



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0002161123** | File Number: **CPR-147132** | Submit Date: **10/23/2013** | Call Sign: **WDIV-TV** | Facility ID: **53114** |

City: **DETROIT** | State: **MI**

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

10/23/2013 | Filing Status: **Active**

Report reflects information for : Third Quarter of 2013

General Information

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

**Applicant
Information**

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type
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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	Detroit
	Web Home Page Address	www.clickondetroit.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:	3.0
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(12)

Digital Core Program (1 of 12)	Response
Program Title	THE CHICA SHOW
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 10-10:30AM
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "THE CHICA SHOW" - Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. Chica's parents were formerly entertainers in the vaudeville tradition and they regale the audience with stories and songs from their theatrical past. They enjoy and indulge Chica, who sometimes acts younger than her age and gets into all kinds of predicaments. Kelly uses fantasy play to transform herself, Chica, Bunji and Stitches into animated characters in another universe, who are struggling with a problem similar to the one Chica experienced in the Coop. Without fail, they find the problem can be solved and they carry that knowledge back to the Coop to use on another day.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	THE CHICA SHOW
List date and time rescheduled	07/06/2013, 1:00 - 1:30PM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-06
Episode #	07/06/2013 / ETCS111H
Reason for Preemption	Sports

Digital Core Program (2 of 12)	Response
Program Title	PAJANIMALS
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 10:30-11AM
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "PAJANIMALS" focuses on teaching bedtime routines and practicing them consistently so children can get a good night's sleep. In each episode one of the main characters-Apollo the dog, Squacky, the duck, Sweetpea Sue, a horse, and Cowbella, a purple and white cow-has difficulty sleeping or faces a problem. They all pile onto one of the beds and are whisked off to a land of adventure that offers solutions to their problems. Each bed travels to a specific place for the adventure: Squacky' s bed goes to Ellie the octopus who lives in the Big Blue Sea and to Coach Whistler who lives in Land of Play; Cowbella's bed goes to Edwin, who lives in Storybook Land and to Jerry Bear, who lives in the Big Friendly Forest; Apollo's bed goes to the Moon who is in the Night Sky, and Sweetpea Sue's bed goes to Mr. Happy Birthday, a porcupine who resides in Birthday Land, and Bedtimes Bunny who lives in the Land of Hush. Each show ends with the problem resolved and the Pajanimals tucked into their beds for a good night's rest.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	PAJANIMALS
List date and time rescheduled	07/06/2013, 1:30 - 2:00PM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-06
Episode #	07/06/2013 / ETCS111H
Reason for Preemption	Sports

Digital Core Program (3 of 12)	Response
Program Title	JUSTIN TIME
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 11-11:30AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "JUSTIN TIME" is an animated show specifically directed to the preschool audience and always conveys an embedded lesson; it is possible to understand and manage any problem you have by thinking about it creatively. Justin is a little boy who has two imaginary playmates, Olivia (who meets him on his travels) and Squidgy the sponge (who also lives in Justin's bedroom). When Justin has a problem or doesn't want to do something his mother has suggested he daydreams his way into an adventure that takes him to places all around the world. On these adventures, he meets Olivia who guides him through an experience that demonstrates to Justin how he can solve his problem. The show provides many facts about the context the characters visit while on the adventure, but the central point is to teach a lesson about a social/emotional dilemma universally experienced by preschool children.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (4 of 12)	Response
Program Title	TREE FU TOM
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 11:30AM - 12:00PM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "TREE FU TOM" This series focuses on the amazing adventures of a young boy called Tom who, with the power of 'movement magic' called 'Tree Fu', can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods. During each program he calls upon the audience to follow his moves to send him the magic he needs to solve a problem encountered by Tom and his friends. . These include Ariella, a butterfly who is also a rancher and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green tree frog and the resident genius inventor. In each episode there are an action adventure sequences that are key to resolving the challenge of the day.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 12)	Response
Program Title	LAZY TOWN
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 12:00 - 12:30PM
Total times aired at regularly scheduled time	10
Total times aired	13
Number of Preemptions	3

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.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "LAZY TOWN" is a show featuring the importance of health, fitness, and being good friends. Set in a fantasy world known as Lazy Town, which is populated by inactive residents, we meet a visitor named Stephanie who is determined to coax her friends and relatives into adopting a healthful, active life style. She wins over her new friends, Ziggy, Stingy, Trixie and Pixel, convincing them to leave their gaming consoles and candy stashes at home so they can go outside and play. She persuades her uncle, Mayor Milford Meanswell, and his friend Ms. Busy Body to support her efforts. Robbie Rotten, who lives underground, and is determined to return Lazy Town to its former state of inactivity and quiet, constantly foils the characters' efforts. Coming to the rescue is the athlete Sportacus who lives in a zeppelin-like aircraft and receives signals from the kids or the Mayor whenever they need help. Sportacus has two goals, to keep the peace and to promote healthful, positive living. When Robbie Rotten is discovered and contained through comic pratfalls, he returns to his underground lair and all is well in Lazy Town, until another day and another time when Robbie will rise again.
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	LAZY TOWN
List date and time rescheduled	07/13/2013, 9:00 - 9:30AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	07/13/2013 / ELZT111H
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	LAZY TOWN
List date and time rescheduled	09/21/2013, 9:00-9:30AM
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	09/21/2013 / ELZT108H
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	LAZY TOWN
List date and time rescheduled	08/17/2013, 9:00-9:30AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	08/17/2013 / ELZT123H
Reason for Preemption	Sports

Digital Core Program (6 of 12)	Response
Program Title	NOODLE AND DOODLE
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 12:30-1:00PM
Total times aired at regularly scheduled time	6
Total times aired	13
Number of Preemptions	7
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	7
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "NOODLE AND DOODLE" - is a live-action show hosted by Sean Roach that also blends animation and puppetry into the overall format. Sean drives a double-decker bus into various communities to meet children who have written to him with a problem that they would like to solve using an art and/or a food experience. Sean is accompanied by Noodle, a puppet character and Doodle, a digital character that lives inside a tablet computer, and Doggity, a faithful beagle. Doggity has a mini-show of his own through an animated alter-ego that appears during diversionary segments set in a restaurant kitchen. The show demonstrates how recycled materials can become art and how food, art, and problem solving can be combined to create a fun experience in everyday life. Every episode can be replicated at home with ease by parents and children playing together.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	09/14/2013, 9:30-10:00AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-14
Episode #	09/14/2013 / ENAD106H
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	08/17/2013, 9:30-10:00AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	08/17/2013 / ENAD101H
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	08/31/2013, 9:30-10:00AM
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-31
Episode #	08/31/2013 / ENAD110H
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	09/21/2013, 9:30-10:00AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	09/21/2013 / ENAD104H
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	09/28/2013, 9:30-10:00AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-28
Episode #	09/28/2013 / ENAD102H
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	08/24/2013, 9:30-10:00AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-24
Episode #	08/24/2013 / ENAD112H
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
Title of Program	NOODLE AND DOODLE
List date and time rescheduled	07/13/2013, 9:30-10:00AM

Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	07/13/2013 / ENAD111H
Reason for Preemption	Sports

Digital Core Program (7 of 12) Response	
Program Title	GREEN SCREEN ADVENTURES
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 10:00 - 10:30AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DIGITAL SUB CHANNEL 4.2 - "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.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 12) Response	
Program Title	BUSY WORLD OF RICHARD SCARRY

Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 10:30-11AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DIGITAL SUB CHANNEL 4.2 - "BUSY WORLD OF RICHARD SCARRY" - This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 12)		Response
Program Title	WIMZIE'S HOUSE	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday / 11-11:30AM	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DIGITAL SUB CHANNEL 4.2 - "WIMZIE'S HOUSE" - Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside.After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rousso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (10 of 12)	Response
Program Title	WIMZIE'S HOUSE
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 11:30AM-12PM
Total times aired at regularly scheduled time	13

Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DIGITAL SUB CHANNEL 4.2 - "WIMZIE'S HOUSE" - Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside.After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rouso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (11 of 12)		Response
Program Title		COUNTRY MOUSE, CITY MOUSE
Origination		Network
Days/Times Program Regularly Scheduled		Saturday / 12-12:30PM

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	4 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DIGITAL SUB CHANNEL 4.2 - "COUNTRY MOUSE, CITY MOUSE" - The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 12)	Response
Program Title	DANGER RANGERS
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 12:30 - 1PM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DIGITAL SUB CHANNEL 4.2 - "DANGER RANGERS" - The Danger Rangers teach the importance of safety and how to prevent accidents while still having fun.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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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	Kathy Salazar
Address	550 W. Lafayette Blvd.
City	Detroit
State	MI
Zip	48226
Telephone Number	313-222-0462
Email Address	ksalazar@wdiv.com

<p>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>	<p>WDIV broadcasts numerous public service announcements designed for children. These include NBC's The More You Know campaign, as well as locally produced and syndicated public service announcements regarding issues of health, education, substance abuse and cultural and artistic endeavors. These public service announcements are part of a general rotation and run in all dayparts on our main program stream.</p> <p>3RD QUARTER PREEMPTIONS: *Saturday, July 6, 2013 - Due to NBC's coverage of the TOUR DE FRANCE, The Chica Show and Pajanimals aired in alternative periods that day at 1:00 - 1:30pm and 1:30 -2:00pm respectively. **Saturday, July 13, 2013 - Due to NBC's coverage of GOLF: EUROPEAN TOUR: SCOTTISH OPEN, Lazy Town and Noodle and Doodle aired in their 2nd homes at 9:00am and 9:30am respectively that day. ***Saturday, August 17, 2013 - Due to NBC's coverage of TRACK & FIELD (12-1230PM) & SOCCER: BARCLAYS' PREMIER LEAGUE EXPOSURE #1 (1230-230PM) Lazy Town and Noodle and Doodle aired in their 2nd homes at 9:00am and 9:30am respectively that day ****Saturday, August 24, 2013 - Due to NBC's coverage SOCCER: BARCLAYS' PREMIER LEAGUE EXPOSURE #2 (1230-230PM) Noodle and Doodle aired in its 2nd home at 9:30am. *****Saturday, August 31, 2013 - Due to NBC's coverage SOCCER: BARCLAYS' PREMIER LEAGUE (1230-3PM) Noodle and Doodle aired in its 2nd home at 9:30am. *****Saturday, September 14, 2013 - Due to NBC's coverage SOCCER: BARCLAYS' PREMIER LEAGUE EXPOSURE: EVERTON VS. CHELSEA (1230-3PM) Noodle and Doodle aired in its 2nd home at 9:30am. *****Saturday, September 21, 2013 - Due to NBC's coverage GOLF: THE TOUR CHAMPIONSHIP PRESENTED BY COCA COLA (1200-3PM) Lazy Town & Noodle and Doodle aired in their 2nd homes at 9:00 & 9:30am respectively. *****Saturday, September 28, 2013 - Due to NBC's coverage SOCCER: BARCLAYS' PREMIER LEAGUE EXPOSURE: SWANSEA VS. ARSENAL (1230-230PM) Noodle and Doodle aired in its 2nd home at 9:30am.</p> <p>4TH QUARTER PREEMPTIONS: *Saturday, October 5, 2013 - Due to NBC's coverage of the GOLF: PRESIDENT'S CUP (8am - 6:00pm), the following will air in alternate time periods on Sunday, September 29th: The Chica Show (12-1230p), Pajanimals (1230-1p), Saturday, October 12th: Justin Time (1-130p), Tree Fu Tom (130-2p) as well as Sunday, October 13th: Lazy Town (12-1230p) and Make Way For Noddy (1230-1p).</p> <p>**Saturday, October 19th , 2013 - Due to NBC's coverage of SOCCER: BARCLAY'S PREMIER LEAGUE: WEST HAM V. MAN CITY, Make Way For Noddy will air in its 2nd home at 9:30am that day. ***Saturday, November 9th , 2013 - Due to NBC's coverage of SOCCER: BARCLAY'S PREMIER LEAGUE: NORWICH VS WEST HAM, Make Way For Noddy will air in its 2nd home at 9:30am that day. ****Saturday, November 23RD , 2013 - Due to NBC's coverage of SOCCER: BARCLAY'S PREMIER LEAGUE: WEST HAM vs. CHELSEA, Make Way For Noddy will air in its 2nd home at 9:30am that day. *****Saturday, November 30TH , 2013 - Due to NBC's coverage of SOCCER: BARCLAY'S PREMIER LEAGUE: NEWCASTLE vs. WEST BROM, Make Way For Noddy will air in its 2nd home at 9:30am that day. *****Saturday, December 14th , 2013 - Due to NBC's coverage of the WINTER DEW TOUR, Lazy Town and Make Way For Noddy will air in their 2nd homes at 9:00am and 9:30am respectively, that day. *****Saturday, December 21st , 2013 - Due to NBC's coverage of SOCCER: BARCLAY'S PREMIER LEAGUE: EXPOSURE #10, Make Way For Noddy will air in its 2nd home at 9:30am that day. *****Saturday, December 28TH , 2013 - Due to NBC's coverage of SOCCER: BARCLAY'S PREMIER LEAGUE, Make Way For Noddy will air in its 2nd home at 9:30am that day.</p>
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Other Matters (18)

Other Matters (1 of 18)	Response
Program Title	THE CHICA SHOW
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 10-10:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "THE CHICA SHOW" - Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. Chica's parents were formerly entertainers in the vaudeville tradition and they regale the audience with stories and songs from their theatrical past. They enjoy and indulge Chica, who sometimes acts younger than her age and gets into all kinds of predicaments. Kelly uses fantasy play to transform herself, Chica, Bunji and Stitches into animated characters in another universe, who are struggling with a problem similar to the one Chica experienced in the Coop. Without fail, they find the problem can be solved and they carry that knowledge back to the Coop to use on another day.

Other Matters (2 of 18)	Response
Program Title	PAJANIMALS
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 10:30-11AM
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.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "PAJANIMALS" focuses on teaching bedtime routines and practicing them consistently so children can get a good night's sleep. In each episode one of the main characters-Apollo the dog, Squacky, the duck, Sweetpea Sue, a horse, and Cowbella, a purple and white cow-has difficulty sleeping or faces a problem. They all pile onto one of the beds and are whisked off to a land of adventure that offers solutions to their problems. Each bed travels to a specific place for the adventure: Squacky' s bed goes to Ellie the octopus who lives in the Big Blue Sea and to Coach Whistler who lives in Land of Play; Cowbella's bed goes to Edwin, who lives in Storybook Land and to Jerry Bear, who lives in the Big Friendly Forest; Apollo's bed goes to the Moon who is in the Night Sky, and Sweetpea Sue's bed goes to Mr. Happy Birthday, a porcupine who resides in Birthday Land, and Bedtimes Bunny who lives in the Land of Hush. Each show ends with the problem resolved and the Pajanimals tucked into their beds for a good night's rest.
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Other Matters (3 of 18)	Response
Program Title	JUSTIN TIME
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 11-11:30AM
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.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "JUSTIN TIME" is an animated show specifically directed to the preschool audience and always conveys an embedded lesson; it is possible to understand and manage any problem you have by thinking about it creatively. Justin is a little boy who has two imaginary playmates, Olivia (who meets him on his travels) and Squidgy the sponge (who also lives in Justin's bedroom). When Justin has a problem or doesn't want to do something his mother has suggested he daydreams his way into an adventure that takes him to places all around the world. On these adventures, he meets Olivia who guides him through an experience that demonstrates to Justin how he can solve his problem. The show provides many facts about the context the characters visit while on the adventure, but the central point is to teach a lesson about a social/emotional dilemma universally experienced by preschool children.

Other Matters (4 of 18)	Response
Program Title	TREE FU TOM
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 11:30AM-12PM

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.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "TREE FU TOM" This series focuses on the amazing adventures of a young boy called Tom who, with the power of 'movement magic' called 'Tree Fu', can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods. During each program he calls upon the audience to follow his moves to send him the magic he needs to solve a problem encountered by Tom and his friends. . These include Ariella, a butterfly who is also a rancher and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green tree frog and the resident genius inventor. In each episode there are an action adventure sequences that are key to resolving the challenge of the day.

Other Matters (5 of 18)	Response
Program Title	LAZY TOWN
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 12-12:30PM
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.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "LAZY TOWN" is a show featuring the importance of health, fitness, and being good friends. Set in a fantasy world known as Lazy Town, which is populated by inactive residents, we meet a visitor named Stephanie who is determined to coax her friends and relatives into adopting a healthful, active life style. She wins over her new friends, Ziggy, Stingy, Trixie and Pixel, convincing them to leave their gaming consoles and candy stashes at home so they can go outside and play. She persuades her uncle, Mayor Milford Meanswell, and his friend Ms. Busy Body to support her efforts. Robbie Rotten, who lives underground, and is determined to return Lazy Town to its former state of inactivity and quiet, constantly foils the characters' efforts. Coming to the rescue is the athlete Sportacus who lives in a zeppelin-like aircraft and receives signals from the kids or the Mayor whenever they need help. Sportacus has two goals, to keep the peace and to promote healthful, positive living. When Robbie Rotten is discovered and contained through comic pratfalls, he returns to his underground lair and all is well in Lazy Town, until another day and another time when Robbie will rise again.

Other Matters (6 of 18)	Response
Program Title	Makeway For Noddy
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 12:30-1PM
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.	WDIV-DT 4.1 MAIN DIGITAL CHANNEL - "MAKE WAY for NODDY" is based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems.

Other Matters (7 of 18)	Response
Program Title	GREEN SCREEN ADVENTURES
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 10-10:30AM
Total times aired at regularly scheduled time	4
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.	DIGITAL SUB CHANNEL 4.2 - "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.

Other Matters (8 of 18) Response	
Program Title	BUSY WORLD OF RICHARD SCARRY
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 10:30-11AM
Total times aired at regularly scheduled time	4
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.	DIGITAL SUB CHANNEL 4.2 - "BUSY WORLD OF RICHARD SCARRY" - This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.
Other Matters (9 of 18) Response	
Program Title	WIMZIE'S HOUSE
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 11-11:30AM
Total times aired at regularly scheduled time	4
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DIGITAL SUB CHANNEL 4.2 - "WIMZIE'S HOUSE" - Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside.After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rousso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.
Other Matters (10 of 18)	
Program Title	WIMZIE'S HOUSE
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 11:30AM-12PM
Total times aired at regularly scheduled time	4
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DIGITAL SUB CHANNEL 4.2 - "WIMZIE'S HOUSE" - Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside.After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rousso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment

Other Matters (11 of 18)	Response
Program Title	COUNTRY MOUSE, CITY MOUSE
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 12-12:30PM
Total times aired at regularly scheduled time	4
Length of Program	30 mins
Age of Target Child Audience from	4 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DIGITAL SUB CHANNEL 4.2 - "COUNTRY MOUSE, CITY MOUSE" - The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century.

Other Matters (12 of 18)	Response
Program Title	DANGER RANGERS
Origination	Network
Days/Times Program Regularly Scheduled	Saturday / 12:30-1PM
Total times aired at regularly scheduled time	4
Length of Program	30 mins
Age of Target Child Audience from	5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DIGITAL SUB CHANNEL 4.2 - "DANGER RANGERS" - The Danger Rangers teach the importance of safety and how to prevent accidents while still having fun.

Other Matters (13 of 18)	Response
Program Title	ANIMAL ATLAS
Origination	Network
Days/Times Program Regularly Scheduled	Sunday / 10:00 - 10:30AM
Total times aired at regularly scheduled time	9

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.	DIGITAL SUB CHANNEL 4.2 - "ANIMAL ATLAS" remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom---including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value.

Other Matters (14 of 18)	Response
Program Title	ANIMAL ATLAS
Origination	Network
Days/Times Program Regularly Scheduled	Sunday / 10:30 - 11:00AM
Total times aired at regularly scheduled time	9
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.	DIGITAL SUB CHANNEL 4.2 - "ANIMAL ATLAS" remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom---including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value.

Other Matters (15 of 18)	Response
Program Title	ZOO CLUES
Origination	Network

Days/Times Program Regularly Scheduled	Sunday / 11:00 - 11:30AM
Total times aired at regularly scheduled time	9
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.	DIGITAL SUB CHANNEL 4.2 - The series "ZOO CLUES" will keep 13-16 year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics, and wild range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world.

Other Matters (16 of 18)	Response
Program Title	ZOO CLUES
Origination	Network
Days/Times Program Regularly Scheduled	Sunday / 11:30AM - 12:00PM
Total times aired at regularly scheduled time	9
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.	DIGITAL SUB CHANNEL 4.2 - The series "ZOO CLUES" will keep 13-16 year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics, and wild range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world.

Other Matters (17 of 18)	Response
Program Title	ON THE SPOT
Origination	Network
Days/Times Program Regularly Scheduled	Sunday / 12-12:30PM
Total times aired at regularly scheduled time	9
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.	DIGITAL SUB CHANNEL 4.2 - "On The Spot" is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music, and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond fact retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the mall, it forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are giving by diverse ethnicities and ages, by both genders, and not by stereotypes of 'smart people' is essential. It means that anyone can own information. The fact that young people will see this on television in a non-academic setting is also very important. Whatever the curriculum or information, knowledge becomes the star-and is demonstrated by every type of person.

Other Matters (18 of 18)	Response
Program Title	ON THE SPOT
Origination	Network
Days/Times Program Regularly Scheduled	Sunday / 12:30 - 1:00PM
Total times aired at regularly scheduled time	9
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.

DIGITAL SUB CHANNEL 4.2 - "On The Spot" is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music, and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond fact retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the mall, it forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are giving by diverse ethnicities and ages, by both genders, and not by stereotypes of 'smart people' is essential. It means that anyone can own information. The fact that young people will see this on television in a non-academic setting is also very important. Whatever the curriculum or information, knowledge becomes the star-and is demonstrated by every type of person.

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>Post- Newsweek Stations of Michigan</p>

Attachments

No Attachments.