



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0001587609** | File Number: **CPR-135629** | Submit Date: **10/10/2012** | Call Sign: **WLWT** | Facility ID: **46979** | City: **CINCINNATI** | State: **OH**
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **10/10/2012** | Filing Status: **Active**

Report reflects information for : Third Quarter of 2012

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(21)

Digital Core Program (1 of 21)	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>EDUCATIONAL MISSION 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 theatre. 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. ACADEMICS - WRITING SKILLS 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. BRAIN GAMES incorporate research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE 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, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS 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. SOCIO-EMOTIONAL GROWTH Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions t</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 21)	Response
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>EDUCATIONAL MISSION 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 theatre. 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. ACADEMICS - WRITING SKILLS 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. BRAIN GAMES incorporate research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE 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, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS 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. SOCIO-EMOTIONAL GROWTH Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions t</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (3 of 21)	Response
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>EDUCATIONAL MISSION 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 theatre. 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. ACADEMICS - WRITING SKILLS 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. BRAIN GAMES incorporate research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE 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, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS 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. SOCIO-EMOTIONAL GROWTH Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions t</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 21)	Response
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>EDUCATIONAL MISSION 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 theatre. 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. ACADEMICS - WRITING SKILLS 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. BRAIN GAMES incorporate research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE 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, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS 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. SOCIO-EMOTIONAL GROWTH Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions t</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (5 of 21)	Response
Program Title	Mad About (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/10:00am
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	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In accordance with the 1990 Children's Television Act (CTA) intended to increase the amount of educational and informational programming for children on television, M@dAbout...clearly meets the goals of providing children and young teens with a television show that meets CORE requirements of the FCC as follows: I. M@dAbout... provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. M@dAbout... explores being "green" and understanding how our actions impact the world. The M@dAbout... team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. II. M@dAbout... uses the technique of sketch comedy, music videos, animation and kid on the street interviews to teach, entertain and inspire teens to make quality life decisions. The diverse and dynamic cast of young people who make up the M@dAbout... cast combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills. III. The M@dAbout... website that can be easily accessed by parents and educators providing a clear description of the program and types of topics covered. It will also provide a listing of the days and times shows are aired on broadcasting stations through the USA. Advanced notice of programming will also be available to parents and consumers by the website. This program aired on our multicast program stream only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 21)	Response
Program Title	Mad About (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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In accordance with the 1990 Children's Television Act (CTA) intended to increase the amount of educational and informational programming for children on television, M@dAbout...clearly meets the goals of providing children and young teens with a television show that meets CORE requirements of the FCC as follows: I. M@dAbout... provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. M@dAbout... explores being "green" and understanding how our actions impact the world. The M@dAbout... team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. II. M@dAbout... uses the technique of sketch comedy, music videos, animation and kid on the street interviews to teach, entertain and inspire teens to make quality life decisions. The diverse and dynamic cast of young people who make up the M@dAbout... cast combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills. III. The M@dAbout... website that can be easily accessed by parents and educators providing a clear description of the program and types of topics covered. It will also provide a listing of the days and times shows are aired on broadcasting stations through the USA. Advanced notice of programming will also be available to parents and consumers by the website. This program aired on our multicast program stream only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 21)	Response
Program Title	Noodle & Doodle (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/11:00am
Total times aired at regularly scheduled time	8
Total times aired	11
Number of Preemptions	5
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3

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 every-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. This program aired on our main program stream 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	Noodle & Doodle (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	2012-07-28
Episode #	7/28/2012 #NAD104
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Noodle & Doodle (Primary Digital Channel)
List date and time rescheduled	8/11/2012 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	2012-08-11
Episode #	8/11/2012 #NAD106

Reason for Preemption	Other
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Digital Preemption Programs #3

Questions	Response
Title of Program	Noodle & Doodle (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	2012-07-07
Episode #	7/7/2012 #NAD101
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	Noodle & Doodle (Primary Digital Channel)
List date and time rescheduled	8/29/2012 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	2012-08-29
Episode #	8/29/2012 #NAD113
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Noodle & Doodle (Primary Digital Channel)
List date and time rescheduled	8/4/2012 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	2012-08-04
Episode #	8/4/2012 #NAD105
Reason for Preemption	Sports

Digital Core Program (8 of 21)

	Response
Program Title	Pajanimals (Primary Digital Channel)
Origination	Network

Days/Times Program Regularly Scheduled	Saturday/11:30am
Total times aired at regularly scheduled time	8
Total times aired	11
Number of Preemptions	5
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Pajanimals are a group of four preschool aged puppets who live together in house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show us their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow. This program aired on our main program stream 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	Pajanimals (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	2012-07-07
Episode #	7/7/2012 #PAJ101
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Pajanimals (Primary Digital Channel)
List date and time rescheduled	8/4/2012 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	2012-08-04
Episode #	8/4/2012 #PAJ105
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Pajanimals (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	2012-07-28
Episode #	7/28/2012 #PAJ104
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	Pajanimals (Primary Digital Channel)
List date and time rescheduled	8/11/2012 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	2012-08-11
Episode #	8/11/2012 #PAJ106
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Pajanimals (Primary Digital Channel)
List date and time rescheduled	9/29/2012 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	2012-09-29
Episode #	9/29/2012 #PAJ113
Reason for Preemption	Sports

Digital Core Program (9 of 21)	
	Response
Program Title	Poppy Cat (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/12:00pm
Total times aired at regularly scheduled time	8
Total times aired	9
Number of Preemptions	5
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
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.	Poppy Cat is based on the book series by Lara Jones and uses embedded lessons on imagination and storytelling to encourage creating thinking for preschool children. In each story the narrator, Lara reads a story about Poppy Cat, to her own cat named Poppy. She makes up a story that will be exciting and just follows her imagination to distant lands reached by boat, plane or train. Poppy Cat is the leader of his group of animal friends, and the story always features an underlying message about being nice to yet ignoring the antics of the resident bully, a badger named Egbert. The lesson is always to think creatively and exercise your mind through reading and storytelling because it will always lead to enjoyment and adventure. This program aired on our main program stream 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	Poppy Cat (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	2012-09-29
Episode #	9/29/2012 #PCT113
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Poppy Cat (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	2012-07-28
Episode #	7/28/2012 #PCT104
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Poppy Cat (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	2012-08-04
Episode #	8/4/2012 #PCT104
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
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Title of Program	Poppy Cat (Primary Digital Channel)
List date and time rescheduled	9/8/2012 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	2012-09-08
Episode #	9/8/2012 #PCT109
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Poppy Cat (Primary Digital Channel)
List date and time rescheduled	8/11/2012 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	2012-08-11
Episode #	8/11/2012 #PCT105
Reason for Preemption	Sports

Digital Core Program (10 of 21)	Response
Program Title	Justin Time (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/12:30pm
Total times aired at regularly scheduled time	5
Total times aired	9
Number of Preemptions	5
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
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 and little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination. The program aired on our main program stream 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	Justin Time (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	2012-08-04
Episode #	8/4/2012 #JTM105
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Justin Time (Primary Digital Channel)
List date and time rescheduled	8/11/2012 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	2012-08-11
Episode #	8/11/2012 #JTM105
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Justin Time (Primary Digital Channel)

List date and time rescheduled	9/8/2012 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	2012-09-08
Episode #	9/8/2012 #JTM109
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	Justin Time (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	2012-09-29
Episode #	9/29/2012 #JTM113
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Justin Time (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	2012-07-28
Episode #	7/28/2012 #JTM104
Reason for Preemption	Sports

Digital Core Program (11 of 21)	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	6
Total times aired	7
Number of Preemptions	7
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1

Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	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 main program stream 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	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	2012-07-28
Episode #	7/28/2012 #946
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
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	2012-08-18
Episode #	8/18/2012 #949
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
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	2012-07-14

Episode #	7/14/2012 #944
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
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	2012-08-11
Episode #	8/11/2012 #948
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
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	2012-08-04
Episode #	8/4/2012 #947
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
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	2012-09-29
Episode #	9/29/2012 #1003
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
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Title of Program	Teen Kids News (Primary Digital Channel)
List date and time rescheduled	9/9/2012 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	2012-09-08
Episode #	9/8/2012 #952
Reason for Preemption	Sports

Digital Core Program (12 of 21)		Response
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	14	
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>EDUCATIONAL MISSION 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 theatre. 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. ACADEMICS - WRITING SKILLS 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. BRAIN GAMES incorporate research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE 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, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS 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. SOCIO-EMOTIONAL GROWTH Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions t</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 21)	Response
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	14
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>EDUCATIONAL MISSION 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 theatre. 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. ACADEMICS - WRITING SKILLS 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. BRAIN GAMES incorporate research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE 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, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS 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. SOCIO-EMOTIONAL GROWTH Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions t</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (14 of 21)	Response
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	14
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>EDUCATIONAL MISSION 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 theatre. 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. ACADEMICS - WRITING SKILLS 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. BRAIN GAMES incorporate research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE 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, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS 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. SOCIO-EMOTIONAL GROWTH Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions t</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 21)	Response
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	14
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>EDUCATIONAL MISSION 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 theatre. 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. ACADEMICS - WRITING SKILLS 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. BRAIN GAMES incorporate research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE 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, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS 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. SOCIO-EMOTIONAL GROWTH Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions t</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (16 of 21)	Response
Program Title	Edgemont (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/10:00am
Total times aired at regularly scheduled time	14
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.	Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children's activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a "life lesson" that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens. 4 SERIES OVERVIEW AND OBJECTIVES Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30-minute episode portrays the interactions between the students of AC McKinley Secondary School. Edgemont is designed to entertain its teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on the social and emotional challenges faced by every secondary school student, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. The series utilizes music, pacing and humor to maintain the interests of its audience throughout
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (17 of 21)	Response
Program Title	Edgemont (Digital Multicast Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/10:30am

Total times aired at regularly scheduled time	14
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.	<p>Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children's activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a "life lesson" that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.</p> <p>4 SERIES OVERVIEW AND OBJECTIVES Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30-minute episode portrays the interactions between the students of AC McKinley Secondary School. Edgemont is designed to entertain its teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on the social and emotional challenges faced by every secondary school student, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. The series utilizes music, pacing and humor to maintain the interests of its audience throughout</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (18 of 21)	Response
Program Title	Willas Wild Life (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/11:00am (through 7/1/2012)
Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	What kid hasnt brought home a stray dog, baby bird or a firefly in a jar? Willa, thats who. So far, this 9-year-old critter collector has adopted a giraffe, a couple elephants, an alligator and so many other exotic animals, theres barely room in Willas room for Willa! When theres a Willa there is a way! From the Creator of Oswald, Willas Wild Life is an enchanting series about a little girls unique home life that is sure to keep you in stitches and warm your heart. Willas Wild Life follows the adventures of a 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 main program stream only.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (19 of 21)	Response
Program Title	LazyTown (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/11:00am (beginning 7/8/2012)
Total times aired at regularly scheduled time	9
Total times aired	11
Number of Preemptions	4
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Lazy Town promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures. This program aired on our main program stream only.</p>

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	LazyTown (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	2012-07-29
Episode #	7/29/2012 #LZT104
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	LazyTown (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	2012-08-05
Episode #	8/5/2012 #LZT105
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	LazyTown (Primary Digital Channel)
List date and time rescheduled	8/19/2012 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	2012-08-12
Episode #	8/12/2012 #LZT106
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
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Title of Program	LazyTown (Primary Digital Channel)
List date and time rescheduled	7/15/2012 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	2012-07-08
Episode #	7/8/2012 #LZT101
Reason for Preemption	Sports

Digital Core Program (20 of 21)	
	Response
Program Title	Pearlie (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/11:30am (through 7/1/2012)
Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 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 main program stream only.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (21 of 21)	
	Response
Program Title	The Wiggles (Primary Digital Channel)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/11:30am (beginning 7/8/2012)
Total times aired at regularly scheduled time	9
Total times aired	11
Number of Preemptions	4
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Wiggles is a musical variety show specifically designed for pre-school children. Starring Tony, Murray, Greg and Jeff, the Wiggles offers a montage of skits that are specifically designed for teaching and entertaining the preschool audience. Supported by an ensemble of characters, larger than life animals (humans dressed as animal characters) and a pirate, Captain Feathersword, the Wiggles teach numbers, letters, colors, matching and classifying what belongs together (or not), and following directions. There's dancing, occasional guest artists, and lots of visual interest for the viewer, while the lessons are broken down into easily understandable elements for the preschool child. This program aired on our main program stream 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	The Wiggles (Primary Digital Channel)
List date and time rescheduled	7/15/2012 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	2012-07-08
Episode #	7/8/2012 #WIG101
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	The Wiggles (Primary Digital Channel)
List date and time rescheduled	8/19/2012 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	2012-08-12
Episode #	8/12/2012 #WIG106
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	The Wiggles (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	2012-07-29
Episode #	7/29/2012 #WIG104
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	The Wiggles (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	2012-08-05
Episode #	8/5/2012 #WIG105
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.	<p>On August 11, the rescheduled episode of Poppy Cat was preempted by live breaking news coverage of the announcement that Mitt Romney selected a running mate. Because this rescheduled program was airing in its second home, but was preempted by breaking news, the station has included it in the preemption report and in its core programming total.</p> <p>On August 11, the rescheduled episode of Justin Time was partially preempted by live breaking news coverage of the announcement that Mitt Romney selected a running mate. Justin Time was joined in progress at 9:52AM. Because this rescheduled program was airing in its second home, but was partially preempted by breaking news, the station has included it in the preemption report and in its core programming total.</p> <p>On September 1, 2012 Noodle & Doodle was preempted beginning at 11:21:00am for breaking news -- live coverage of Mitt Romney's speech from Cincinnati Museum Center. The station has included this program as airing as a regularly scheduled program in its core programming total.</p> <p>On September 1, 2012 Pajanimals was joined in progress at 11:38:46am due to breaking news -- live coverage of Mitt Romney's speech from Cincinnati Museum Center. The station has included this program as airing as a regularly scheduled program in its core programming total.</p> <p>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.</p>

Other Matters (17)

Other Matters (1 of 17)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/8:00am & 8:30am
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion. This program will air on our multicast program stream only.

Other Matters (2 of 17)	Response
Program Title	Children Talk
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/9:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Children Talk is a weekly half-hour series where children talk about what they know and learn about what they don't. Featuring nationally known ventriloquist Taylor Mason, each weekly episode of Children Talk provides young viewers with an educational experience by visiting a variety of locations with historical or scientific significance. Visits are combined with practical demonstrations and useful information for building important life skills. Series includes an interview segment where children participate in a question and answer session on what they have learned. This program will air on our multicast program stream only.

Other Matters (3 of 17)	Response
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Program Title	Workforce
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/9:30am
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.	Workforce is a half-hour series designed to help young people make educated decisions about their future careers. In each episode, four teens are catapulted into a job for one day to find out firsthand what different careers are all about. With a good sense of humor and a healthy understanding of humility, these teens take on various jobs including zookeeper, plastic surgeon, private detective, city mayor, veterinarian, crane operator, farmer, web designer, juggler, butcher and everything in between. This program will air on our multicast program stream only.

Other Matters (4 of 17)		Response
Program Title		Travel Thru History
Origination		Network
Days/Times Program Regularly Scheduled		Saturday/10:00am
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.		Travel Thru History is designed to spark interest and enthusiasm in teens and their families to learn about our country's rich and fascinating history. The series visits diverse locales across the U.S. from Las Vegas to Key West. This program will air on our multicast program stream only.

Other Matters (5 of 17)		Response
Program Title		Safari
Origination		Network
Days/Times Program Regularly Scheduled		Saturday/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.

Safari provides core programming in the areas of global ecology, wildlife biology and species conservation and preservation. Emmy award-winning host and wildlife expert John Ross travels to the farthest reaches of the world to bring the viewers face to face with some of the planet's most interesting animals. Safari offers a dynamic television experience for teens - with the exciting experience of exploring the fascinating world of wildlife and at the same time discovering what needs to be done to protect the animals and their habitat so that they can live on in the wild. Various age-appropriate global wildlife and ecology issues are introduced to the viewing audience with in-depth and thoughtful explanations. This program will air on our multicast program stream only.

Other Matters (6 of 17)

Response

Program Title Noodle & Doodle

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 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 every-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. This program will air on our main program stream only.

Other Matters (7 of 17)

Response

Program Title Pajanimals

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	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 house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show us their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow. This program will air on our main program stream only.

**Other Matters
(8 of 17)**

	Response
Program Title	Poppy Cat
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Poppy Cat is based on the book series by Lara Jones and uses embedded lessons on imagination and storytelling to encourage creating thinking for preschool children. In each story the narrator, Lara reads a story about Poppy Cat, to her own cat named Poppy. She makes up a story that will be exciting and just follows her imagination to distant lands reached by boat, plane or train. Poppy Cat is the leader of his group of animal friends, and the story always features an underlying message about being nice to yet ignoring the antics of the resident bully, a badger named Egbert. The lesson is always to think creatively and exercise your mind through reading and storytelling because it will always lead to enjoyment and adventure. This program will air on our main program stream only.

Other Matters (9 of 17)		Response
Program Title	Justin Time	
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	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 and little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination. This program will air on our main program stream only.	

Other Matters (10 of 17)		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 main program stream only.	

Other Matters (11 of 17)		Response
Program Title	Green Screen Adventures	
Origination	Network	

Days/Times Program Regularly Scheduled	Sunday/8:00am & 8:30am
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion. This program will air on our multicast program stream only.

Other Matters (12 of 17)	Response
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Program Title	Cookin' With Cutty
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/9:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cookin' With Cutty promotes positive health and nutrition lifestyle choices for children and their parents. Fast-paced, high-energy segments featuring Cutty, Lisa, Blakely and the kids focus on the benefits of eating well, exercising and being tobacco free. Our mission is to encourage good health, nutrition and fitness habits to children around the world. Filmed on location throughout the beautiful Hawaiian Islands, Cookin' With Cutty informs and educates children, parents and families through the easiest learning method on earth-FUN! This program will air on our multicast program stream only.

Other Matters (13 of 17)	Response
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Program Title	Kids Cooking for Kids
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/9:30am
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.	Mike and Will are twin brothers who love to eat. Their weekly TV show is based on experiences that began when the boys were only 5 years old. They want to share their love of cooking and eating, with as many kids as possible. In each episode, Mike and Will demonstrate how to cook a particular dish, emphasizing the importance of good nutrition, kitchen safety and a healthy lifestyle. This program will air on our multicast program stream only.

Other Matters (14 of 17)	Response
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Program Title	Mad About
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/10:00am
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.	Mad About is a half hour sketch- comedy/ variety show aimed at educating and entertaining kids ages 13 to 16. A true E/I series, episodes use a creative mixture of humor, improv, animation and viewer-generated video. Mad About conveys important messages about life skills such as personal finance, health & nutrition, fitness, conservation, and decision making in a fun and entertaining way. Each TV episode relies on a small company of skilled comedic actors to explore significant topics within a subject area. It incorporates comic monologues, sketch and improv comedy, eye-catching animation, music videos, humorous "man on the street" interviews, and viewer-created questions about life's issues. This program will air on our multicast program stream only.
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Other Matters (15 of 17)	Response
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Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/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.	Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. This program will air on our multicast program stream only.

Other Matters (16 of 17)	Response
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Program Title	LazyTown
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/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.	Lazy Town promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures. This program will air on our main program stream only.

Other Matters (17 of 17)	Response
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Program Title	The Wiggles
Origination	Network

Days/Times Program Regularly Scheduled	Sunday/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.	The Wiggles is a musical variety show specifically designed for pre-school children. Starring Tony, Murray, Greg and Jeff, the Wiggles offers a montage of skits that are specifically designed for teaching and entertaining the preschool audience. Supported by an ensemble of characters, larger than life animals (humans dressed as animal characters) and a pirate, Captain Feathersword, the Wiggles teach numbers, letters, colors, matching and classifying what belongs together (or not), and following directions. There's dancing, occasional guest artists, and lots of visual interest for the viewer, while the lessons are broken down into easily understandable elements for the preschool child. This program will air on our main program stream only.

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>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</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>Ohio /Oklahoma Hearst Television Inc</p>

Attachments

No Attachments.