



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0019509470** | File Number: **CPR-135729** | Submit Date: **10/10/2012** | Call Sign: **WRDM-CD** | Facility ID: **10153** |

City: **HARTFORD** | State: **CT**

Service: **Digital Class A** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **10/10/2012** |

Filing Status: **Active**

Report reflects information for : Third 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
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Children's
Television
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	TLMD
	Nielsen DMA	Hartford-New Haven
	Web Home Page Address	

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	0.0
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?	No
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	SHELLDON
Origination	Network
Days/Times Program Regularly Scheduled	SUN 8:00AM (7/1/2012 only)
Total times aired at regularly scheduled time	1
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 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	SHELLDON is an animated series about a school-aged yoka shell mollusk named Shelldon. He lives with his adoptive family, the Clams, in Shell Land, an undersea community populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowrie shell mollusk) and Herman (a hermit crab), face a specific challenge in every episode. The problem may be managing a bully, improving their grades, learning how to be altruistic, or protecting their environment from natural and man-made disasters. In most cases, they rely on Dr. Shell, the most venerated intellectual and elder in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct social-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 20)	Response
Program Title	WILLA'S WILD LIFE
Origination	Network
Days/Times Program Regularly Scheduled	SUN 8:30AM (7/1/2012 only)
Total times aired at regularly scheduled time	1
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 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WILLA'S WILD LIFE, based on the book An Octopus Followed Me Home, by Dan Yaccarino, is an animated series centered on a six-year-old girl and her menagerie of animals. Willa lives at home with her father and pets -- an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence, and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (3 of 20)	Response
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Program Title	Pearlie
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 9:00am (7/1/2012 only)
Total times aired at regularly scheduled time	1
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 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	PEARLIE is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 6-10 year old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, Pearlie approaches new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.
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	Wimzie's

Origination	Network
Days/Times Program Regularly Scheduled	Sunday 9:00am 97/1/2012 only)
Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote self-esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy.
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	Wimzie's House
Origination	Network

Days/Times Program Regularly Scheduled	Sat 8:00am & Sun 8:00am (Starting 7/7/20127/7/2012 till 7/22/12)
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	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote self-esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy.
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		Raggs
Origination		Network
Days/Times Program Regularly Scheduled		Sat 8:30am & Sun 8:30am Sun 7/7/2012 till 7/22/12)

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	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	RAGGS is a musical & educational preschool series starring five colorful canines. They are not your average dogs - they're also talented musicians who make great rock 'n' roll music as The Raggs Band. With over 200 original songs, the power of the music & humor stimulate children to become actively involved in learning. Raggs introduces children to elements that span the preschool curriculum, working to nurture their sense of self & others, and to foster a strong motivation to learn and achieve.
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		JAY JAY THE PLANE
Origination		Network
Days/Times Program Regularly Scheduled		SAT 9:00AM (7/7/2012 till 7/21/12)
Total times aired at regularly scheduled time		3
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		3 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This award-winning series, JAY JAY THE JET PLANE, centers around the adventures of Jay Jay, an inquisitive, energetic six-year-old jet plane and his friends as they discover the world around them. Children are encouraged to explore new ideas and accept differences. The series also educates children in a number of areas, including science, nature and health as well as teaching life lessons, such as sharing, problem solving and making friends.
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	LAZY TOWN
Origination	Network
Days/Times Program Regularly Scheduled	SAT 9:30AM & SUN 9:30AM (7/7/2012 till 7/21/12)
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	5 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	LAZY TOWN promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (9 of 20)	Response
Program Title	NOODLE AND DOODLE
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 9:00am (7/8 till 7/21)
Total times aired at regularly scheduled time	3
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Noodle and Doodle is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a doubledecker bus fully equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show will be enjoyed by preschoolers, the projects are very practical and engaging to implement for children ages 5-8. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (10 of 20)	Response
Program Title	WIMZIE'S HOUSE
Origination	Network
Days/Times Program Regularly Scheduled	SUNDAY 8:00AM 8/5/2012
Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote self-esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy.

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (11 of 20)		Response
Program Title		RAGGS
Origination		Network
Days/Times Program Regularly Scheduled		SUNDAY 8:30AM 8/5/2012
Total times aired at regularly scheduled time		1
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		RAGGS is a musical & educational preschool series starring five colorful canines. They are not your average dogs - they're also talented musicians who make great rock 'n' roll music as The Raggs Band. With over 200 original songs, the power of the music & humor stimulate children to become actively involved in learning. Raggs introduces children to elements that span the preschool curriculum, working to nurture their sense of self & others, and to foster a strong motivation to learn and achieve.
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		WIMZIE'S
Origination		Network

Days/Times Program Regularly Scheduled	WED 7/25/2012 12N (M/G)
Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote self-esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy.
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		RAGG'S
Origination		Network
Days/Times Program Regularly Scheduled		WED 7/25/2012 12:30PM (M/G)

Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	RAGGS is a musical & educational preschool series starring five colorful canines. They are not your average dogs - they're also talented musicians who make great rock 'n' roll music as The Raggs Band. With over 200 original songs, the power of the music & humor stimulate children to become actively involved in learning. Raggs introduces children to elements that span the preschool curriculum, working to nurture their sense of self & others, and to foster a strong motivation to learn and achieve.
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		JAY JAY THE JET PLANE
Origination		Network
Days/Times Program Regularly Scheduled		WED 7/25/2012 1:00PM (M/G)
Total times aired at regularly scheduled time		1
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		3 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This award-winning series, JAY JAY THE JET PLANE, centers around the adventures of Jay Jay, an inquisitive, energetic six-year-old jet plane and his friends as they discover the world around them. Children are encouraged to explore new ideas and accept differences. The series also educates children in a number of areas, including science, nature and health as well as teaching life lessons, such as sharing, problem solving and making friends.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 20)	Response
Program Title	LAZY TOWN
Origination	Network
Days/Times Program Regularly Scheduled	WED 7/25/2012 1:30PM (M/G)
Total times aired at regularly scheduled time	1
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	5 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	LAZY TOWN promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (16 of 20)	Response
Program Title	WIMZIE'S HOUSE
Origination	Network
Days/Times Program Regularly Scheduled	SAT & SUN 8:00AM (STARTING 8/11 TILL 9/30)
Total times aired at regularly scheduled time	16
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote self-esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy.

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (17 of 20)	Response
Program Title	RAGGS
Origination	Network
Days/Times Program Regularly Scheduled	SAT & SUN 8:30AM (STARTING 8/11 TILL 9/30)
Total times aired at regularly scheduled time	16
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	RAGGS is a musical & educational preschool series starring five colorful canines. They are not your average dogs - they're also talented musicians who make great rock 'n' roll music as The Raggs Band. With over 200 original songs, the power of the music & humor stimulate children to become actively involved in learning. Raggs introduces children to elements that span the preschool curriculum, working to nurture their sense of self & others, and to foster a strong motivation to learn and achieve.
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	JAY JAY THE JET PLANE
Origination	Network

Days/Times Program Regularly Scheduled	SAT 9:00AM (STARTING 8/18 TILL 9/30/2012)
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	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This award-winning series, JAY JAY THE JET PLANE, centers around the adventures of Jay Jay, an inquisitive, energetic six-year-old jet plane and his friends as they discover the world around them. Children are encouraged to explore new ideas and accept differences. The series also educates children in a number of areas, including science, nature and health as well as teaching life lessons, such as sharing, problem solving and making friends.
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	NODDLE AND DODDLE
Origination	Network
Days/Times Program Regularly Scheduled	SUN 9:00AM (STARTING 8/18 TILL 9/30/2012)
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	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Noodle and Doodle is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a doubledecker bus fully equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show will be enjoyed by preschoolers, the projects are very practical and engaging to implement for children ages 5-8. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal.
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	LAZY TOWN
Origination	Network
Days/Times Program Regularly Scheduled	SAT & SUN 9:30AM (STARTING 8/18 TILL 9/30/2012)
Total times aired at regularly scheduled time	14
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	5 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	LAZY TOWN promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.
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)?	
Name of children's programming liaison	ZGS HARTFORD INC.
Address	886 MAPLE AVENUE
City	HARTFORD
State	CT
Zip	06114
Telephone Number	860.956.1303
Email Address	BMULERO@ZGSGROUP.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 (4)

Other Matters (1 of 4)	Response
Program Title	RAGGS
Origination	Network
Days/Times Program Regularly Scheduled	SAT 8:00AM & SUN 8:00AM & 8:30AM
Total times aired at regularly scheduled time	39
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	RAGGS is a musical & educational preschool series starring five colorful canines. They are not your average dogs - they're also talented musicians who make great rock 'n' roll music as The Raggs Band. With over 200 original songs, the power of the music & humor stimulate children to become actively involved in learning. Raggs introduces children to elements that span the preschool curriculum, working to nurture their sense of self & others, and to foster a strong motivation to learn and achieve.

Other Matters (2 of 4)	Response
Program Title	JAY JAY THE JET PLANE
Origination	Network
Days/Times Program Regularly Scheduled	SAT 8:30AM AND 9:00AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	5 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This award-winning series, JAY JAY THE JET PLANE, centers around the adventures of Jay Jay, an inquisitive, energetic six-year-old jet plane and his friends as they discover the world around them. Children are encouraged to explore new ideas and accept differences. The series also educates children in a number of areas, including science, nature and health as well as teaching life lessons, such as sharing, problem solving and making friends.

Other Matters (3 of 4)	Response
Program Title	LAZY TOWN
Origination	Network
Days/Times Program Regularly Scheduled	SAT 9:30AM & SUN 9:30AM

Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	LAZY TOWN promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.

Other Matters (4 of 4)	Response
Program Title	NOODLE AND DODDLE
Origination	Network
Days/Times Program Regularly Scheduled	SUN 9:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Noodle and Doodle is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a doubledecker bus fully equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show will be enjoyed by preschoolers, the projects are very practical and engaging to implement for children ages 5-8. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal.

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>ZGS HARTFORD, Inc,</p>

Attachments

No Attachments.