



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0019509470** | File Number: **CPR-146813** | Submit Date: **10/22/2013** | Call Sign: **WTVJ** | Facility ID: **63154** | City:  
**MIAMI** | State: **FL**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**10/22/2013** | Filing Status: **Active**

Report reflects information for : Third Quarter of 2013

General Information

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

**Applicant  
Information**

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

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

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    | NBC                  |
|              | Nielsen DMA           | Miami-Ft. Lauderdale |
|              | Web Home Page Address | www.nbc6.nbc.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:  | 4.0      |
| Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?  | Yes      |
| Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams? | Yes      |

Digital Core  
Programs(16)

| Digital Core<br>Program (1<br>of 16)   | Response   |
|--|--|
| Program Title  | The Chica Show   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA 10:00AM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 12   |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 1  |
| 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   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Chica is a five-year-old chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out by Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits int he window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure - a fantasy transformation to animation - where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Questions  | Response        |
|--|-----------------|
| Title of Program   | The Chica Show  |
| List date and time rescheduled   | 7/6/13 1:00PM   |
| Is the rescheduled date the second home?   | No              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   | 2013-07-06      |
| Episode #  | 7/6/13 ETCS111H |
| Reason for Preemption  | Sports          |

| Digital Core<br>Program (2<br>of 16)                           | Response           |
|--|--------------------|
| Program Title  | Pajanimals         |
| Origination  | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | SA 10:30AM         |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 12                 |
| Total times<br>aired   | 13                 |
| Number of<br>Preemptions                                       | 1                  |
| 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                             | 2 years to 5 years |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show up their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

### Digital Preemption Programs #1

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Pajanimals      |
| List date and time rescheduled   | 7/6/13 1:30PM   |
| Is the rescheduled date the second home?   | No              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   | 2013-07-06      |
| Episode #  | 7/6/13 EPAJ101H |
| Reason for Preemption  | Sports          |

| Digital Core Program (3 of 16)                | Response    |
|---|-------------|
| Program Title                                 | Justin Time |
| Origination                                   | Network     |
| Days/Times Program Regularly Scheduled        | SA 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   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

Digital Preemption Programs #1

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Justin Time     |
| List date and time rescheduled   | 7/20/13 1:00PM  |
| Is the rescheduled date the second home?   | No              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   | 2013-07-06      |
| Episode #  | 7/6/13 EJTM106H |
| Reason for Preemption  | Sports          |

| Digital Core Program (4 of 16) | Response    |
|--------------------------------|-------------|
| Program Title                  | Tree Fu Tom |
| Origination                    | Network     |



|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA 11:30AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Total times<br>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   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Tree Fu Tom is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movement to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the animated version of his woods. While in the Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying on teamwork in order to accomplish a goal. |
| 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 (5<br>of 16) | Response  |
|--------------------------------------|-----------|
| Program Title                        | Lazy Town |
| Origination                          | Network   |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA 12:00PM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 10  |
| Total times<br>aired   | 13  |
| Number of<br>Preemptions   | 3   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  | 3   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Lazy Town promoted fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from him home in a spaceship that overs over earth, prepared to answer to any call for help. The ever-resent theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

#### Digital Preemption Programs #1

| Questions  | Response       |
|--|----------------|
| Title of Program   | Lazy Town      |
| List date and time rescheduled   | 7/13/13 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        | 2013-07-13       |
| Episode #             | 7/13/13 ELZT111H |
| Reason for Preemption | Sports           |

**Digital Preemption Programs #2**

| Questions  | Response         |
|--|------------------|
| Title of Program   | Lazy Town        |
| List date and time rescheduled   | 9/21/13 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   | 2013-09-21       |
| Episode #  | 9/21/13 ELZT108H |
| Reason for Preemption  | Sports           |

**Digital Preemption Programs #3**

| Questions  | Response         |
|--|------------------|
| Title of Program   | Lazy Town        |
| List date and time rescheduled   | 8/17/13 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   | 2013-08-17       |
| Episode #  | 8/17/13 ELZT123H |
| Reason for Preemption  | Sports           |

| Digital Core Program (6 of 16)                |  | Response          |
|---|--|-------------------|
| Program Title                                 |  | Noodle and Doodle |
| Origination                                   |  | Network           |
| Days/Times Program Regularly Scheduled        |  | SA 12:30PM        |
| Total times aired at regularly scheduled time |  | 6                 |
| Total times aired                             |  | 13                |
| Number of Preemptions                         |  | 7                 |

|  |   |
|--|---|
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 7   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Noodle and Doodle is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an ever-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

#### Digital Preemption Programs #1

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 8/17/13 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   | 2013-08-17        |
| Episode #  | 8/17/13 ENAD101H  |
| Reason for Preemption  | Sports            |

#### Digital Preemption Programs #2

| Questions                                | Response          |
|--|-------------------|
| Title of Program                         | Noodle and Doodle |
| List date and time rescheduled           | 7/13/13 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   | 2013-07-13       |
| Episode #  | 7/13/13 ENAD111H |
| Reason for Preemption  | Sports           |

### Digital Preemption Programs #3

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 9/21/13 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   | 2013-09-21        |
| Episode #  | 9/21/13 ENAD104H  |
| Reason for Preemption  | Sports            |

### Digital Preemption Programs #4

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 9/28/13 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   | 2013-09-28        |
| Episode #  | 9/28/13 ENAD102H  |
| Reason for Preemption  | Sports            |

### Digital Preemption Programs #5

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 8/24/13 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   | 2013-08-24        |
| Episode #  | 8/24/13 ENAD112H  |
| Reason for Preemption  | Sports            |

### Digital Preemption Programs #6

| Questions                      | Response          |
|--------------------------------|-------------------|
| Title of Program               | Noodle and Doodle |
| List date and time rescheduled | 8/31/13 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   | 2013-08-31       |
| Episode #  | 8/31/13 ENAD110H |
| Reason for Preemption  | Sports           |

**Digital Preemption Programs #7**

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 9/14/13 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   | 2013-09-14        |
| Episode #  | 9/14/13 ENAD106H  |
| Reason for Preemption  | Sports            |

| Digital Core Program (7 of 16)   |  | Response   |
|--|--|--|
| Program Title  |  | Aqua Kids Advnetures II (6.2 Cozi TV)  |
| Origination  |  | Network  |
| Days/Times Program Regularly Scheduled   |  | SA 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   |  | 8 years to 12 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. |  | Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              |  | Yes  |

| Digital Core Program (8 of 16)   |   | Response |
|--|---|----------|
| Program Title  | Ariel & Zoey & Zli, Too (6.2 Cozi TV)   |          |
| Origination  | Network   |          |
| Days/Times Program Regularly Scheduled   | SA 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   | 13 years to 16 years  |          |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Ariel and Zoey and Eli, Too introduces children to people who have accomplished great things and have a positive message. Twins Ariel and Zoey sing for crowds of adoring fans and Eli makes them laugh. AZE2's central theme is to empower children to accomplish their goals and their dreams. There is always a focus on important life lessons treating others with respect and kindness. Music, art, and history is the theme as musicians, artists and others at the top of their field share their life lessons with the audience. |          |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |          |

| Digital Core Program (9 of 16)                     |                                       | Response |
|--|---------------------------------------|----------|
| Program Title                                      | Aqua Kids Adventures II (6.2 Cozi TV) |          |
| Origination  | Network                               |          |
| Days/Times Program Regularly Scheduled             | SA 11:00AM                            |          |
| 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   | 8 years to 12 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (10 of 16)  | Response  |
|--|---|
| Program Title  | Ariel and Zoey & Eli Too (6.2 Cozi TV)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA 11:30AM  |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Ariel and Zoey and Eli, Too introduces children to people who have accomplished great things and have a positive message. Twins Ariel and Zoey sing for crowds of adoring fans and Eli makes them laugh. AZE2's central theme is to empower children to accomplish their goals and their dreams. There is always a focus on important life lessons treating others with respect and kindness. Music, art, and history is the theme as musicians, artists and others at the top of their field share their life lessons with the audience. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |



| Digital Core Program (11 of 16)  | Response   |
|--|--|
| Program Title  | Dog & Cat Training (6.2 Cozi TV)   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SU 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   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The motto of the series Dog and Cat Training with Joel Silverman says it all - Bond with your heart, train with your brain. This series demonstrates learning a new skill by listening, watching, and following through geared towards ages 13-16 by using animals as a teaching tool, some skills demonstrated can be used in dealing with common life issues as well. Issues that arise through training an animal are to encourage patience and discipline. Responsibility of caring for an animal instills compassion and concern. It is also a listening exercise to comprehend information. Ultimately, the child will gain an education through the art of training an animal which in turn can lead to more confidence, a sense of accomplishment and well-being. The series leads them to use the new skill as an opener to form new relationships and use their communication ability. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (12 of 16)  | Response  |
|--|---|
| Program Title  | AM Beta Records (6.2 Cozi TV)   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SU 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   | 2 years to 3 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Beta Records TV is a teen-focused music interview program in which hosts interview up-and-coming musical artists. The artists talk about their inspirations life choices while emphasizing the importance of music education and education generally. Through these interviews, the hosts and guests try to communicate a grounded balance of priorities and the value of commitment, cooperation and perseverance that teens can apply in their own lives. The program also makes teens aware of past and present music history. By focusing on younger musical artists, the program captures the attention of teens while using the interview format as an effective way to elicit life lessons from the artists that are useful to the teen audience. (Showplace TV Syndication) |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (13 of 16) | Response                           |
|---------------------------------|------------------------------------|
| Program Title                   | Poko (6.2 Cozi TV)(7/6/13-9/22/13) |
| Origination                     | Network                            |

|  |  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SU 11:00AM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 12   |
| Total times<br>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   | 2 years to 3 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The Gemini award-winning children's series POKO is shot in fluid, beautiful spot-motion animation. The series stars Poko, a fun-loving little guy who is busy discovering the world around him. Together with his dob Minus and his favorite stuffed monkey, Mr. Murphy, Poko has great adventures...all around the house. POKO has a unique, comedy-filled focus on emotional intelligence - the ability to understand and manage often overwhelming emotions - so important for early childhood development. With a light-hearted, comic touch, POKO highlights the coping skills and attitudes that will help prepare young viewers for first steps and first friendships. Each season, the series introduces an expanding cast of characters, including Bibi and her magic sticker book, her cat, Cranberry, and a growing world of changes, challenges and chuckles for Poko and his beloved pals. POKO is the creation of a team of writers, educators, broadcasters and moms and dads who see the need in today's television landscape for a series aimed at the earliest audience that promotes emotional intelligence and, most importantly, leaves 'em laughing. |
| 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<br>of 16) | Response                           |
|---------------------------------------|------------------------------------|
| Program Title                         | Poko (6.2 Cozi TV)(7/6/13-9/22/13) |
| Origination                           | Network                            |

|  |  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SU 11:30AM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 12   |
| Total times<br>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   | 2 years to 3 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The Gemini award-winning children's series POKO is shot in fluid, beautiful spot-motion animation. The series stars Poko, a fun-loving little guy who is busy discovering the world around him. Together with his dob Minus and his favorite stuffed monkey, Mr. Murphy, Poko has great adventures...all around the house. POKO has a unique, comedy-filled focus on emotional intelligence - the ability to understand and manage often overwhelming emotions - so important for early childhood development. With a light-hearted, comic touch, POKO highlights the coping skills and attitudes that will help prepare young viewers for first steps and first friendships. Each season, the series introduces an expanding cast of characters, including Bibi and her magic sticker book, her cat, Cranberry, and a growing world of changes, challenges and chuckles for Poko and his beloved pals. POKO is the creation of a team of writers, educators, broadcasters and moms and dads who see the need in today's television landscape for a series aimed at the earliest audience that promotes emotional intelligence and, most importantly, leaves 'em laughing. |
| 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 (15<br>of 16) | Response                |
|---------------------------------------|-------------------------|
| Program Title                         | Artzooka! (6.2 Cozi TV) |
| Origination                           | Network                 |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SU 11:00AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 1   |
| Total times<br>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 10 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Artzooka! is a live action arts and crafts show encouraging creativity in children ages 7-10. The host, Jeremie, guides the audience step-by-step through a variety of projects that use recycled materials or tech gadgets found in most households. Each project typically includes an extension where Jeremie demonstrates a way that the simple craft can be individualized or enhanced to make a more interesting and advanced piece of art. Jeremie speaks directly to the audience, and the audience is frequently asked to guess what he is creating and also to send pictures to the show's website of the projects they create. Using the word "artzooka" as a verb, Jeremie models how the audience could envision how everyday materials can be reshaped and repurposed into art. There is typically a segment modeling this approach using everyday items from different environments; a classroom, a sewing bag, or from something shown in an animated short with the animated side-kick "Paper Bag". Overall, the show's theme of creativity and engagement is captured in it's tagline: "What will you Artzooka! today?" |
| 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 (16<br>of 16) | Response                       |
|---------------------------------------|--------------------------------|
| Program Title                         | Groundling Marsh (6.2 Cozi TV) |
| Origination                           | Network                        |

|  |  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SU 11:30AM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 1  |
| Total times<br>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   | 4 years to 8 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Groundling Marsh is a puppet-based show aimed at children ages 4 - 8. It is set in a magical swamp, featuring an ensemble cast of five characters; unique creatures called Groundlings, and a robot/computer named Stacks. Each episode contains a specific environmental issue in the marsh that the characters must address, with each Groundling approaching the problem in a unique way. The leader of the group is Eco, an ancient and wise woman who knows more than anyone about the ways of the world. Eco, provides guidance for all the groundlings, many times through moral lessons that focus on teamwork, compassion, honesty, caring, and always a reverence for the environment. Usually the character hearing the moral misinterprets or miscalculates how to manage the problem until the show comes to the final resolution, where the group has learned the lesson and reflects upon Eco's words. The Groundlings are rounded out by Maggie, the youngest and most exuberant; Galileo, the engineer type who built Stacks; Mud/Slinger, a creature with two dissimilar heads and two personalities, that considers itself an inventor; and a single antagonist, Hegdish, comes on the scene occasionally, and he is selfish, cynical and less concerned about the environment than the rest of the Groundlings. In the end, though the entire group understands you cannot give up conservation if you want to save Earth's environment. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/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  | Barbara Alfonso  |
| Address   | NBC 6, 15000 SW 27 Street  |
| City  | Miramar  |
| State   | FL   |
| Zip   | 33027  |
| Telephone Number  | 954-622-6852   |
| Email Address   | barbara.alfonso@nbcuni.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. | Due to the government shutdown the FCC's website was inaccessible, as a result the FCC extended the filing deadline to October 28, 2013. |

Other Matters (14)

| Other Matters (1 of 14)  | Response   |
|--|--|
| Program Title  | The Chica Show   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SA 10:00AM   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Chica is a five-year-old chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out by Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits int he window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure - a fantasy transformation to animation - where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |

| Other Matters (2 of 14)                       | Response           |
|---|--------------------|
| Program Title                                 | Pajanimals         |
| Origination                                   | Network            |
| Days/Times Program Regularly Scheduled        | SA 10:30AM         |
| Total times aired at regularly scheduled time | 13                 |
| Length of Program                             | 30 mins            |
| Age of Target Child Audience from             | 2 years to 5 years |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show up their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow. |
|--|--|

| Other Matters (3 of 14)  | Response  |
|--|---|
| Program Title  | Tree Fu Tom   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA 11:30AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Tree Fu Tom is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movement to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the animated version of his woods. While in the Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying on teamwork in order to accomplish a goal. |

| Other Matters (4 of 14)                | Response    |
|--|-------------|
| Program Title                          | Justin Time |
| Origination                            | Network     |
| Days/Times Program Regularly Scheduled | SA 11:00AM  |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination. |

| Other Matters (5 of 14)  | Response  |
|--|---|
| Program Title  | Lazy Town   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA 12:00PM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town promoted fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from him home in a spaceship that overs over earth, prepared to answer to any call for help. The ever-resent theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures. |

| Other Matters<br>(6 of 14)   | Response   |
|--|--|
| Program Title  | Make Way for Noddy   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA 12:30PM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience from  | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Make Way for Noddy is based on a recurring character int he Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Noddy is surrounded by a large cast of other toy characters some of whom are mentors, and a few others who are mischief makers in Toyland. In every episode of Noddy, there is a challenge experienced by Noddy or someone else in Toyland that lends itself to a humorous and lighthearted resolution. Whether it's Martha the monkey getting her undoing for her selfish ways, Mr. Wobblyman learning to play soccer with no legs, or Noddy trying to assemble a kite, the characters in Toyland work out their issues and live together in harmony. |

| Other<br>Matters (7 of 14)                                | Response                |
|---|-------------------------|
| Program Title   | Aqua Kids Advnetures II |
| Origination   | Network                 |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | SA 10:00AM              |
| 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                | 13 years to 16 years    |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Aqua Kids provides a unique vehicle for young people to learn about the diversity of marine animals around the world, emphasizing the importance of preserving fragile aquatic habitats and encouraging children to take an active role in protecting the future of their community and the world. The program provides a window into the management and preservation of unique habitats and species through the eyes of kids and their hands-on collaboration with science researchers and educators. The messages delivered by Aqua Kids are given by a creative and resourceful host, Molly McKinney, whose scientific background is evident in the show. The other young hosts, whose ages range from pre-teen to late teens, are equally entertaining and informative. The young viewers identify with these young hosts and imagine themselves in the role of the scientist and as someone who could have a positive impact on the environment. The format of young student scientists presenting information on location in a variety of aquatic settings is both entertaining and informative. (Showplace TV Syndication) |
|--|---|

| Other Matters (8 of 14)  | Response  |
|--|---|
| Program Title  | Ariel and Zoey & Eli, Too   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA 10:30AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Ariel & Zoey & Eli, Too (AZE2), a musical variety show that is driven by three siblings, empowers children to accomplish their goals and their dreams. AZE2 accomplishes this through interviewing people who excel in their profession and have a positive message for kids, introducing guests who perform different genres of music, and presenting musical performances by the cast members themselves. These cast musical performances show children they can write their own music and the importance of teamwork. Music on the show is produced by Emmy Award winner David Barrett. He and Brian Brill (another Emmy winner) ensure that the music is tailored for the young audience. All songs offer a positive message about life. Every episode begins with the song "Sweet Company which sends the positive message of friendship and ends with the singing of End of Another Day which encourages the viewer to stay optimistic about tomorrow. (Showplace TV Syndication) |

| Other Matters (9 of 14)                | Response                |
|--|-------------------------|
| Program Title                          | Aqua Kids Adventures II |
| Origination                            | Network                 |
| Days/Times Program Regularly Scheduled | SA 11:00AM              |

|  |   |
|--|---|
| 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. | Aqua Kids provides a unique vehicle for young people to learn about the diversity of marine animals around the world, emphasizing the importance of preserving fragile aquatic habitats and encouraging children to take an active role in protecting the future of their community and the world. The program provides a window into the management and preservation of unique habitats and species through the eyes of kids and their hands-on collaboration with science researchers and educators. The messages delivered by Aqua Kids are given by a creative and resourceful host, Molly McKinney, whose scientific background is evident in the show. The other young hosts, whose ages range from pre-teen to late teens, are equally entertaining and informative. The young viewers identify with these young hosts and imagine themselves in the role of the scientist and as someone who could have a positive impact on the environment. The format of young student scientists presenting information on location in a variety of aquatic settings is both entertaining and informative. (Showplace TV Syndication) |

| Other Matters (10 of 14)   | Response  |
|--|---|
| Program Title  | Ariel and Zoey & Eli, Too   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA 11:30AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Ariel & Zoey & Eli, Too (AZE2), a musical variety show that is driven by three siblings, empowers children to accomplish their goals and their dreams. AZE2 accomplishes this through interviewing people who excel in their profession and have a positive message for kids, introducing guests who perform different genres of music, and presenting musical performances by the cast members themselves. These cast musical performances show children they can write their own music and the importance of teamwork. Music on the show is produced by Emmy Award winner David Barrett. He and Brian Brill (another Emmy winner) ensure that the music is tailored for the young audience. All songs offer a positive message about life. Every episode begins with the song "Sweet Company which sends the positive message of friendship and ends with the singing of End of Another Day which encourages the viewer to stay optimistic about tomorrow. (Showplace TV Syndication) |

| Other Matters (11 of 14) | Response |
|--------------------------|----------|
|--------------------------|----------|

|  |  |
|--|--|
| Program Title  | Dog & Cat Training   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SU 10:00AM   |
| 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   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | <p>The motto of the series Dog and Cat Training with Joel Silverman says it all - Bond with your heart, train with your brain. This series demonstrates learning a new skill by listening, watching, and following through geared towards ages 13-16 by using animals as a teaching tool, some skills demonstrated can be used in dealing with common life issues as well. Issues that arise through training an animal are to encourage patience and discipline. Responsibility of caring for an animal instills compassion and concern. It is also a listening exercise to comprehend information. Ultimately, the child will gain an education through the art of training an animal which in turn can lead to more confidence, a sense of accomplishment and well-being. The series leads them to use the new skill as an opener to form new relationships and use their communication ability. (Showplace TV Syndication)</p> |

| Other Matters (12 of 14) | Response |
|--------------------------|----------|
|--------------------------|----------|

|  |                      |
|--|----------------------|
| Program Title  | Beta Records TV      |
| Origination  | Network              |
| Days/Times<br>Program<br>Regularly<br>Scheduled        | SU 10:30AM           |
| 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. | Beta Records TV is a teen-focused music interview program in which hosts interview up-and-coming musical artists. The artists talk about their inspirations life choices while emphasizing the importance of music education and education generally. Through these interviews, the hosts and guests try to communicate a grounded balance of priorities and the value of commitment, cooperation and perseverance that teens can apply in their own lives. The program also makes teens aware of past and present music history. By focusing on younger musical artists, the program captures the attention of teens while using the interview format as an effective way to elicit life lessons from the artists that are useful to the teen audience. (Showplace TV Syndication) |
|--|---|

| Other Matters (13 of 14)   | Response  |
|--|---|
| Program Title  | Artzooka! (6.2 Cozi)(9/29-UFN)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SU 11:00AM  |
| Total times aired at regularly scheduled time  | 1   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 7 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Artzooka! is a live action arts and crafts show encouraging creativity in children ages 7-10. The host, Jeremie, guides the audience step-by-step through a variety of projects that use recycled materials or tech gadgets found in most households. Each project typically includes an extension where Jeremie demonstrates a way that the simple craft can be individualized or enhanced to make a more interesting and advanced piece of art. Jeremie speaks directly to the audience, and the audience is frequently asked to guess what he is creating and also to send pictures to the show's website of the projects they create. Using the word "artzooka" as a verb, Jeremie models how the audience could envision how everyday materials can be reshaped and repurposed into art. There is typically a segment modeling this approach using everyday items from different environments; a classroom, a sewing bag, or from something shown in an animated short with the animated side-kick "Paper Bag". Overall, the show's theme of creativity and engagement is captured in it's tagline: "What will you Artzooka! today?" |

| Other Matters (14 of 14)               | Response                                |
|--|---|
| Program Title                          | Groundling Marsh(6.2 Cozi TV)(9/29-UFN) |
| Origination                            | Network                                 |
| Days/Times Program Regularly Scheduled | SU 11:30AM                              |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 1  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 4 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Groundling Marsh is a puppet-based show aimed at children ages 4 - 8. It is set in a magical swamp, featuring an ensemble cast of five characters; unique creatures called Groundlings, and a robot/computer named Stacks. Each episode contains a specific environmental issue in the marsh that the characters must address, with each Groundling approaching the problem in a unique way. The leader of the group is Eco, an ancient and wise woman who knows more than anyone about the ways of the world. Eco, provides guidance for all the groundlings, many times through moral lessons that focus on teamwork, compassion, honesty, caring, and always a reverence for the environment. Usually the character hearing the moral misinterprets or miscalculates how to manage the problem until the show comes to the final resolution, where the group has learned the lesson and reflects upon Eco's words. The Groundlings are rounded out by Maggie, the youngest and most exuberant; Galileo, the engineer type who built Stacks; Mud/Slinger, a creature with two dissimilar heads and two personalities, that considers itself an inventor; and a single antagonist, Hegdish, comes on the scene occasionally, and he is selfish, cynical and less concerned about the environment than the rest of the Groundlings. In the end, though the entire group understands you cannot give up conservation if you want to save Earth's environment. |

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>NBC<br/>Telemundo<br/>License<br/>LLC</b></p> |

**Attachments**

No Attachments.