

Children's Television Programming Report

 FRN: 0018223693
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 Submit Date: 04/05/2011
 Call Sign: KSCW-DT
 Facility ID: 72348

 City: WICHITA
 State: KS

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

 04/05/2011
 Filing Status: Active
 Filing Status: Active
 Filing Status: Active
 Filing Status: Active

Report reflects information for : First Quarter of 2011

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

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

t	Contact Name	Address	Phone	Email	Contact Type
-					

Contact Representatives (0)

Children's	Section	Question	Response	
Television Information	Station Type	Station Type Station Type Network Affilia		n
		Affiliated network	CW	
		Nielsen DMA	Wichita-Hutchinson Plus	
		Web Home Page Address	WWW.KANSASC	CW.COM
Digital Core	Question			Response
Programming	State the average number of hours of Core Programming per week broadcast by the station on its main program stream			3.0
	State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream			0.0
	State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:			0.0
	Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?			Yes
	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			Yes

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

Digital Core Programs(8)

Digital Core Program (1 of 8)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:00am
Total times aired at regularly scheduled time	7
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The educational objectives of Cubix include the reinforcement of age appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties' experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 8)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:30am
Total times aired at regularly scheduled time	7
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The educational objectives of Cubix include the reinforcement of age appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties' experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Program Title	Wild About Animals
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 7:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This program is designed to educate, inform and entertain children about the animal world around them. From the oceans to the mountains, the deserts to the plains, we visit and observe animals all around the country. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, an otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 8)	Response
Program Title	Eco Company
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 7:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Every week Eco Company explores all aspects of being green and understanding how we impact our work From reporting on the latest technologies in energy, recycling, conservation and organics to sharing the stories of young people making a positive impact on the environment. In addition every week Eco Company provides a practical tip that teens and people of all ages can use in their daily lives. Eco Company is designed to be an interactive program from finding out what's on the mind of all teens by talking to them wherever we find them to providing a forum on this website for teens to share their own videos about going green. This program is specifically designed to further the educational and informational needs of children has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission rules.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 8)	Response
Program Title	Whaddyado
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 8:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	

Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	What would you do? Lessons for young kids and teens about how to react when facing perilous situations and everyday problems. Real footage and reenactments of how the teens responded. Then experts who give their opinions. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (6 of 8)	Response
Program Title	Sports Stars of Tomorrow
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 8:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A weekly half hour, focusing on today's youth as they pursue their dreams of becoming the next sports superstars. The show profiles college and high school talent in sports and provides an indepth look at the hard work and dedication it takes to achieve their goals. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

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

Yes

Digital Core Program (7 of 8)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:00am
Total times aired at regularly scheduled time	6
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E	Yes

/l?

Digital Core Program (8 of 8)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:30am
Total times aired at regularly scheduled time	6
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee dentify the program by displaying throughout the program the symbol E 1?	Yes

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

Question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?	Yes
Name of children's programming liaison	Laverne E Goering
Address	2815 E 37th St N
City	Wichita
State	KS
Zip	67219
Telephone Number	316-831-6050
Email Address	lgoering@kwcł 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.	

Liaison Contact

Other Matters (6)

Other Matters	(1 of 6)	Response		
Program Title		Wild About Animals		
Origination		Syndicated		
Days/Times Pro Regularly Sche	-	Sunday 7:00am		
Total times aire regularly sched time		13		
Length of Prog	ram	30 mins		
Age of Target C Audience from	Child	13 years to 16 years		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		This program is designed to educate, inform and entertain children about the animal world around them. From the oceans to the mountains, the deserts to the plains, we visit and observe animals all around the country. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.		
Other Matters (2 of 6)	Respon	se		
Program Title	Eco Co	mpany		
Origination	Syndica	ated		
Days/Times Program Regularly Scheduled	Sunday	7:30am		
Total times aired at regularly scheduled time	13			
Length of Program	30 mins			
Age of Target Child Audience	13 year	s to 16 years		

Describe the Every week Eco Company explores all aspects of being green and understanding how we impact our world. educational From reporting on the latest technologies in energy, recycling, conservation and organics to sharing the stories of young people making a positive impact on the environment. In addition every week Eco Company and provides a practical tip that teens and people of all ages can use in their daily lives. Eco Company is informational designed to be an interactive program from finding out what's on the mind of all teens by talking to them objective of wherever we find them to providing a forum on this website for teens to share their own videos about going the program green. This program is specifically designed to further the educational and informational needs of children, and how it has educating and informing children as a significant purpose, and otherwise meets the definition of Core meets the Programming as specified in the Commission rules. definition of

Core Programming.

from

Other Matters (3 of 6) Response

Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Whaddyado Syndicated Sunday 8:00am 13 30 mins 13 years to 16 years What would you do? Lessons for young kids and teens about how to react when facing perilous situations and everyday problems. Real footage and reenactments of how the teens responded Then experts who give their opinions. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. Response
Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Sunday 8:00am 13 30 mins 13 years to 16 years What would you do? Lessons for young kids and teens about how to react when facing perilous situations and everyday problems. Real footage and reenactments of how the teens responded Then experts who give their opinions. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	13 30 mins 13 years to 16 years What would you do? Lessons for young kids and teens about how to react when facing perilous situations and everyday problems. Real footage and reenactments of how the teens responded Then experts who give their opinions. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
regularly scheduled time Length of Program Age of Target Child Audience from Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	30 mins 13 years to 16 years What would you do? Lessons for young kids and teens about how to react when facing perilous situations and everyday problems. Real footage and reenactments of how the teens responded. Then experts who give their opinions. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Age of Target Child Audience from Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	13 years to 16 years What would you do? Lessons for young kids and teens about how to react when facing perilous situations and everyday problems. Real footage and reenactments of how the teens responded. Then experts who give their opinions. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Audience from Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	What would you do? Lessons for young kids and teens about how to react when facing perilous situations and everyday problems. Real footage and reenactments of how the teens responded. Then experts who give their opinions. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
educational and informational objective of the program and how it meets the definition of Core Programming. Other Matters (4 of	situations and everyday problems. Real footage and reenactments of how the teens responded. Then experts who give their opinions. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
	Response
Program Title	Sports Stars of Tomorrow
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 8:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
educational and informational objective of the program and how it	A weekly half hour, focusing on today's youth as they pursue their dreams of becoming the next sports superstars. The show profiles college and high school talent in sports and provides an indepth look at the hard work and dedication it takes to achieve their goals. This program is specifically designed to further the educational and informational needs of children, has educatin and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Other Matters (5 of 6) Respor	nse
Program Title Magi-N	Nation
Origination Networ	rk

Program Regularly Scheduled

Total times aired at regularly scheduled13Length of Program30 minsLength of Program30 minsAge of Child Audience7 years to 12 yearsDescribe the educational and informational nobjective of the program7 years to 12 yearsDescribe the educational and now it meets the programFor young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving – how do kids get the "right" information and make proper use of it. What neets the orgeram and how it meets the programProgrammingFor young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving – how do kids get the "right" information and make proper use of it. What non-huma nolleagues model their successful, and sometimes less than successful, and threpared to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Majer and how it with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Majer and how it along the way, viewers are furthermore given the engaging opportunity to not only core error on their own. This program is specifically designed to further the educational and informational needs of children, has educating and informing children		
ProgramAge of Target Child Audience from7 years to 12 yearsDescribe the educational and objective of the program meets the definition of Core Programming.For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What questions should be asked? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in	aired at regularly scheduled	13
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educational readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What objective of decisions best arrived at? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help and how it is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze Programming. difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in	Target Child Audience	7 years to 12 years
	educational and informational objective of the program and how it meets the definition of Core	readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in

Other Matters (6 of 6)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving -- how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

Certification	Question	Response
	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.	
	FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND	
	FORFEITURE OF ANY FEES PAID	
	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.	
	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).	
	I certify that this application includes all required and relevant attachments.	
	I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for	Sunflower
	the Authorization(s) specified above.	Broadcasting
		Inc.

Attachments No Attachments.