



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0001808468** | File Number: **0000012114** | Submit Date: **07/06/2016** | Call Sign: **WQPX-TV** | Facility ID: **64690**

City: **SCRANTON** | State: **PA**

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

07/06/2016 | Filing Status: **Active**

Report reflects information for : **Second Quarter of 2016**

General Information

| Section | Question | Response |
|-------------|--|----------|
| Attachments | Are attachments (other than associated schedules) being filed with this application? | No |

Applicant
Information

Applicant Name, Type, and Contact Information

| Applicant | Address | Phone | Email | Applicant Type |
|---|---|-------------------|-------------------------|----------------|
| ION MEDIA SCRANTON LICENSE, INC. Doing Business As: ION MEDIA SCRANTON LICENSE, INC. | Bianca Frye 601 CLEARWATER PARK ROAD WEST PALM BEACH, FL 33401 United States | +1 (561) 682-4110 | BIANCAFRYE@IONMEDIA.COM | Company |

Contact
Representatives
(2)

| Contact Name | Address | Phone | Email | Contact Type |
|--|--|-------------------|----------------------------|--------------------------|
| Shea Clark <i>Vice President, Support & Services</i> ION Media Networks, Inc. | Shea Clark 14444 66th Street N Clearwater, FL 33764 United States | +1 (727) 533-2708 | sheaclark@ionmedia.com | Technical Representative |
| Michael S Hubner ION Media Networks, Inc. | Michael S. Hubner 810 Seventh Avenue 31st Floor New York, NY 10019 United States | +1 (212) 603-8407 | michaelhubner@ionmedia.com | Legal Representative |

Children's
Television
Information

| Section | Question | Response |
|--------------|-----------------------|----------------------------|
| Station Type | Station Type | Network Affiliation |
| | Affiliated network | ION |
| | Nielsen DMA | Wilkes Barre-Scranton-Hztn |
| | Web Home Page Address | |

Digital Core
Programming

| Question | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream | 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 | 840.0 |
| 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: | 65.0 |
| 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 | Doki E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Wednesdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT |
| Total times aired at regularly scheduled time | 26 |
| Total times aired | 26 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning. |
| 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 | The Choo Choo Bob Show E/I | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Thursdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT | |
| Total times aired at regularly scheduled time | 26 | |
| Total times aired | 26 | |
| Number of Preemptions | 0 | |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | 0 | |
| Length of Program | 30 mins | |
| Age of Target Child Audience | 4 years to 11 years | |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land" where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situation that require thoughtful choices and provides resolution geared to the unique concerns and abilities of young children. | |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes | |

| Digital Core Program (3 of 21) | | Response |
|---|--|----------|
| Program Title | Raggs E/I | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Fridays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT | |
| Total times aired at regularly scheduled time | 26 | |
| Total times aired | 26 | |
| Number of Preemptions | 0 | |

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|--|---|
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 3 years to 6 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics. |
| 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 | Doki E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 7:00 am and 7:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| Total times aired | 130 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (5 of 21) | | Response |
|--|---|----------|
| Program Title | This is Daniel Cook E/I Qubo | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 9:00 am and 9:30 am ET | |
| Total times aired at regularly scheduled time | 130 | |
| Total times aired | 130 | |
| Number of Preemptions | 0 | |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | 0 | |
| Length of Program | 30 mins | |
| Age of Target Child Audience | 2 years to 5 years | |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A totally improvised program featuring a six year old boy, Daniel Cook, the main character (non-actor), who interviews people on a variety of subjects. He shows his excitement, boredom or puzzlement. Daniel visits various locations and interacts with others in learning about the world and how it works showing that learning can be a real adventure filled with moments of discovery when you ask (the right) questions. Daniel relates well and quickly to his pre-school and early elementary school audience. | |

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| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |
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| Digital Core Program (6 of 21) | Response |
|--|--|
| Program Title | Mickey's Farm E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 10:00 am and 10:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| Total times aired | 130 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 6 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mickey, a curious and adventurous Shetland Sheepdog, is a city dog who has just moved to a farm with his best friend, 14 year old Megan. Each episode follows Mickey as he experiences new things on the farm. Often Mickey gets confused or into a bind, but with the help of Megan, his friends Guy, a wise goat, and Fiona, an energetic ferret, and their Magic Book, a solution is always found and Mickey learns something new. The show is narrated by Sunny, the sun, who is always watching over the activities on the farm. Episodes end with an original song, which reiterates new things learned. The show is intended to motivate children to explore new things, ask questions, problem solve and make new friends. |
| 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 | Timothy Goes to School E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 11:00 am and 11:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| Total times aired | 130 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The programs primary focus is on events at an elementary school filled with animal children and their teachers. The title character and his classmates are a recurring group of diverse creatures. The challenges in each episode are usually social or ethical dilemma with viewers learning about honesty, responsibility, friendship and other prosocial behavior. The programs illustrate that children can overcome new obstacles, accept the difference of others, become aware of their responsibilities and support and help those in need. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (8 of 21) | Response |
|---|---|
| Program Title | Harry and His Bucket Full of Dinosaurs E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 12:00 pm and 12:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| Total times aired | 130 |

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| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemma or challenge and finds his answers in Dinoworld. It is here far from the real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being part of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (9 of 21) | | Response |
|--|--|--|
| Program Title | | Todd World E/I Qubo |
| Origination | | Network |
| Days/Times Program Regularly Scheduled | | Mondays - Fridays / 1:00 pm and 1:30 pm ET |
| Total times aired at regularly scheduled time | | 130 |
| Total times aired | | 130 |
| Number of Preemptions | | 0 |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | | 0 |
| Length of Program | | 30 mins |
| Age of Target Child Audience | | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | | Todd World uses the real-life experiences of a preschool-aged boy and his friends to offer lessons of acceptance, tolerance and diversity to the child-at-home. It is a program perfect for the pre-school and early elementary age group (2-5 years) and an excellent use of the television medium to support the social/emotional development of kids. |

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

| Digital Core Program (10 of 21) | | Response |
|--|--|---|
| Program Title | | Raggs E/I Qubo |
| Origination | | Network |
| Days/Times Program Regularly Scheduled | | Mondays - Fridays / 2:00 pm and 2:30 pm ET |
| Total times aired at regularly scheduled time | | 130 |
| Total times aired | | 130 |
| Number of Preemptions | | 0 |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | | 0 |
| Length of Program | | 30 mins |
| Age of Target Child Audience | | 3 years to 6 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | | This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | | Yes |

| Digital Core Program (11 of 21) | | Response |
|--|--|--|
| Program Title | | Artzooka E/I Qubo |
| Origination | | Network |
| Days/Times Program Regularly Scheduled | | Mondays - Fridays / 4:00 pm and 4:30 pm ET |
| Total times aired at regularly scheduled time | | 130 |
| Total times aired | | 130 |
| Number of Preemptions | | 0 |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | | 0 |
| Length of Program | | 30 mins |
| Age of Target Child Audience | | 4 years to 8 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A live action program which takes place primarily in the craft room of the host. The focus of each episode is finding everyday items and using them to make fun creative art projects. The series encourages creative thinking and imagination produced in a positive manner to support a child's use of imagination and a love of art. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (12 of 21) | Response |
|--|---|
| Program Title | Dive Olly Dive E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 5:00 pm and 5:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| Total times aired | 130 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 7 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics and strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The team is supportive of one another and lessons of predicting, considering and discovering are cleverly interwoven into an entertaining storyline. Although the series is standard in terms of story telling, that is, it does not incorporate some of the elements that we know extend a series' power in terms of teaching, Dive Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting a child's learning. In particular this series supports a child's social development and problem solving skills. |

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| 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 | Nutri Ventures E/I Qubo | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 6:00 pm and 6:30 pm ET | |
| Total times aired at regularly scheduled time | 98 | |
| Total times aired | 98 | |
| Number of Preemptions | 0 | |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | 0 | |
| Length of Program | 30 mins | |
| Age of Target Child Audience | 4 years to 8 years | |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A series designed to promote healthy eating and impart information about each food group in an entertaining context which also contains other educational and informational objectives. The program highlights the distinct personalities of the four young heroes, who are between the ages of 4 and 10, in the episodes in a manner that utilizes how to engage in cooperative behavior and the need to do so. In addition, the series promotes strategic thinking and problem solving as the heroes must devise methods to get past the various creatures standing in the way of their mission. | |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes | |

| Digital Core Program (14 of 21) | | Response |
|---------------------------------|---------------------------|----------|
| Program Title | My Friend Rabbit E/I Qubo | |

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|--|---|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 7:00 am and 7:30 am ET |
| Total times aired at regularly scheduled time | 52 |
| Total times aired | 52 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails. |
| 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 | | Meteor and the Mighty Monster Trucks E/I Qubo |
| Origination | | Network |
| Days/Times Program Regularly Scheduled | | Saturdays and Sundays / 8:00 am and 8:30 am ET |
| Total times aired at regularly scheduled time | | 52 |
| Total times aired | | 52 |
| Number of Preemptions | | 0 |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | | 0 |
| Length of Program | | 30 mins |
| Age of Target Child Audience | | 3 years to 5 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A group of trucks that live/go to school in a monster truck arena called Crushington Park deal with winning and losing graciously and overcoming obstacles. Narrator brings us into the action and tells us what's going on during the episode in the voice of a sports announcer. Characters repeat from episode to episode and are predominantly male. However, all characters look very different and have different abilities. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (16 of 21) Response | |
|--|--|
| Program Title | The Choo Choo Bob Show E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 9:00 am and 9:30 am ET |
| Total times aired at regularly scheduled time | 52 |
| Total times aired | 52 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land" where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situations that require thoughtful choices and provides resolution geared to the unique concerns and abilities of young children. |
| 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 | Jacob Two Two E/I Qubo | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 1:00 pm and 1:30 pm ET | |
| Total times aired at regularly scheduled time | 52 | |
| Total times aired | 52 | |
| Number of Preemptions | 0 | |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | 0 | |
| Length of Program | 30 mins | |
| Age of Target Child Audience | 4 years to 8 years | |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Based on Mordecai Richler's books, Jacob Two-Two is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer. | |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes | |

| Digital Core Program (18 of 21) | | Response |
|---------------------------------|---------------------------------------|----------|
| Program Title | Busy World of Richard Scarry E/I Qubo | |

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|--|--|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 3:00 pm and 3:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Total times aired | 52 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 9 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The series is specifically designed for preschool and elementary children and each program contains three ten minute stories. These stories are told thru animated animals usually on a quest to solve a mystery while also passing along informational and educational lessons. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (19 of 21) Response | |
|--|--|
| Program Title | Mysteries of Alfred Hedgehog E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 4:00 pm and 4:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Total times aired | 52 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 8 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginative. Alfred's love of all things technological helps him to solve the mystery every time. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (20 of 21) Response | |
|--|---|
| Program Title | Jakers E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 6:00 pm and 6:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Total times aired | 52 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is knowing stuff in our power. The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (21 of 21) | | Response |
|--|--|----------|
| Program Title | Guess with Jess E/I Qubo | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Satudays and Sundays / 7:00 pm and 7:30 pm ET | |
| Total times aired at regularly scheduled time | 52 | |
| Total times aired | 52 | |
| Number of Preemptions | 0 | |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | 0 | |
| Length of Program | 30 mins | |
| Age of Target Child Audience | 4 years to 8 years | |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animated barnyard animals encounter everyday situations that raise a question of the day. Their problem solving is similar to the standard scientific inquiry asking, testing, and finding a way. The characters focus is on science and nature teaching the program's preschool audience about the world and about how to go about answering everyday questions. The series carefully builds the child viewer's knowledge by offering a question and then little by little adding to the information necessary to answer that question. | |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes | |

Non-Core
Educational and
Informational
Programming (0)

**Sponsored Core
Programming (0)**

Liaison Contact

| Question | Response |
|---|----------------------------------|
| Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)? | Yes |
| Name of children's programming liaison | Regina Lanzo |
| Address | 409 Lackawanna Avenue, Suite 700 |
| City | Scranton |
| State | PA |
| Zip | 18503 |
| Telephone Number | (570) 344-6400 |
| Email Address | reginalanzo@ionmedia.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. | |

Other Matters (21)

| Other Matters (1 of 21) | Response |
|--|---|
| Program Title | Doki E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Wednesdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT |
| Total times aired at regularly scheduled time | 26 |
| 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. | Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on-screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning. |

| Other Matters (2 of 21) | Response |
|--|---|
| Program Title | The Choo Choo Bob Show E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Thursdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land" where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situation that require thoughtful choices and provides resolution geared to the unique concerns and abilities of young children. |

| Other Matters (3 of 21) | Response |
|--|---|
| Program Title | Raggs E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Fridays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 6 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics. |

| Other Matters (4 of 21) | Response |
|--|--|
| Program Title | Doki E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 7:00 am and 7:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| 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. | Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning. |

| Other Matters (5 of 21) | Response |
|--|--|
| Program Title | This is Daniel Cook E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 9:00 am and 9:30 am ET |

| | |
|--|---|
| Total times aired at regularly scheduled time | 130 |
| 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. | A totally improvised program featuring a six year old boy, Daniel Cook, the main character (non-actor), who interviews people on a variety of subjects. He shows his excitement, boredom or puzzlement. Daniel visits various locations and interacts with others in learning about the world and how it works showing that learning can be a real adventure filled with moments of discovery when you ask (the right) questions. Daniel relates well and quickly to his pre-school and early elementary school audience. |

| Other Matters (6 of 21) | Response |
|--|--|
| Program Title | Mickey's Farm E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 10:00 am and 10:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 6 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mickey, a curious and adventurous Shetland Sheepdog, is a city dog who has just moved to a farm with his best friend, 14 year old Megan. Each episode follows Mickey as he experiences new things on the farm. Often Mickey gets confused or into a bind, but with the help of Megan, his friends Guy, a wise goat, and Fiona, an energetic ferret, and their Magic Book, a solution is always found and Mickey learns something new. The show is narrated by Sunny, the sun, who is always watching over the activities on the farm. Episodes end with an original song, which reiterates new things learned. The show is intended to motivate children to explore new things, ask questions, problem solve and make new friends. |

| Other Matters (7 of 21) | Response |
|---|--|
| Program Title | Timothy Goes to School E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 11:00 am and 11:30 am ET |
| Total times aired at regularly scheduled time | 130 |

| | |
|--|---|
| 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 programs primary focus is on events at an elementary school filled with animal children and their teachers. The title character and his classmates are a recurring group of diverse creatures. The challenges in each episode are usually social or ethical dilemma with viewers learning about honesty, responsibility, friendship and other prosocial behavior. The programs illustrate that children can overcome new obstacles, accept the difference of others, become aware of their responsibilities and support and help those in need. |

| Other Matters (8 of 21) | Response |
|--|---|
| Program Title | Harry and His Bucket Full of Dinosaurs E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 12:00 pm and 12:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| 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. | This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemma or challenge and finds his answers in Dinoworld. It is here far from the real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being part of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal. |

| Other Matters (9 of 21) | Response |
|--|--|
| Program Title | Todd World E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 1:00 pm and 1:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| 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. | Todd World uses the real-life experiences of a preschool-aged boy and his friends to offer lessons of acceptance, tolerance and diversity to the child-at-home. It is a program perfect for the pre-school and early elementary age group (2-5 years) and an excellent use of the television medium to support the social/emotional development of kids. |

| Other Matters (10 of 21) | Response |
|--------------------------|----------------|
| Program Title | Raggs E/I Qubo |

| | |
|--|---|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 2:00 pm and 2:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 6 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics. |

| Other Matters (11 of 21) | Response |
|--|---|
| Program Title | Artzooka E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 4:00 pm and 4:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A live action program which takes place primarily in the craft room of the host. The focus of each episode is finding everyday items and using them to make fun creative art projects. The series encourages creative thinking and imagination produced in a positive manner to support a child's use of imagination and a love of art. |

| Other Matters (12 of 21) | Response |
|---|--|
| Program Title | Dive Olly Dive E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 5:00 pm and 5:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 7 years |

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|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics and strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The team is supportive of one another and lessons of predicting, considering and discovering are cleverly interwoven into an entertaining storyline. Although the series is standard in terms of story telling, that is, it does not incorporate some of the elements that we know extend a series' power in terms of teaching, Dive Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting a child's learning. In particular this series supports a child's social development and problem solving skills. |
|--|---|

| Other Matters (13 of 21) | Response |
|--|--|
| Program Title | Nutri Ventures E/I Qubo |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 6:00 pm and 6:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A series designed to promote healthy eating and impart information about each food group in an entertaining context which also contains other educational and informational objectives. The program highlights the distinct personalities of the four young heroes, who are between the ages of 4 and 10, in the episodes in a manner that utilizes how to engage in cooperative behavior and the need to do so. In addition, the series promotes strategic thinking and problem solving as the heroes must devise methods to get past the various creatures standing in the way of their mission. |

| Other Matters (14 of 21) | Response |
|--|---|
| Program Title | My Friend Rabbit E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 7:00 am and 7:30 am ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails. |

| Other Matters (15 of 21) | Response |
|--------------------------|----------|
|--------------------------|----------|

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|--|--|
| Program Title | Meteor and the Mighty Monster Trucks E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 8:00 am and 8:30 am ET |
| Total times aired at regularly scheduled time | 52 |
| 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. | A group of trucks that live/go to school in a monster truck arena called Crushington Park deal with winning and losing graciously and overcoming obstacles. Narrator brings us into the action and tells us what's going on during the episode in the voice of a sports announcer. Characters repeat from episode to episode and are predominantly male. However, all characters look very different and have different abilities. |

| Other Matters (16 of 21) | Response |
|--|---|
| Program Title | The Choo Choo Bob Show E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 9:00 am and 9:30 am ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land' where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situation that require thoughtful choices and provides resolution geared to the unique concerns and abilities of young children. |

| Other Matters (17 of 21) | Response |
|--|--|
| Program Title | Jacob Two Two E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 1:00 pm and 1:30 pm ET |

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|--|--|
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Based on Mordecai Richler's books, Jacob Two-Two is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer. |

| Other Matters (18 of 21) | Response |
|--|--|
| Program Title | Busy World of Richard Scarry E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 3:00 pm and 3:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 9 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The series is specifically designed for preschool and elementary children and each program contains three ten minute stories. These stories are told thru animated animals usually on a quest to solve a mystery while also passing along informational and educational lessons. |

| Other Matters (19 of 21) | Response |
|---|--|
| Program Title | Mysteries of Alfred HedgehogE/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 4:00 pm and 4:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 8 years |

| | |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginative. Alfred's love of all things technological helps him to solve the mystery every time. |
|--|---|

| Other Matters (20 of 21) | Response |
|--|---|
| Program Title | Jakers E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 6:00 pm and 6:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is knowing stuff in our power. The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children. |

| Other Matters (21 of 21) | Response |
|--|--|
| Program Title | Guess with Jess E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 7:00 pm and 7:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animated barnyard animals encounter everyday situations that raise a question of the day. Their problem solving is similar to the standard scientific inquiry asking, testing, and finding a way. The characters focus is on science and nature teaching the program's preschool audience about the world and about how to go about answering everyday questions. The series carefully builds the child viewer's knowledge by offering a question and then little by little adding to the information necessary to answer that question. |

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>Yes</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>Michael S Hubner <i>Secretary</i></p> <p>07/06 /2016</p> |

Attachments

No Attachments.