



(REFERENCE COPY - Not for submission)

## Children's Television Programming Report

FRN: **0001587609** | File Number: **CPR-125243** | Submit Date: **10/10/2011** | Call Sign: **WLWT** | Facility ID: **46979** | City: **CINCINNATI** | State: **OH**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **10/10/2011** | Filing Status: **Active**

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Report reflects information for : **Third 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
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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
	Nielsen DMA	Cincinnati
	Web Home Page Address	www.wlwt.com

**Digital Core  
Programming**

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	3.0
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:	6.0
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(19)**

Digital Core Program (1 of 19)	Response
Program Title	Green Screen Adventures (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/8:00am
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (2 of 19)</b>	<b>Response</b>
Program Title	Green Screen Adventures (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/8:30am

Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, dem</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (3 of 19)</b>	<b>Response</b>
Program Title	Green Screen Adventures (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/9:00am
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (4 of 19)</b>	<b>Response</b>
Program Title	Green Screen Adventures (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/9:30am

Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (5 of 19)</b>	<b>Response</b>
Program Title	Green Screen Adventures (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/10:00am
Total times aired at regularly scheduled time	13
Total times aired	9
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (6 of 19)</b>	<b>Response</b>
Program Title	Green Screen Adventures (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/10:30am

Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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**Digital Core Program (7 of 19) Response**

Program Title	Turbo Dogs (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/11:00am
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on award-winning author-illustrator Bobas picture book, Racer Dogs, Turbo Dogs brings the unique world of Racerville to life via innovative 3-D animation and high-octane story lines. Dash, Mags, GT, Strut, Stinkbert and Clutch make up the fastest group of dogs in Racerville, and will take kids on an accelerated adventure filled with comedic high jinks, and fast racing action. Kids are sure to get caught up in the story lines and non-stop fun but with the emphasis on friendship, fair play, and teamwork, they will also zoom away with some valuable rules of the road. This program aired on our primary channel only.
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	Turbo Dogs (Primary Digital Channel)
List date and time rescheduled	7/2/2011 8:00am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-07-02
Episode #	7/2/2011 #TDO124
Reason for Preemption	Sports

Digital Core Program (8 of 19)	Response
Program Title	Sheldon (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/11:30am
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Sheldon is a lighthearted series that aims to entertain while educating children about marine life. Set in the world of seashells, the show also informs kids on what they can do to help make the world a better and greener place. The series focuses on environmental themes. This program aired on our primary channel only.
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	Sheldon (Primary Digital Channel)
List date and time rescheduled	7/2/2011 8:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-07-02
Episode #	7/2/2011 #SHL003
Reason for Preemption	Sports

Digital Core Program (9 of 19)	Response
Program Title	The Magic School Bus (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/12:00pm
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Magic School Bus is based on a series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line. This program aired on our primary channel only.
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 Magic School Bus (Primary Digital Channel)
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	2011-07-02
Episode #	7/2/2011 #not provided
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	The Magic School Bus (Primary Digital Channel)
List date and time rescheduled	9/17/2011 9:00am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-09-17
Episode #	9/17/2011 #not provided
Reason for Preemption	Sports

Digital Core Program (10 of 19)		Response
Program Title		Babar (Primary Digital Channel)
Origination		Network
Days/Times Program Regularly Scheduled		Saturday/12:30pm
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the books by Laurent de Brunhoff, Babar is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the program develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, or one of his friends or family members. This program aired on our primary channel only.
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	Babar (Primary Digital Channel)
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	2011-07-02
Episode #	7/2/2011 #not provided
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Babar (Primary Digital Channel)
List date and time rescheduled	9/17/2011 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-09-17
Episode #	9/17/2011 #BAR210
Reason for Preemption	Sports

Digital Core Program (11 of 19)	Response
Program Title	Teen Kids News (Primary Digital Channel)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday/1:00pm

Total times aired at regularly scheduled time	10
Total times aired	12
Number of Preemptions	3
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A newscast designed specifically for teenagers, "Teen Kids News" includes news, information, and current events delivered in a way to educate and inform young viewers. This program aired on our primary channel only.
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	Teen Kids News (Primary Digital Channel)
List date and time rescheduled	9/18/2011 12:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-09-17
Episode #	9/17/2011 #901
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Teen Kids News (Primary Digital Channel)
List date and time rescheduled	7/31/2011 12:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-07-30
Episode #	7/30/2011 #846
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
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Title of Program	Teen Kids News (Primary Digital Channel)
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	2011-07-02
Episode #	7/2/2011 #842
Reason for Preemption	Sports

<b>Digital Core Program (12 of 19)</b>		<b>Response</b>
Program Title	Green Screen Adventures (Digital Multicast Channel)	
Origination	Network	
Days/Times Program Regularly Scheduled	Sunday/8:00am	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	7 years to 13 years	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (13 of 19)</b>	<b>Response</b>
Program Title	Green Screen Adventures (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/8:30am

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (14 of 19)</b>	<b>Response</b>
Program Title	Green Screen Adventures (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/9:00am
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	7 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (15 of 19)</b>	<b>Response</b>
Program Title	Green Screen Adventures (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/9:30am

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (16 of 19)</b>	<b>Response</b>
Program Title	Green Screen Adventures (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/10:00am
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	7 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (17 of 19)</b>	<b>Response</b>
Program Title	Green Screen Adventures (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/10:30am

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy.</p> <p><b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation.</p> <p><b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing.</p> <p><b>POET TREE</b> features haiku and other forms of poetry.</p> <p><b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling.</p> <p><b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (18 of 19)</b>	<b>Response</b>
Program Title	Willa's Wild Life (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/11:00am
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	What kid hasn't brought home a stray dog, baby bird or a firefly in a jar? Willa, that's who. So far, this 9-year-old critter collector has adopted a giraffe, a couple of elephants, an alligator and so many other exotic animals, there's barely room in Willa's room for Willa! When there's a Willa there is a way! From the Creator of Oswald, Willa's Wild Life is an enchanting series about a little girl's unique home life that is sure to keep you in stitches and warm your heart. Willa's Wild Life follows the adventures of Willa, an unforgettable little girl who, like a young Lucy in I Love Lucy, finds herself in comic predicaments that only seem to escalate as she fumbles through solutions. But thanks to her loving and patient father, and her entire extended family of personality rich zoo animals, Willa manages to overcome her obstacles, learn a little something, and have a great time along the way. This program aired on our primary channel only.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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### Digital Preemption Programs #1

Questions	Response
Title of Program	Willa's Wild Life (Primary Digital Channel)
List date and time rescheduled	7/10/2011 12:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-07-03
Episode #	7/3/2011 #WIL013
Reason for Preemption	Sports

Digital Core Program (19 of 19)	Response
Program Title	Pearlie (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/11:30am
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Pearlie is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. This program aired on our primary channel only.
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	Pearlie (Primary Digital Channel)
List date and time rescheduled	7/10/2011 12:30pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-07-03
Episode #	7/3/2011 #PEA106
Reason for Preemption	Sports

**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	David D. Rosch
Address	1700 Young Street
City	Cincinnati
State	OH
Zip	45202
Telephone Number	513-412-5640
Email Address	drosch@hearst.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.	WLWT-TV airs only Ad Council PSAs during our local commercial time within our core children's programming. These PSAs address children's issues and are targeted at children and parents.

**Other Matters (8)**

<b>Other Matters (1 of 8)</b>	<b>Response</b>
Program Title	Turbo Dogs
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/11:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on award-winning author-illustrator Bobas picture book, Racer Dogs, Turbo Dogs brings the unique world of Racerville to life via innovative 3-D animation and high-octane story lines. Dash, Mags, GT, Strut, Stinkbert and Clutch make up the fastest group of dogs in Racerville, and will take kids on an accelerated adventure filled with comedic high jinks and fast racing action. Kids are sure to get caught up in the story lines and non-stop fun but with the emphasis on friendship, fair play, and teamwork, they will also zoom away with some valuable rules of the road. This program will air on our primary channel only.

<b>Other Matters (2 of 8)</b>	<b>Response</b>
Program Title	Shelldon
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/11:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Shelldon is a lighthearted series that aims to entertain while educating children about marine life. Set in the world of seashells, the show also informs kids on what they can do to help make the world a better and greener place. The series focuses on environmental themes. This program will air on our primary channel only.

<b>Other Matters (3 of 8)</b>	<b>Response</b>
Program Title	The Magic School Bus
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/12:00pm

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Magic School Bus is based on a series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line. This program will air on our primary channel only.

**Other Matters (4 of 8)**

**Response**

Program Title	Babar
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/12:30pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the books by Laurent de Brunhoff, Babar is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the program develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar or one of his friends or family members. This program will air on our primary channel only.

**Other Matters (5 of 8)**

**Response**

Program Title	Teen Kids News
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday/1:00pm

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.	A newscast designed specifically for teenagers, "Teen Kids News" includes news, information, and current events delivered in a way to educate and inform young viewers. This program will air on our primary channel only.

**Other Matters (6 of 8)**

**Response**

Program Title Willa's Wild Life

Origination Network

Days/Times Sunday/11:00am  
Program Regularly Scheduled

Total times aired at regularly scheduled time 13

Length of Program 30 mins

Age of Target Child Audience from 6 years to 10 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. What kid hasn't brought home a stray dog, baby bird or a firefly in a jar? Willa, that's who. So far, this 9-year-old critter collector has adopted a giraffe, a couple of elephants, an alligator and so many other exotic animals, there's barely room in Willa's room for Willa! When there's a Willa there is a way! From the Creator of Oswald, Willa's Wild Life is an enchanting series about a little girl's unique home life that is sure to keep you in stitches and warm your heart. Willa's Wild Life follows the adventures of Willa, an unforgettable little girl who, like a young Lucy in I Love Lucy, finds herself in comic predicaments that only seem to escalate as she fumbles through solutions. But thanks to her loving and patient father, and her entire extended family of personality rich zoo animals, Willa manages to overcome her obstacles, learn a little something, and have a great time along the way. This program will air on our primary channel only.

**Other Matters (7 of 8)**

**Response**

Program Title Pearlie

Origination Network

Days/Times Sunday/11:30am  
Program Regularly Scheduled

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Pearlie is an animated comedy series based on the children's book series Pearlle the Park Fairy by Wendy Harmer. Pearlle is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year old range, Pearlle focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlle was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlle's nemesis and cousin Saphira often takes advantage of Pearlle's good nature which requires that Pearlle must also frequently outwit the park bully. In each episode, we see Pearlle approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. This program will air on our primary channel only.

<b>Other Matters (8 of 8)</b>	<b>Response</b>
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Various/See Below
Total times aired at regularly scheduled time	100
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years

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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p><b>EDUCATIONAL MISSION</b> To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.</p> <p><b>ACADEMICS - WRITING SKILLS</b> The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.</p> <p><b>BRAIN GAMES</b> incorporate research papers and factual reports with an emphasis on organization and accuracy. <b>STORY THEATER</b> brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialog, and punctuation. <b>PUPILS' COURT</b> analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. <b>POET TREE</b> features haiku and other forms of poetry. <b>FOOD FOLKS</b> incorporates handmade puppets to provide yet another creative approach to storytelling. <b>BEYOND WORDS</b> highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country.</p> <p><b>SOCIO-EMOTIONAL GROWTH</b> Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the young viewers, demo</p>
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**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>Ohio /Oklahoma Hearst Television Inc.</b></p>

## Attachments

No Attachments.