



(REFERENCE COPY - Not for submission)

## Children's Television Programming Report

FRN: **0018223693** | File Number: **CPR-149700** | Submit Date: **01/09/2014** | Call Sign: **KTTC** | Facility ID: **35678** | City:  
**ROCHESTER** | State: **MN**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**01/09/2014** | Filing Status: **Active**

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### Report reflects information for : Fourth Quarter of 2013

#### 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
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**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	NBC/CW+
	Nielsen DMA	Rochester-Mason City- Austin
	Web Home Page Address	www.kttc.com

**Digital Core  
Programming**

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

**Digital Core Programs(16)**

Digital Core Program (1 of 16)	Response
Program Title	Pajanimals (Main)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:30a
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
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.	A group of four preschool aged puppets who live together in a house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show us their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	Pajanimals (Main)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-10-05
Episode #	10/5/13 EPAJ116DH
Reason for Preemption	Sports

Digital Core Program (2 of 16)		Response
Program Title	Tree Fu Tom (Main)	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday 10:30a	
Total times aired at regularly scheduled time	12	
Total times aired	12	
Number of Preemptions	1	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled	0	
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>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 Treetopolis, the animated version of his woods.</p> <p>Educational messages reinforce positive socio-emotional content, with exmples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying on teamwork in order to accomplish a goal.</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	Tree Fu Tom (Main)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-10-05
Episode #	10/5/13 ETFT115DH
Reason for Preemption	Sports

Digital Core Program (3 of 16)	Response
Program Title	Justin Time (Main)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:00a
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
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.	Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination.
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	Justin Time (Main)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-10-05
Episode #	10/5/13 EJTM114DH
Reason for Preemption	Sports

Digital Core Program (4 of 16)	Response
Program Title	Lazytown (Main)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11a
Total times aired at regularly scheduled time	11
Total times aired	12
Number of Preemptions	2



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.	Promotes fitness and healthful habits for preschool children. 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 is 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, a gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer 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

#### Digital Preemption Programs #1

Questions	Response
Title of Program	Lazytown (Main)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-10-05
Episode #	10/5/13 ELZT301DH
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Lazytown (Main)
List date and time rescheduled	12/14/13 8:00a
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-14
Episode #	12/14/13 ELZT312DH
Reason for Preemption	Sports

<b>Digital Core Program (5 of 16)</b>	
	<b>Response</b>
Program Title	Make Way for Noddy (Main)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:30a
Total times aired at regularly scheduled time	6
Total times aired	12
Number of Preemptions	7
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	6
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.	Based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way to manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	Make Way for Noddy (Main)
List date and time rescheduled	12/14/13 8:30 a
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-14
Episode #	12/14/13 EMWN111D
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Make Way for Noddy (Main)
List date and time rescheduled	11/30/13 8:30a
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-30
Episode #	11/30/13 EMWN109D
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Make Way for Noddy (Main)
List date and time rescheduled	10/19/13 8:30a
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-19
Episode #	10/19/13 EWMN104D
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	Make Way for Noddy (Main)
List date and time rescheduled	12/28/13 8:30 a
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-28
Episode #	12/28/13 EMWN113D
Reason for Preemption	Sports

**Digital Preemption Programs #5**

Questions	Response
Title of Program	Make Way for Noddy (Main)
List date and time rescheduled	11/23/13 8:30a
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-23
Episode #	11/23/13 EMWN108d
Reason for Preemption	Sports

**Digital Preemption Programs #6**

Questions	Response
Title of Program	Make Way for Noddy (Main)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-10-05
Episode #	10/5/13 EMWN101D
Reason for Preemption	Sports

**Digital Preemption Programs #7**

Questions	Response
Title of Program	Make Way for Noddy (Main)
List date and time rescheduled	11/9/13 8:30a
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-09
Episode #	11/9/13 EMWN4106D
Reason for Preemption	Sports

**Digital Core Program (6 of 16)**

	Response
Program Title	Elizabeth Stanton 's Great Big World (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 11:30a
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.	Great Big World provides a framework designed to educate audiences via activities and lessons generated from the subject matter in the program. The ultimate aim is to help a young audience gain a better understanding of the world around them through the exploration of volunteerism, friendship, social dynamics, culture, geography, and adventure in a given destination.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (7 of 16)</b>	<b>Response</b>
Program Title	Made in Hollywood: Teen Edition (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12:30p
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.	Made in Hollywood: Teen Edition was created to provide career information and advice from top Hollywood professionals to 13 to 16-year-old viewers so they can explore and learn about the technical, artistic, creative, business, and administrative careers that are part of the motion picture, television, music video, and home entertainment industries.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (8 of 16)</b>	<b>Response</b>
Program Title	Live Life & Win (Multicast)
Origination	Network

Days/Times Program Regularly Scheduled	Sunday 12:00p
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.	Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility, and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (9 of 16)</b>	<b>Response</b>
Program Title	On the Spot (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12:30p
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.	On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (10 of 16)</b>	<b>Response</b>
Program Title	Rescue Heroes (Multicast)

Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:30a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Rescue Heroes are called into action to mobilize themselves in a part of the globe to protect the world from natural and man-made disasters. Social and emotional character stories are embedded into the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 16)	Response
Program Title	Chat Room (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12:00p
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.	Provides a compelling look at real-life situations that happen to today's teens as dramatized by teen actors. The adult host and teen panel then discuss the issues presented in a direct and forthright manner.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 16)	Response
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Program Title	Animal Science (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 11:00a
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.	Animal Science is an educational and informational program that provides interesting factoids about a variety of animals.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 16)	Response
Program Title	Awesome Adventures (Main)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:00a
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Is designed to educate, inform and entertain children 16 and under about the world around them. Each journey is a lesson in the beauty of nature, its creatures, and the people who inhabit the land. The shows are not designed to be "preachy" or overly pedantic, but rather, the goal is to make the learning fun.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
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Title of Program	Awesome Adventures (Main)
List date and time rescheduled	11/24/13 8:30a
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-11-24
Episode #	11/24/13 115
Reason for Preemption	Sports

<b>Digital Core Program (14 of 16)</b>	<b>Response</b>
Program Title	The Adventures of Chuck and Friends (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 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	5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	THE NEW ADVENTURES OF CHUCK AND FRIENDS is an action comedy to inspire children 4-7 years old especially boys to approach playtime as an exciting, limitless adventure, in which everyone learns how to solve problems creatively, compassionately and with a sense of humor. Chucks storylines and characters aim to spark young childrens imaginations, and encourage them to think of fun ways of turning their daydreams into action packed adventures and games with their real life friends. To support this mission, the characters and stories will inspire children to be good friends to their peers at home and at school by approaching social situations with self confidence and willingness to try new things. Through each weeks' stories Chuck and his friends will use problem solving strategies such as teamwork, thinking creatively, taking responsibilities for their actions, perseverance when they encounter obstacles and to ask for help when trying to handle a frustrating situation.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (15 of 16)	Response
Program Title	The Chica Show (Main)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00a
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
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.	The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively.
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	The Chica Show (Main)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-10-05
Episode #	10/5/13 ETCS112DH
Reason for Preemption	Sports

Digital Core Program (16 of 16)	Response
Program Title	Coolest Places on Earth (Main)
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sunday 9:30a
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	An educational and informative program that takes young viewers on a journey of discovery to the most astonishing places on the planet - cities, festivals, landmarks and jaw-dropping works of nature - exploring each location's history and culture. Each episode showcases three specific locations and delivers fast-paced, engaging information that's a perfect match for the 21st century learner. The series is packed with facts about history, geography, and culture. The goal of the series is to provide young viewers with the inspiration and information to better understand and appreciate the culturally and geographically diverse world around them.
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	Coollest Places on Earth (Main)
List date and time rescheduled	11/17/13 11:30A
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-11-17
Episode #	11/17/13 109
Reason for Preemption	Other

**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	Vickie Broughton
Address	6301 Bandel Road NW
City	Rochester
State	MN
Zip	55901
Telephone Number	507.535.8914
Email Address	vbroughton@kttc. 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 (15)**

<b>Other Matters (1 of 15)</b>	<b>Response</b>
Program Title	The Chica Show (Main)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00a
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.	The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively.

<b>Other Matters (2 of 15)</b>	<b>Response</b>
Program Title	Noodle and Doodle (Main)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:30a
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.	An instructional series featuring art and cooking projects. Projects encourage parent engagement and families working together. Art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal.

<b>Other Matters (3 of 15)</b>	<b>Response</b>
Program Title	Justin Time (Main)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:30a
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.	Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination.
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**Other Matters (4 of 15)**

**Response**

Program Title	Lazytown (Main)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 11:00a
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Total times aired at regularly scheduled time	11
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Length of Program	30 mins
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Age of Target Child Audience from	2 years to 5 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Promotes fitness and healthful habits for preschool children. 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 is 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, a gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer 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.
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**Other Matters (5 of 15)**

**Response**

Program Title	Make Way for Noddy (Main)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 11:30a
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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.	Based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way to manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems.

**Other Matters (6 of 15)**

**Response**

Program Title	Coolest Places on Earth (Main)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 9:30a
Total times aired at regularly scheduled time	12
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.	An educational and informative program that takes young viewers on a journey of discovery to the most astonishing places on the planet - cities, festivals, landmarks and jaw-dropping works of nature - exploring each location's history and culture. Each episode showcases three specific locations and delivers fast-paced, engaging information that's a perfect match for the 21st century learner. The series is packed with facts about history, geography, and culture. The goal of the series is to provide young viewers with the inspiration and information to better understand and appreciate the culturally and geographically diverse world around them.

**Other Matters (7 of 15)**

**Response**

Program Title	Awesome Adventures (Main)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 10:00a
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.	Is designed to educate, inform and entertain children 16 and under about the world around them. Each journey is a lesson in the beauty of nature, its creatures, and the people who inhabit the land. The shows are not designed to be "preachy" or overly pedantic, but rather, the goal is to make the learning fun.

**Other Matters (8 of 15) Response**

Program Title	The Adventures of Chuck and Friends (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:00a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 7 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	THE NEW ADVENTURES OF CHUCK AND FRIENDS is an action comedy to inspire children 4-7 years old especially boys to approach playtime as an exciting, limitless adventure, in which everyone learns how to solve problems creatively, compassionately and with a sense of humor. Chucks storylines and characters aim to spark young childrens imaginations, and encourage them to think of fun ways of turning their daydreams into action packed adventures and games with their real life friends. To support this mission, the characters and stories will inspire children to be good friends to their peers at home and at school by approaching social situations with self confidence and willingness to try new things. Through each weeks' stories Chuck and his friends will use problem solving strategies such as teamwork, thinking creatively, taking responsibilities for their actions, perseverance when they encounter obstacles and to ask for help when trying to handle a frustrating situation.
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**Other Matters (9 of 15) Response**

Program Title	Chat Room (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12:00p
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.	Provides a compelling look at real-life situations that happen to today's teens as dramatized by teen actors. The adult host and teen panel then discuss the issues presented in a direct and forthright manner.
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**Other Matters (10 of 15) Response**

Program Title	On the Spot (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12:30p
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.	On the Spot adopts a modified question and answer format familiar to broadcast network viewers. The questions fall under curriculum core areas of knowledge in social studies, science, the arts, civics, and mathematics.

Other Matters (11 of 15)	Response
Program Title	Animal Science (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 11:00a
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.	Animal Science is an educational and informational program that provides interesting factoids about a variety of animals.

Other Matters (12 of 15)	Response
Program Title	Great Big World (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 11:30a
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.	Great Big World provides a framework designed to educate audiences via activities and lessons generated from the subject matter in the program. The ultimate aim is to help a young audience gain a better understanding of the world around them through the exploration of volunteerism, friendship, social dynamics, culture, geography, and adventure in a given destination.

Other Matters (13 of 15)	Response
Program Title	Made in Hollywood:Teen Edition (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12:30p

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.	Made in Hollywood: Teen Edition was created to provide career information and advice from top Hollywood professionals to 13 to 16-year-old viewers so they can explore and learn about the technical, artistic, creative, business, and administrative careers that are part of the motion picture, television, music video, and home entertainment industries.

**Other Matters (14 of 15)**

**Response**

Program Title	Tree Fu Tom (Main)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:30a
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.	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 Treetopolis, the animated version of his woods. Educational messages reinforce positive socio-emotional content, with exmples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying on teamwork in order to accomplish a goal.

**Other Matters (15 of 15)**

**Response**

Program Title	Live Life & Win (Multicast)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12:00p
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.	Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility, and justice,perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition.

**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>KTTC Television, Inc.</b></p>

## Attachments

No Attachments.