

(REFERENCE COPY - Not for submission)

## Children's Television Programming Report

FRN: 0001531334 File Number: CPR-121926 Submit Date: 07/07/2011 Call Sign: KUVI-DT Facility ID: 7700 City: BAKERSFIELD State: CA

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

07/07/2011 Filing Status: Active

## Report reflects information for : Second Quarter of 2011

| General     |
|-------------|
| Information |

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

# Applicant Information

#### **Applicant Name, Type, and Contact Information**

| Applicant | Address | Phone | Email | Applicant Type |  |
|-----------|---------|-------|-------|----------------|--|
|-----------|---------|-------|-------|----------------|--|

Contact Representatives (0) Contact Name Address Phone Email Contact Type

#### Children's Television Information

| Section      | Question              | Response            |
|--------------|-----------------------|---------------------|
| Station Type | Station Type          | Network Affiliation |
|              | Affiliated network    | MyNetwork           |
|              | Nielsen DMA           | Bakersfield         |
|              | 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  | 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  | 336.0    |
| 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:  | 7.0      |
| 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(18)

| Digital Core Program (1 of 18)   | Response   |
|--|--|
| Program Title  | Laura McKenzie's Traveler (main digital stream)  |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | SU 07:30 AM  |
| 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<br>Rescheduled   |  |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Travel expert Laura McKenzie provides young viewers with an educational journey to destinations around the world. The program addresses the geography, history, social context and environment, arts and entertainment, types of government, transportation, indigenous foods, architecture, currency and customs of these destinations. The program teaches young viewers the value in exploring new culture and heritages. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (2 of 18)                           | Response                           |
|---|------------------------------------|
| Program Title   | Animal Atlas (main digital stream) |
| Origination   | Syndicated                         |
| Days/Times<br>Program Regularly<br>Scheduled                | SU 08:00 AM                        |
| Total times aired at regularly scheduled time               | 13                                 |
| Total times aired   |                                    |
| Number of<br>Preemptions                                    | 0                                  |
| Number of<br>Preemptions for<br>other than Breaking<br>News |                                    |

| Number of<br>Preemptions<br>Rescheduled  |   |
|--|---|
| Length of Program  | 30 mins   |
| Age of Target Child<br>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 half-hour program educates young viewers about the natural world in an entertaining way. Animals are portrayed in their natural environments allowing the show to illustrate key science concepts. Using examples from nature, the show teaches about the functions of the ecosystem, the elements of animal classification, how animals adapt to their environment, and other natural scienc concepts. The program also includes an interactive segment comprised of multiple choice question about the animal world which lets viewers test their knowledge. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (3 of 18)  | Response   |
|--|--|
| Program Title  | Real Life 101 (main digital stream)  |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | SU 08:30 AM  |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  |  |
| Number of<br>Preemptions   | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child<br>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 significant purpose and key educational objective of this half-hour program is to showcase the many career choices young viewers may contemplate for the future. The show is conducted by the young hosts whom in each episode feature an adult who describes what his or her daily job responsibilities entails. Viewers are given up to date information on various careers based upon life experiences. This program promotes education as a key element to success and challenges viewers to prepare for the future at an early age. |

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

| Digital Core<br>Program (4 of<br>18)   | Response  |
|--|---|
| Program Title  | Career Day (main digital stream)  |
| Origination  | Syndicated  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SU 09:00 AM   |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13  |
| Total times aired  |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking News  |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>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. | Career Day is an educational program that enlightens young adults to career exploration and awareness. Each program segment explores different career opportunities by viewing actual experts in action in their respective fields, as they explain their work, the education and training required to perform their job, and experiences that led them to elect their careers. One of the most valuable messages this program relays is that young adults should make informed decisions and that is emphasized by the concept that success in most careers requires education and proper training. The working world is very challenging that is why this program motivates and inspires through their guest as they instill young viewers to pursue postsecondary education. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?         | Yes   |

| Digital Core<br>Program (5 of<br>18)   | Response  |
|--|---|
| Program Title  | Eco Company (main digital stream)   |
| Origination  | Syndicated  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SU 09:30 AM   |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of<br>Preemptions for<br>other than<br>Breaking News  |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target<br>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 significant purpose of this program is to inform young people, particularly those aged 13-16, about issues related to the environment and preservation of the Earth's resources. Using the technique of "peer reporting," the Eco Team, made up of a diverse group of teens, explores what it means to "go green" and how the actions of teens impact our world. The Team reports on the latest technologies in energy, recycling, conservation and organics, by profiling teens, school organizations, industry leaders and young entrepreneurs who are making a positive impact on the environment. The program also provides practical tips that teens can use in their own lives. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (6 of 18)      | Response                             |
|--|--------------------------------------|
| Program Title                          | Teen Kids News (main digital stream) |
| Origination                            | Syndicated                           |
| Days/Times Program Regularly Scheduled | SU 10:00 AM                          |

| Total times aired at regularly scheduled time  | 13   |
|--|--|
| Total times aired  |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions for<br>other than Breaking<br>News  |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience  | 12 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Teen Kids News is a weekly news program that provides information and news to kids in a mann that is educational and entertaining. It is designed to appeal to the viewers at their own level. The focus of the program is young people, always letting them tell their stories in their own words. The large, diverse news anchor team is unique and had great appeal to kids who identify and emulate them. The program provides a clear voice for children in a adult-dominated media and provide a unique perspective on the news that is otherwise available on television. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (7 of<br>18)                   | Response                                   |
|--|--|
| Program Title  | In the Zone Presents (main digital stream) |
| Origination  | Syndicated                                 |
| Days/Times<br>Program<br>Regularly<br>Scheduled        | SU 10:30 AM                                |
| Total times<br>aired at<br>regularly<br>scheduled time | 13   |
| Total times aired                                      | 13   |
| Number of<br>Preemptions                               | 0  |

| Number of<br>Preemptions<br>for other than<br>Breaking News  |   |
|--|---|
| Number of<br>Preemptions<br>Rescheduled  | 1   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>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. | In the Zone teaches young viewers on the importance of conditioning, exercising nutrition, education and how with the right attitude, they have the ability to make a difference both on and off the courts! The programs philosophy is "To be the best, you have to learn from the best" and in each episode host Earvin "Magic" Johnson, the retired Los Angeles Lakers point guard, is joined by past and present athletic legends. Among those athletes are his friends Karim Abdul-Jabbar, Carmelo Anthony, Kenny "The Jet" Smith, Jimmy Connors, Mike Schmidt and others. The show empowers young viewers through sports and instills passion, perseverance, dedication and teamwork, skills which will be utilized in their everyday lives to become better individuals. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?         | Yes   |

| Digital Core<br>Program (8<br>of 18)                           | Response                               |
|--|--|
| Program Title  | Dive Olly Dive (second digital stream) |
| Origination  | Network                                |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | SA 08:00 AM, 04/01/11-06/24/11         |
| Total times aired at regularly scheduled time                  | 12                                     |
| Total times aired  | 13                                     |
| Number of<br>Preemptions                                       | 0                                      |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |  |

| Number of<br>Preemptions<br>Rescheduled  | 1   |
|--|---|
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 4 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A significant purpose and key educational objective of this half-hour program is to illustrate the importance of responsible problem-solving. Dive Olly Dive follows the adventures of Olly, a young submarine in training and his best friend and fellow sub in-training Beth. Olly and Beth are stationed in a deep sea research facility called SURF (Special Underwater Research Facility) under the guidance of Diver Doug. Olly is an enthusiastic young sub who is very eager to finish his training and follow in the foot steps of his hero Submarine D, the greatest of all submarines. Each episode is filled with valuable lessons through Olly's adventures. In facing a variety of challenges and problems, Olly and viewers learn the importance of friendship, patience, teamwork, confidence, respect, trust, honesty, and selflessness, all qualities that are required to develop the necessary skills in responsible decision-making. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (9 of 18)                     | Response   |
|--|--|
| Program Title                                      | Pocoyo (second digital stream)                           |
| Origination  | Network  |
| Days/Times Program<br>Regularly Scheduled          | SA 08:30 AM, 04/01/11-06/24/11 & (SA 08:00 AM, 06/25/11) |
| Total times aired at regularly scheduled time      | 13   |
| Total times aired                                  | 12   |
| Number of<br>Preemptions                           | 0  |
| Number of Preemptions for other than Breaking News |  |
| Number of<br>Preemptions<br>Rescheduled            | 1  |
| Length of Program                                  | 30 mins  |
| Age of Target Child<br>Audience                    | 2 years to 4 years                                       |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand. |
|--|---|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core   |  |
|--|--|
| Program (10 of 18)   | Response   |
| Program Title  | Zigby (second digital stream)  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA 09:00 AM  |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13   |
| Total times aired  | 13   |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking News  |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience  | 4 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is targeted to pre-schoolers, featuring Zigby, a curious and ingenious young zebra who teaches children the skills for creative problem solving, empathy and respect for others, personal responsibility, and how to work together to accomplish goals. Zigby and his two loyal friends, McMeer and Bertie, inspire children to engage in creative collaborative play, having fun but never without kindness, respect, compassion, empathy and understanding towards others. Although Zigby may accidently cause problems, admits his mistakes and works on problem-solving. Zigby knows that there are many different ways to look at a problem and shows that you need to consider a problem in a different perspective in order to reach a solution. |

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

| Digital Core<br>Program (11  |  |
|--|--|
| of 18)   | Response   |
| Program Title  | Pinky Dinky Doo (second digital stream)  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA 09:30 AM  |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This animated program has four educational goals: to celebrate the power of inventing imaginative stories, to introduce basic literary concepts, to help viewers develop listening and comprehension skills, and to enrich vocabulary through storytelling. Pinky Dinky Doo, a 7-year-old girl, lives in the "great big city" with her parents. When a problem arises, Pinky dances her way to a cardboard story box and uses a piece of chalk and her imagination to tell a story. During the made-up story, Pinky must "think big" at which point she comes up with an often clever and wacky solution to the problem. To encourage listening skills, Pinky then invites children to play games where they review details about the story. Children are helped to increase their vocabularies with each episode's "Great Big Fancy Word," which is featured several times during each episode. |

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

| Digital Core Program<br>(12 of 18)   | Response   |
|--|--|
| Program Title  | Dora the Explorer (second digital stream)  |
| Origination  | Network  |
| Days/Times Program<br>Regularly Scheduled  | SA 10:00 AM  |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of<br>Preemptions   | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience  | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dora the Explorer stars a 7-year old Latina girl and her friends who actively engage pre-schoolers in a play-along, computer-style adventure designed to spark interest in learning about the world around them. Dora teaches children how to observe situations and to employ problem solving skills such as stopping to think or asking for help when they encounter an obstacle, all the while increasing their vocabulary, math skills, music appreciation and physical coordination with strong cultural and literary references. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core<br>Program (13<br>of 18) | Response                             |
|---------------------------------------|--------------------------------------|
| Program Title                         | Go Diego Go! (second digital stream) |

| Origination  | Network  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA 10:30 AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times aired  | 13   |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience   | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Go, Diego, Go! stars another positive Latino host, Dora the Explorer's 8-year old cousin, Diego Marquez. Diego is an action-adventure hero who motivates children to learn about the natural world around them and teaches children about a specific animal, such as the sound it makes, how it moves, what habitat it needs, what it eats and its physical characteristics. In each episode, Diego rescues an animal in trouble, modeling the use of observation skills and scientific aides like computers, a field journal and cameras, as well as positive social skills such as empathy, a desire to help others and, especially, respect for the environment. Go Diego Go! incorporates play-along viewing, interaction with Diego, movement, singing, problem-solving and strong cultural references. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?     | Yes  |

| Digital Core<br>Program (14 of 18) | Response                                   |
|------------------------------------|--|
| Program Title                      | Patrulla de Sapitos (third digital stream) |
| Origination                        | Network                                    |

| Days/Times<br>Program Regularly<br>Scheduled   | SU 08:00 AM   |
|--|---|
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  |   |
| Number of<br>Preemptions   | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target<br>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. | A significant purpose and key educational objective of this half-hour program is to illustrate the importance of discovering oneself and friendship. Eight toadlets who miss the migration to Toad Hollow, a peaceful and protected haven for toads, are lost and stranded in an unknown world, where they have to survive and confront their problems as a team. Through their amazing quest, the toad patrol teach young children many lessons about friendship, trust, caring and sharing, empathy, caution, determination, self-esteem, responsibility, selflessness, sacrifice and respect for others. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (15<br>of 18)           | Response   |
|---|--|
| Program Title                                   | Toonturama Presenta: La Vida Animal (third digital stream) |
| Origination                                     | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled | SU 08:30 AM  |
| Total times aired at regularly scheduled time   | 13   |
| Total times aired                               |  |

| Number of<br>Preemptions   | 0   |
|--|---|
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 7 years to 12 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A significant purpose and key educational objective of this program is to present animals, birds, and insect in their natural environments in order to engage the curiosity and developing intelligence of boys and girls. There is a special emphasis on nature, science, the adaptation and survival of species, and the role of species in human planetary welfare. Each episode examines topics of geography, ecology, and the ways which non-humans, animals, birds, and insects adjust to the complexities of their specific habitats in the various continents and oceans that make up our planet. Using original footage, music, and humor, this series presents information about where animals live, how they build their unique dwellings, the tools they use for foraging, the migrations of animals due to climatic changes, and how they care for and protect their offspring. The main purpose of the series is to educate and inform young children about a variety of species and about how animals and humans are interdependent. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //?                             | Yes   |

| Digital Core<br>Program (16 of<br>18)           | Response                            |
|---|-------------------------------------|
| Program Title                                   | Plaza Sesamo (third digital stream) |
| Origination                                     | Network                             |
| Days/Times<br>Program<br>Regularly<br>Scheduled | SA & SU, 09:00 AM & 09:30 AM        |
| Total times aired at regularly scheduled time   | 52                                  |
| Total times aired                               |                                     |
| Number of<br>Preemptions                        | 0                                   |

| Number of Preemptions for other than   |   |
|--|---|
| Breaking News  |   |
| Number of  |   |
| Preemptions<br>Rescheduled   |   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child Audience  | 2 years to 7 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A significant purpose and key educational objective of this half-hour program is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these character not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (17 of 18)                          | Response                            |
|--|-------------------------------------|
| Program Title  | Reino Animal (third digital stream) |
| Origination  | Network                             |
| Days/Times Program<br>Regularly Scheduled                | SU 10:00 AM & 10:30 AM              |
| Total times aired at regularly scheduled time            | 26                                  |
| Total times aired  |                                     |
| Number of Preemptions                                    | 0                                   |
| Number of<br>Preemptions for other<br>than Breaking News |                                     |
| Number of<br>Preemptions<br>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 half-hour program educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time. |
|--|---|
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (18<br>of 18)                          | Response                                  |
|--|---|
| Program Title  | The Backyardigans (second digital stream) |
| Origination  | Network                                   |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | SA 08:30 AM, 06/25/11                     |
| Total times aired at regularly scheduled time                  | 1   |
| Total times aired  |   |
| Number of<br>Preemptions                                       | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |   |
| Number of<br>Preemptions<br>Rescheduled                        |   |
| Length of Program  | 30 mins                                   |
| Age of<br>Target Child<br>Audience                             | 2 years to 5 years                        |

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

This educational program is targeted to pre-schoolers, featuring five high-spirited friends Uniqua, Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn through music and dance and develop "cognitive learning." The unique character's personalities also add to this program's appeal, children will easily relate. Uniqua is the curious and confident one, and sometimes is perceived as the tomboy. Pablo the penguin is most often the leader of the pack but has panic attacks when he encounters obstacles. Tyrone the moose is the laid back and cool and known for his ironic comments. Tasha the hippo is the serious one, likes to get her own way and isn't easy to fool. Austin is the timid kangaroo who starts to come out to his shell with help of his friends. This Each adventure begins in the backyard through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early-learning through the different music genre such as big band, reggae, western, polka, Motown and disco.

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

Yes

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

#### **Liaison Contact**

| Question  | Response                  |
|---|---------------------------|
| Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?   | Yes                       |
| Name of children's programming liaison  | Maria<br>Hernandez        |
| Address   | 5801<br>Truxton<br>Avenue |
| City  | Bakersfield               |
| State   | CA                        |
| Zip   | 93309                     |
| Telephone Number  | 661-334-<br>2604          |
| Email Address   |                           |
| 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 (17)

| Other Matters (1 of 17)  | Response   |
|--|--|
| Program Title  | Laura McKenzie's Traveler (main digital stream)  |
| Origination  | Syndicated   |
| Days/Times Program<br>Regularly Scheduled  | SU 07:30 AM  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child<br>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. | Travel expert Laura McKenzie provides young viewers with an educational journey to destinations around the world. The program addresses the geography, history, social context and environment, arts and entertainment, types of government, transportation, indigenous foods, architecture, currency and customs of these destinations. The program teaches young viewers the value in exploring new culture and heritages. |

| Other Matters (2 of 17)  | Response  |
|--|---|
| Program Title  | Animal Atlas (main digital stream)  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | SU 08:00 AM   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child<br>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. | This half-hour program educates young viewers about the natural world in an entertaining way. Animals are portrayed in their natural environments allowing the show to illustrate key science concepts. Using examples from nature, the show teaches about the functions of the ecosystem, the elements of animal classification, how animals adapt to their environment, and other natural science concepts. The program also includes an interactive segment comprised of multiple choice questions about the animal world which lets viewers test their knowledge. |

| Other Matters (3 of 17)                       | Response                            |
|---|-------------------------------------|
| Program Title                                 | Real Life 101 (main digital stream) |
| Origination                                   | Syndicated                          |
| Days/Times<br>Program Regularly<br>Scheduled  | SU 08:30 AM                         |
| Total times aired at regularly scheduled time | 13                                  |

| Length of Program  | 30 mins   |
|--|---|
| Age of Target Child<br>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. | A significant purpose and key educational objective of this half-hour program is to showcase the many career choices young viewers may contemplate for the future. The show is conducted by three young hosts whom in each episode feature an adult who describes what his or her daily job responsibilities entails. Viewers are given up to date information on various careers based upon real life experiences. This program promotes education as a key element to success and challenges viewers to prepare for the future at an early age. |

| Other Matters<br>(4 of 17)   | Response  |
|--|---|
| Program Title  | Career Day (main digital stream)  |
| Origination  | Syndicated  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SU 09:00 AM   |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13  |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child<br>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. | Career Day is an educational program that enlightens young adults to career exploration and awareness. Each program segment explores different career opportunities by viewing actual experts in action in their respective fields, as they explain their work, the education and training required to perform their job, and experiences that led them to elect their careers. One of the most valuable messages this program relays is that young adults should make informed decisions and that is emphasized by the concept that success in most careers requires education and proper training. The working world is very challenging that is why this program motivates and inspires through their guest as they instill young viewers to pursue postsecondary education. |

| Other Matters (5 of 17)                         | Response                          |
|---|-----------------------------------|
| Program Title                                   | Eco Company (main digital stream) |
| Origination                                     | Syndicated                        |
| Days/Times<br>Program<br>Regularly<br>Scheduled | SU 09:30 AM                       |
| Total times aired at regularly scheduled time   | 13                                |

| Length of<br>Program   | 30 mins   |
|--|---|
| Age of Target<br>Child Audience<br>from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A significant purpose of this program is to inform young people, particularly those aged 13-16, about issues related to the environment and preservation of the Earth's resources. Using the technique of "peer reporting," the Eco Team, made up of a diverse group of teens, explores what it means to "go green" and how the actions of teens impact our world. The Team reports on the latest technologies in energy, recycling, conservation and organics, by profiling teens, school organizations, industry leaders and young entrepreneurs who are making a positive impact on the environment. The program also provides practical tips that teens can use in their own lives. |

| Other<br>Matters (6 of<br>17)  | Response   |
|--|--|
| Program Title  | Teen Kids News (main digital stream)   |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SU 10:00 AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 12 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This half-hour program educates and inspires viewers to "Be in tune and stay in tune" in their life, using music as a positive vehicle in reaching their goals. With guests sharing personal and behind the scene experiences of how music enriched their lives, each segment delivers an educational and informational message. The program?s history segments encourage viewers to embrace the musical foundations built by industry pioneers. The cultural and historical perspectives of their contributions to music are uncovered in great depth, while emphasizing educational details. The monthly lesson segments are hands on instructional demonstrations and tips by top artists highlighting their instrument. The hosts and guests provide advice and emphasize attributes that instill a grounded balance of priorities, commitments and perseverance that children can apply in their lives. |

| Other Matters<br>(7 of 17)                      | Response                                   |
|---|--|
| Program Title                                   | In the Zone Presents (main digital stream) |
| Origination                                     | Syndicated                                 |
| Days/Times<br>Program<br>Regularly<br>Scheduled | SU 10:30 AM                                |

| Total times<br>aired at<br>regularly<br>scheduled time   | 13  |
|--|---|
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child<br>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. | In the Zone teaches young viewers on the importance of conditioning, exercising nutrition, education and how with the right attitude, they have the ability to make a difference both on and off the courts! The programs philosophy is "To be the best, you have to learn from the best" and in each episode host Earvir "Magic" Johnson, the retired Los Angeles Lakers point guard, is joined by past and present athletic legends. Among those athletes are his friends Karim Abdul-Jabbar, Carmelo Anthony, Kenny "The Jet" Smith, Jimmy Connors, Mike Schmidt and others. The show empowers young viewers through sports and instills passion, perseverance, dedication and teamwork, skills which will be utilized in their everyday lives to become better individuals. |

| Other Matters (8 of 17)  | Response  |
|--|---|
| Program Title  | Pocoyo (second digital stream)  |
| Origination  | Network   |
| Days/Times Program<br>Regularly Scheduled  | SA 08:00 AM   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience from   | 2 years to 4 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand. |

| Other<br>Matters (9 of<br>17)                   | Response                                  |
|---|---|
| Program Title                                   | The Backyardigans (second digital stream) |
| Origination                                     | Network                                   |
| Days/Times<br>Program<br>Regularly<br>Scheduled | SA 08:30 AM                               |

| otal times  | 13                 |  |  |
|-------------|--------------------|--|--|
| ired at     |                    |  |  |
| egularly    |                    |  |  |
| cheduled    |                    |  |  |
| me          |                    |  |  |
| ength of    | 30 mins            |  |  |
| Program     | 00 1111110         |  |  |
| Togram      |                    |  |  |
| ge of       | 2 years to 5 years |  |  |
| arget Child |                    |  |  |
| udience     |                    |  |  |
| om          |                    |  |  |

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

This educational program is targeted to pre-schoolers, featuring five high-spirited friends Uniqua, Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn through music and dance and develop "cognitive learning." The unique character's personalities also add to this program's appeal, children will easily relate. Uniqua is the curious and confident one, and sometimes is perceived as the tomboy. Pablo the penguin is most often the leader of the pack but has panic attacks when he encounters obstacles. Tyrone the moose is the laid back and cool and known for his ironic comments. Tasha the hippo is the serious one, likes to get her own way and isn't easy to fool. Austin is the timid kangaroo who starts to come out to his shell with help of his friends. This Each adventure begins in the backyard through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early-learning through the different music genre such as big band, reggae, western, polka, Motown and disco.

| Other Matters (10 of 17)   | Response   |
|--|--|
| Program Title  | Zigby (second digital stream)  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA 09:00 AM  |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience from  | 4 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is targeted to pre-schoolers, featuring Zigby, a curious and ingenious young zebra who teaches children the skills for creative problem solving, empathy and respect for others, personal responsibility, and how to work together to accomplish goals. Zigby and his two loyal friends, McMeer and Bertie, inspire children to engage in creative collaborative play, having fun but never without kindness, respect, compassion, empathy and understanding towards others. Although Zigby may accidently cause problems, admits his mistakes and works on problem-solving. Zigby knows that there are many different ways to look at a problem and shows that you need to consider a problem in a different perspective in order to reach a solution. |

# Other Matters (11 of 17) Response

| Program Title | Pinky Dinky Doo (second digital stream)   |
|---------------|---|
| Origination   | Network   |
| Days/Times    | SA 09:30 AM   |
| Program       |   |
| Regularly     |   |
| Scheduled     |   |
| Total times   | 13  |
| aired at      |   |
| regularly     |   |
| scheduled     |   |
| time          |   |
| Length of     | 30 mins   |
| Program       |   |
| Age of        | 2 years to 6 years  |
| Target Child  |   |
| Audience      |   |
| from          |   |
| Describe the  | This animated program has four educational goals: to celebrate the power of inventing imaginative stories,        |
| educational   | to introduce basic literary concepts, to help viewers develop listening and comprehension skills, and to          |
| and           | enrich vocabulary through storytelling. Pinky Dinky Doo, a 7-year-old girl, lives in the "great big city" with he |

educational and informational objective of the program and how it meets the definition of Core Programming.

This animated program has four educational goals: to celebrate the power of inventing imaginative stories, to introduce basic literary concepts, to help viewers develop listening and comprehension skills, and to enrich vocabulary through storytelling. Pinky Dinky Doo, a 7-year-old girl, lives in the "great big city" with her parents. When a problem arises, Pinky dances her way to a cardboard story box and uses a piece of chalk and her imagination to tell a story. During the made-up story, Pinky must "think big" at which point she comes up with an often clever and wacky solution to the problem. To encourage listening skills, Pinky then invites children to play games where they review details about the story. Children are helped to increase their vocabularies with each episode's "Great Big Fancy Word," which is featured several times during each episode.

| Other Matters (12 of 17)   | Response   |
|--|--|
| Program Title  | Dora the Explorer (second digital stream)  |
| Origination  | Network  |
| Days/Times Program<br>Regularly Scheduled  | SA 10:00 AM  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience from   | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dora the Explorer stars a 7-year old Latina girl and her friends who actively engage pre-schoolers in a play-along, computer-style adventure designed to spark interest in learning about the world around them. Dora teaches children how to observe situations and to employ problem solving skills such as stopping to think or asking for help when they encounter an obstacle, all the while increasing their vocabulary, math skills, music appreciation and physical coordination with strong cultural and literary references. |

| Other Matters (13 of 17) | Response                             |
|--------------------------|--------------------------------------|
| Program Title            | Go Diego Go! (second digital stream) |

| Origination   | Network  |
|---|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled   | SA 10:30 AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time   | 13   |
| Length of Program   | 30 mins  |
| Age of Target<br>Child<br>Audience from   | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core | Go, Diego, Go! stars another positive Latino host, Dora the Explorer's 8-year old cousin, Diego Marquez. Diego is an action-adventure hero who motivates children to learn about the natural world around them and teaches children about a specific animal, such as the sound it makes, how it moves, what habitat it needs, what it eats and its physical characteristics. In each episode, Diego rescues an animal in trouble, modeling the use of observation skills and scientific aides like computers, a field journal and cameras, as well as positive social skills such as empathy, a desire to help others and, especially, respect for the environment. Go Diego Go! incorporates play-along viewing, interaction with Diego, movement, singing, problem-solving and strong cultural references. |

Programming.

| Other Matters (14 of 17)   | Response  |
|--|---|
| Program Title  | Patrulla de Sapitos (third digital stream)  |
| Origination  | Network   |
| Days/Times<br>Program Regularly<br>Scheduled   | SU 08:00 AM   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target<br>Child Audience<br>from  | 7 years to 12 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A significant purpose and key educational objective of this half-hour program is to illustrate the importance of discovering oneself and friendship. Eight toadlets who miss the migration to Toad Hollow, a peaceful and protected haven for toads, are lost and stranded in an unknown world, where they have to survive and confront their problems as a team. Through their amazing quest, the toad patrol teach young children many lessons about friendship, trust, caring and sharing, empathy, caution, determination, self-esteem, responsibility, selflessness, sacrifice and respect for others. |

| Other         |  |
|---------------|--|
| Matters (15   |  |
| of 17)        | Response   |
|               |  |
| Program Title | Toonturama Presenta: La Vida Animal (third digital stream) |

| Origination                                     | Network             |
|---|---------------------|
| Days/Times<br>Program<br>Regularly<br>Scheduled | SU 08:30 AM         |
| Total times aired at regularly scheduled time   | 13                  |
| Length of<br>Program                            | 30 mins             |
| Age of<br>Target Child<br>Audience<br>from      | 7 years to 12 years |

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

A significant purpose and key educational objective of this program is to present animals, birds, and insects in their natural environments in order to engage the curiosity and developing intelligence of boys and girls. There is a special emphasis on nature, science, the adaptation and survival of species, and the role of species in human planetary welfare. Each episode examines topics of geography, ecology, and the ways in which non-humans, animals, birds, and insects adjust to the complexities of their specific habitats in the various continents and oceans that make up our planet. Using original footage, music, and humor, this series presents information about where animals live, how they build their unique dwellings, the tools they use for foraging, the migrations of animals due to climatic changes, and how they care for and protect their offspring. The main purpose of the series is to educate and inform young children about a variety of species and about how animals and humans are interdependent.

| Other Matters (16 of 17)  | Response  |
|---|---|
| Program Title   | Plaza Sesamo (third digital stream)   |
| Origination   | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | SA & SU, 09:00 AM & 09:30 AM  |
| Total times aired at regularly scheduled time   | 52  |
| Length of<br>Program  | 30 mins   |
| Age of Target<br>Child Audience<br>from   | 2 years to 7 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core | A significant purpose and key educational objective of this half-hour program is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction. |

| Other Matters (17 of |          |
|----------------------|----------|
| 17)                  | Response |

Programming.

| Program Title  | Reino Animal (third digital stream)   |
|--|---|
| Origination  | Network   |
| Days/Times Program<br>Regularly Scheduled  | SU 10:00 AM & 10:30 AM  |
| Total times aired at regularly scheduled time  | 26  |
| Length of Program  | 30 mins   |
| Age of Target Child<br>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. | This half-hour program educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time. |

#### 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 the Authorization(s) specified above.

KUVI License Partnership G.P. **Attachments** 

No Attachments.