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina's best friend is Star, a stuffed starfish pillow character brought to life by Nina's imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her "work," take responsibility for her actions, and correct her mistakes. Moves to 11am on 2/6 with the new children's lineup |
|--|--|

| Other Matters (4 of 15)                | Response                            |
|--|-------------------------------------|
| Program Title                          | Lazy Town                           |
| Origination                            | Network                             |
| Days/Times Program Regularly Scheduled | Sundays, 11-11:30am ET Main Digital |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 13  |
| 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. | <p>Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures.</p> |

| Other Matters (5 of 15)  | Response   |
|--|--|
| Program Title  | The Clangers   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturdays, 12n-12:30pm ET Main Digital   |
| Total times aired at regularly scheduled time  | 13   |
| 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. | <p>The Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouse-like creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and the Clangers have to figure out who and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space; meteors and comets and eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place. Moves to 10am on 2/6</p> |

| Other Matters (6 of 15) | Response |
|-------------------------|----------|
|-------------------------|----------|

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|--|--|
| Program Title  | Astroblast   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturdays, 11:30a-12n ET Main Digital  |
| Total times aired at regularly scheduled time  | 13   |
| 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. | Astroblast is the space station and home of six animal characters in Bob Colar's book series of the same name. The space station is managed by an over confident and exuberant commander, Comet the dog. The crew includes, Sputnik the pig, a very knowledgeable reader; Haley, a rabbit, Comet's true peer and an athlete; Radar, the monkey, who is somewhat self-involved, Jet, a silent alligator whose gestures and expressions are his mode of communication, and Sal, a congenial 3-eyed octopus who runs the counter in the Smoothie Shack, the space station cafe. While the space station supports the missions of a bizarre and diverse array of aliens, the Smoothie Shack is the hub of social interaction for the galaxy. There is always something happening at Astroblast. And everyone on the crew has plenty to learn to keep the community happy and on an even keel. Series moves to noon on February 6th |

| Other Matters (7 of 15) | Response |
|-------------------------|----------|
|-------------------------|----------|

|   |                                     |
|---|-------------------------------------|
| Program Title                                 | Wild About Animals                  |
| Origination                                   | Syndicated                          |
| Days/Times Program Regularly Scheduled        | Sundays, 11:30a-12n ET Main Digital |
| Total times aired at regularly scheduled time | 13                                  |
| Length of Program                             | 30 mins                             |
| Age of Target Child Audience from             | 13 years to 16 years                |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Wild About Animals is a half hour animal magazine series targeting a young teen audience, ages 13 to 16 offering insight into the animal kingdom as some of the worlds most fascinating and best known animals are featured in their natural habitats. Each episode consists of multiple stories designed to teach children about exotic and unique animals from the wild, as well as to educate them further about animals they encounter every day. Issues such as conservation and wildlife protection are also an integral part of the program as the human responsibility to the preservation of the animal kingdom is an underlying theme in this program. |
|--|--|

| Other Matters (8 of 15)  | Response  |
|--|---|
| Program Title  | Jack Hanna's Animal Adventures  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Mondays, 4-4:30pm ET Secondary Digital  |
| 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. | Jack Hanna's Animal Adventures- The primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into the various species from dietary needs to extinction concerns. The program is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe. |

| Other Matters (9 of 15)                       | Response                               |
|---|--|
| Program Title                                 | Xploration Awesome Planet              |
| Origination                                   | Syndicated                             |
| Days/Times Program Regularly Scheduled        | Tuesdays, 4-4:30p ET Secondary Digital |
| 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. | Produced primarily for the 13-16 target audience, Xploration Awesome Planet will inspire and educate anyone interested in earth sciences. Our host, Philippe Cousteau, the grandson of legendary Jacques Cousteau, brings boundless energy to every location we visit. From magnificent mountains to violent volcanoes, this program takes an in-depth look at the unique and distinct features on planet Earth. We not only visit gigantic glaciers and behold their beauty but also discover why they formed, and how they shaped our landscape. Geological experts share their wisdom with Philippe, as we strive to understand places on the earth, inside the earth, and above the earth. Xploration Awesome Planet is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. |

| Other Matters (10 of 15)   | Response  |
|--|---|
| Program Title  | Xploration Outer Space  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Wednesdays, 4-4:30p ET Secondary Digital  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>This new half-hour weekly series produced for the 13-16 target audience will certainly attract viewers of all ages. Each week our host Emily Calandrelli will take viewers on incredible journeys through space that will both entertain and educate. Ever wonder what it would be like to live in space or on a different planet? Watch our host try to perform every day responsibilities while floating in zero gravity. Explore the challenges that come along with living on a different planet as our host lives like an astronaut in a Mars-like habitat. We will have episodes on space robotics, commercial space tourism, asteroids, and our search for life, among many others. When appropriate, the host will highlight NASA related programs and internships for young students that are relevant to the content we have shown. Xploration Outer Space is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. . Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions.</p> |

| Other Matters (11 of 15) | Response           |
|--------------------------|--------------------|
| Program Title            | Xploration: FabLab |
| Origination              | Syndicated         |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Fridays, 4-4:30p ET Secondary Digital   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 13 years to 16 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Xploration FabLab brings the world of science, technology, and innovation to life. The series is designed to be fast paced and exciting, with each episode consisting of multiple, short-story segments based on a central topic. Featuring fun, young hosts that will keep the pace tight and energy high. Star power will be used to supercharge the storylines. Each episode will include a relevant celebrity with a science and tech background. All Xploration FabLab episodes will focus on a relevant global issue and what's being done to solve it. Using real-live examples, FabLab will illustrate how all the STEM disciplines work together to improve our lives and make the world better. Xploration FabLab is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Target age demographic is 13-to-16, although this series will certainly attract viewers of all ages. |

| Other Matters (12 of 15)  | Response  |
|---|---|
| Program Title   | Real Life 101   |
| Origination   | Syndicated  |
| Days/Times<br>Program Regularly<br>Scheduled  | Saturdays, 4-4:30p ET Secondary Digital   |
| Total times aired at<br>regularly scheduled<br>time   | 13  |
| Length of Program   | 30 mins   |
| Age of Target Child<br>Audience from  | 13 years to 16 years  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how it<br>meets the definition<br>of Core<br>Programming. | Real Life 101 presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series to interest and educate a young audience base - targeted 13 to 16 year olds. The series is currently being provided to schools and libraries across the USA by one of the nation's quality educational distributors. |

| Other Matters (13 of 15) | Response                       |
|--------------------------|--------------------------------|
| Program Title            | Jack Hanna's Animal Adventures |
| Origination              | Syndicated                     |

|  |  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sundays, 4-4:30p ET Secondary Digital  |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from  | 13 years to 16 years   |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming.       | Jack Hanna's Animal Adventures- The primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into the various species from dietary needs to extinction concerns. The program is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe   |
| <b>Other<br/>Matters (14<br/>of 15)</b>  |  |
| Program Title  | Xploration Earth 2050  |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Thursdays, 4-4:30pm ET Secondary Digital   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | What will the world look like in 2050? Where will advancements in science, technology, engineering, and mathematics lead us? Xploration Earth 2050 strives to answer these questions and more with scientists, inventors, doctors, science fiction writers, and creative thinkers. This half hour weekly series, produced primarily for the 13-16 year old target audience will appeal to the whole family. Viewers are taken on an educational adventure as the show tackles future challenges in everything from transportation to health care to the environment. Xploration Earth 2050 is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. |



| Other Matters (15 of 15)   | Response   |
|--|--|
| Program Title  | Floogals   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturdays 10:30-11am ET Main (beginning 2/6)   |
| Total times aired at regularly scheduled time  | 8  |
| 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. | Floogals is an animated show starring three space aliens--Fleeker, Flo, and Boomer-- who have been sent to earth to explore, investigate, discover and report their findings to their superiors at Floogal headquarters. The diminutive Floogals are no taller than a large safety pin and their visual perspective is literally the point of view of the show. With the multiple challenges of their size and ignorance of all things Hooman [that's Floogal-speak for human], the Floogals have a lot of work on their hands. They are engaged in the dual processes of discovery and problem solving as nothing on earth is familiar to them. Much like young children, they begin by encountering something new and then go through a comedic multi-step process of watching, listening, touching, and note-taking until they've figured out what and how their new discovery fits into the Hooman universe. |

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><b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b></p> <p>Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.</p> <p>WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).</p> |   |
| <p>I certify that this application includes all required and relevant attachments.</p>  |   |
| <p>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.</p>   | <p><b>Waterman<br/>Broadcasting<br/>Corp of<br/>Florida</b></p> |

**Attachments**

No Attachments.