

(REFERENCE COPY - Not for submission)

## Children's Television Programming Report

FRN: **0032111379** File Number: **0000021125** Submit Date: **01/10/2017** Call Sign: **KFFX-TV** Facility ID: **12729** 

City: **PENDLETON** State: **OR** 

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

01/10/2017 Filing Status: Active

## Report reflects information for : Fourth 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<br>Type |
|--|--|----------------------|---------------------------------|-------------------|
| MOUNTAIN LICENSES, L.P. Doing Business As: MOUNTAIN LICENSES, L.P. | Brian Brady<br>2111 UNIVERSITY PARK<br>DR STE 650<br>OKEMOS, MI 48864<br>United States | +1 (517)<br>347-4111 | brady@northwestbroadcasting.com | Company           |

#### Contact Representatives (2)

| Contact Name  | Address   | Phone                       | Email   | Contact Type                |
|---|---|-----------------------------|---|-----------------------------|
| DENNIS P CORBETT Telecommunications Law Professionals PLLC        | 1025 Connecticut<br>Avenue, NW, Suite<br>1011<br>WASHINGTON, DC<br>20036<br>United States | +1<br>(202)<br>789-<br>3115 | DCORBETT@telecomlawpros.com                   | Legal<br>Representative     |
| RON SWEATTE CHIEF TECHNOLOGY OFFICER Northwest Broadcasting, Inc. | 2111 UNIVERSITY<br>PARK DRIVE,<br>SUITE 650<br>OKEMOS, MI 48864<br>United States          | +1<br>(509)<br>448-<br>2828 | RON.<br>SWEATTE@NORTHWESTBROADCASTING.<br>COM | Technical<br>Representative |

#### Children's Television Information

| Section      | Question              | Response                       |
|--------------|-----------------------|--------------------------------|
| Station Type | Station Type          | Network Affiliation            |
|              | Affiliated network    | FOX                            |
|              | Nielsen DMA           | Yakima-Pasco-Rchlnd-<br>Knnwck |
|              | Web Home Page Address | www.myfoxtricities.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(11)

| Digital Core Program (1 of 11)   | Response  |
|--|---|
| Program Title  | Jack Hanna Into the Wild  |
| Origination  | Syndicated  |
| Days/Times Program<br>Regularly Scheduled  | Fridays at 9:30am   |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  | 13  |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions for other<br>than Breaking News   | 0   |
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Into The Wild is an action packed, unpredictable show for kids ages 13-16, full of remarkable animals, breathtaking scenery, and good family fun while going along the educational, unscripted reality TV theme. Together, Team Hanna will go where no team has gone before in the history of television. Jack Hanna and his family will go into the wild with television cameras recording every step. Each episode tracks a new adventure for the Hanna expedition as they explore a new and different exotic location. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core<br>Program (2<br>of 11)            | Response                  |
|---|---------------------------|
| Program Title                                   | Noodle and Doodle Ch 11.2 |
| Origination                                     | Network                   |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays at 8:00 am      |
| Total times aired at regularly scheduled time   | 12                        |

| Total times aired  | 12  |
|--|---|
| Number of<br>Preemptions   | 1   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 0   |
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of Program  | 30 mins   |
| Age of<br>Target Child<br>Audience   | 3 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | NOODLE AND DOODLE is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show will be enjoyed by preschoolers, the projects are also very practical and engaging to implement for children ages 5-8. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?     | Yes   |

| Digital Core<br>Program (3<br>of 11)            | Response             |
|---|----------------------|
| 01 11)  | neaponae             |
| Program Title                                   | LazyTown 11.2        |
| Origination                                     | Network              |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays @ 10:30 am |
| Total times aired at regularly scheduled time   | 12                   |
| Total times aired                               | 12                   |

| Number of<br>Preemptions   | 1   |
|--|---|
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 0   |
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of Program  | 30 mins   |
| Age of<br>Target Child<br>Audience   | 5 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | LAZYTOWN promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, LazyTown, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story She and her best friends, a group of "human" puppets reside in LazyTown, where her uncle is Mayor Milfor Meanswell. The underground spy and influencer who defines the ethos of LazyTown is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete, who comes to the rescue from his hon in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of LazyTown is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games and holding athletic competitions, to building forts and play structures. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //?                             | Yes   |

| Digital Core<br>Program (4<br>of 11)            | Response                             |
|---|--------------------------------------|
| Program Title                                   | El Show de Chica 11.2                |
| Origination                                     | Network                              |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturday at 8:30am and Sat at 9:00am |
| Total times aired at regularly scheduled time   | 24                                   |
| Total times aired                               | 24                                   |
| Number of<br>Preemptions                        | 2                                    |

| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 0  |
|--|--|
| Number of<br>Preemptions<br>Rescheduled  | 0  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | El SHOW DE CHICA features 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. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgement, and inter-personal behaviors. She and Kelly usuall work on the problem through and adventure - a fantasy transformation to animation - where Bunji and Stitches become alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development and Chica learns to express herself properly, think before she acts, and interact with other effectively. She often learns that it takes hard work and practice to become proficient in different skills. |
| Does the Licensee identify the program by displaying throughout the program the symbol E ///?                            | Yes  |

| Digital Core<br>Program (5 of<br>11)            | Response                      |
|---|-------------------------------|
| Program Title                                   | Nina's World 11.2             |
| Origination                                     | Network                       |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturday 9:30 am and 10:00 am |
| Total times aired at regularly scheduled time   | 24                            |
| Total times aired                               | 24                            |
| Number of<br>Preemptions                        | 2                             |

| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 0   |
|--|---|
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child<br>Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Nina's World is an animated show based on a six-year-old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela (grandmother). Her Tio (uncle) Javier lives nearby and there are lots of different child and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina's best friend is Star, a stuffed starfish pillow character brought to life to Nina's imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her work, take responsibility for her actions, and correct her mistakes. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //?                             | Yes   |

| Digital Core<br>Program (6 of 11)                  | Response          |
|--|-------------------|
| Program Title                                      | Ocean Mysteries   |
| Origination  | Syndicated        |
| Days/Times<br>Program<br>Regularly<br>Scheduled    | Mondays @ 9:30 am |
| Total times aired at regularly scheduled time      | 13                |
| Total times aired                                  | 13                |
| Number of<br>Preemptions                           | 0                 |
| Number of Preemptions for other than Breaking News | 0                 |

| Number of<br>Preemptions<br>Rescheduled  | 0   |
|--|---|
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child Audience  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The half-hour weekly series, Ocean Mysteries, offers a fresh approach to the quest for aquatic understanding by blending stories of fascinating sea creatures, comparisons to popular land animals, and analogies to human experience. Hosted by Jeff Corwin, Ocean Mysteries is produced for ages 13 16 and beyond by showing how animals share the same behaviors, challenges, and triumphs that humans do. From exciting rescues of abandoned animals to unexpected conflicts in the "family dynamics" of the mingling species, viewers will get to know - and care- about these heroes, and all the fascinating life teeming in our oceans. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (7<br>of 11)                           | Response           |
|--|--------------------|
| Program Title  | Expedition Wild    |
| Origination  | Syndicated         |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Tuesdays @ 9:30 am |
| Total times aired at regularly scheduled time                  | 13                 |
| Total times aired  | 13                 |
| Number of<br>Preemptions                                       | 0                  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                  |
| Number of<br>Preemptions<br>Rescheduled                        | 0                  |
| Length of Program  | 30 mins            |

| Age of<br>Target Child<br>Audience   | 13 years to 16 years   |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Produced for ages 13-16, this educational and informational program is hosted by wildlife expert Casey Anderson and showcases his charismatic animal companions on an innovative and action packed odyssey through North America's wild places; revealing a rare glimpse into the beauty and complexity of the natural world. Viewers will follow Casey on a series of breathtakingly wild adventures: he'll paddle the Grand Canyon, ski with Wolverines in British Columbia, observe Mountain Lions in Montana, stake out the scavengers in Yellowstone, investigate a raven's nest, observe Polar Bears on Alaska's northern slope, and climb to rugged extremes in pursuit of Northern Maine's Black Bears - bringing audiences a rare and personal experience with endangered species, some deadly, others dashing, in the stunning natural ecosystems that they call home. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?     | Yes  |

| Digital Core<br>Program (8<br>of 11)                           | Response                    |
|--|-----------------------------|
| Program Title  | Brain Games: Family Edition |
| Origination  | Syndicated                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Wednesdays @ 9:30 am        |
| Total times aired at regularly scheduled time                  | 13                          |
| Total times aired  | 13                          |
| Number of<br>Preemptions                                       | 0                           |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                           |
| Number of<br>Preemptions<br>Rescheduled                        | 0                           |
| Length of Program  | 30 mins                     |

| Age of<br>Target Child<br>Audience   | 13 years to 16 years  |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Brain Games: Family Edition is a weekly half-hour series that explores the fascinating components of the human brain and how they shape our perceptions and everyday lives. Produced for children aged 13-16, Brain Games: Family Edition's host Jason Silva opens each episode with an exercise for your mind which will often leave you scratching your head. These exercises will serve as a jumping-off point for a deep dive into the reality of human perception and the fascinating ways that our brain functions. Each week, host Jason Silva will explore a variety of different topics including visual perception, memory, skill learning, decision making, and many more. Brain Games: Family Edition educates and inspires viewers by presenting a series of experiments and activities designed to help people improve cognitive function and use their brains better, smarter, and faster. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //?                             | Yes   |

| Digital Core<br>Program (9<br>of 11)                           | Response           |
|--|--------------------|
| Program Title  | Dog Town, USA      |
| Origination  | Syndicated         |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Thursdays @ 9:30am |
| Total times aired at regularly scheduled time                  | 13                 |
| Total times aired  | 13                 |
| Number of<br>Preemptions                                       | 0                  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                  |
| Number of<br>Preemptions<br>Rescheduled                        | 0                  |
| Length of Program  | 30 mins            |

| Age of<br>Target Child<br>Audience   | 13 years to 16 years   |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dog Town, USA is a story of the men and women who devote their lives to the healing and happiness of dogs - from every corner of the nation. Built on 33,000 acres of pristine land in Utah, Dog Town USA is the nation's preeminent facility dedicated to finding safe homes for abandoned doges. Each week, Dog Town, USA's highly skilled staff and internationally renowned experts first create a safe sanctuary for dogs from around the world. Then, Dog Town, USA's medical professionals provide unique personal care to each dog, beginning the detailed process of rehabilitation in preparation for uniting each dog with a loving new family and home. Dog Town, USA is produced for ages 13-16 and will inspire young people to pursue their dreams while valuing the importance of dedicating oneself to the greater good of community and family. The series demonstrates the powerful interaction between humans and animals with a focus on our canine companions. Dog Town, USA educates and informs the audience about canine training techniques and creating healthy environments for dogs. Dog Town, USA's trained experts teach teen viewers how to be a responsible pet owner and maintain a safe and healthy lifestyle for both family and pet. Viewers will get to know - and care - about these dogs and the heroes who do whatever it takes to give them a second chance. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?     | Yes  |

| Digital Core<br>Program (10<br>of 11)                       | Response             |
|---|----------------------|
| Program Title   | Hatched              |
| Origination   | Syndicated           |
| Days/Times<br>Program<br>Regularly<br>Scheduled             | Sundays @ 7:00 am    |
| Total times aired at regularly scheduled time               | 12                   |
| Total times aired   | 13                   |
| Number of<br>Preemptions                                    | 1                    |
| Number of<br>Preemptions<br>for other than<br>Breaking News | 1                    |
| Number of<br>Preemptions<br>Rescheduled                     | 1                    |
| Length of<br>Program  | 30 mins              |
| Age of Target<br>Child Audience                             | 13 years to 16 years |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Hatched is an educational and informational series dedicated to teaching children aged 13-16 about how to successfully pursue their entrepreneurial dreams. Each week, a seasoned team of business leaders instructs entrepreneurs about the basic but critical business skills needed to bring a product from concept to the marketplace. A unique program that combines entertainment with business school, Hatched will focus on the skills needed to launch a product. it will help young people develop the confidence and business savvy to execute a detailed business plan that includes product pricing, packaging, marketing, and investment strategies. Hatched brings young entrepreneurs to the table encouraging them to step up and seize their dreams. |
|--|--|
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?         | Yes  |

## **Digital Preemption Programs #1**

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Hatched             |
| List date and time rescheduled   | 10/29/2016 02:30 PM |
| Is the rescheduled date the second home?   | No                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2016-10-30          |
| Episode #  |                     |
| Reason for Preemption  | Sports              |

| Digital Core<br>Program (11 of 11)                          | Response                  |
|---|---------------------------|
| Program Title   | Recipe Rehab              |
| Origination   | Syndicated                |
| Days/Times<br>Program Regularly<br>Scheduled                | Saturdays @ 11:00-11:30am |
| Total times aired at regularly scheduled time               | 10                        |
| Total times aired   | 12                        |
| Number of<br>Preemptions                                    | 4                         |
| Number of<br>Preemptions for<br>other than Breaking<br>News | 4                         |
| Number of<br>Preemptions<br>Rescheduled                     | 2                         |

| Length of Program  | 30 mins  |
|--|--|
| Age of Target Child<br>Audience  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | In this weekly half-hour competition-style series developed and produced to educate and inform viewers ages 13-16, it is chef against chef in a recipe makeover challenge. Viewers will submit their favorite, decadent, high-calorie, classic family recipes and two acclaimed chefs will face off in a head-to-head competition to give the recipes a low-calorie twist. The audience will learn the value of healthy, wholesome ingredients and how healthy food choices can have positive effects on our quality of life. Special guests will serve as judge and jury. |
| 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   | Recipe Rehab        |
| List date and time rescheduled   | 12/03/2016 12:30 PM |
| Is the rescheduled date the second home?   | No                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2016-12-03          |
| Episode #  |                     |
| Reason for Preemption  | Sports              |

## **Digital Preemption Programs #2**

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Recipe Rehab        |
| List date and time rescheduled   | 12/25/2016 09:30 AM |
| Is the rescheduled date the second home?   | No                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2016-12-24          |
| Episode #  |                     |
| Reason for Preemption  | Sports              |

#### Non-Core Educational and Informational Programming (1)

| Non-Core Educational and Informational Programming (1 of 1)   | Response   |
|---|--|
| Program Title   | Teen Kids News   |
| Origination   | Syndicated   |
| Days/Times<br>Program Regularly<br>Scheduled:   | Saturdays 11:00am through 9/3  |
| Total times aired at regularly scheduled time:  | 6  |
| Number of<br>Preemptions  | 4  |
| Length of Program   | 30 mins  |
| Age of Target Child<br>Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming.  | Teen Kids News is a dynamic television news program for teens and pre-teens(ages 13-16). The half-hour weekly program provides information and news to students in a way that's educational as well as entertaining. The focus of the program is young people, so all the stories are in their words. This program inserts the clear informed voice of students into the adult-dominated media and provides a unique perspective that is not currently available on network news programs. Executive producer Albert T. Primo, who created the Eyewitness News format and award-winning Eyewitness News Producer Alan Weiss are producing the program. Weekly Reader Online provides educational content and works with teachers nationwide to download Teen Kids News scripts to teach public speaking, reading and writing skills. |
| Does the program have educating and informing children ages 16 and under as a significant purpose?  | Yes  |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?   | Yes  |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C. F.R. Section 73.673? | Yes  |

#### **Date and Time Aired:**

| Questions | Response            |
|-----------|---------------------|
| Date Time | 07/10/2016 04:33 PM |

| Date Time | 08/14/2016 04:00 PM |
|-----------|---------------------|
| Date Time | 08/27/2016 01:00 PM |
| Date Time | 08/21/2016 04:00 PM |

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  | Mikayla Steberl   |
| Address   | 6725 W Clearwater Ave. Suite A  |
| City  | Kennewick   |
| State   | WA  |
| Zip   | 99336   |
| Telephone Number  | (509) 735-1700  |
| Email Address   | mikayla.steberl@kffxtv.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. | KFFX FOX 11 locally produces Public Service Announcements targeting children. Our goal is to make a positive impression on children and their families. These PSA's stimulate thought, create deeper awareness, and give kids valuable practical information that they can apply to their lives. These spots focus on safety, health, education, the environment and emotional well- being. |

## Other Matters (11)

Core

Programming.

| Other<br>Matters (1 of<br>11)  | Response   |
|--|--|
| Program Title  | Noodle and Doodle 11.2   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays at 8:00 am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 12   |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 3 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of | NOODLE AND DOODLE is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show will be enjoyed by preschoolers, the projects are also very practical and engaging to implement for children ages 5-8. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something |

| Other<br>Matters (2 of<br>11)                   | Response             |
|---|----------------------|
| Program Title                                   | Lazytown 11.2        |
| Origination                                     | Network              |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays at 10:30am |
| Total times aired at regularly scheduled time   | 12                   |
| Length of<br>Program                            | 30 mins              |
| Age of<br>Target Child<br>Audience<br>from      | 5 years to 8 years   |

useful to achieve a completely different goal.

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

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

| Other Matters (3 of 11)  | Response  |
|--|---|
| Program Title  | Ocean Mysteries   |
| Origination  | Syndicated  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Monday at 9:30 AM   |
| Total times aired at regularly scheduled time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child Audience<br>from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The half-hour weekly series, Ocean Mysteries, offers a fresh approach to the quest for aquatic understanding by blending stories of fascinating sea creatures, comparisons to popular land animals, and analogies to human experience. Hosted by Jeff Corwin, Ocean Mysteries is produced for ages 13-16 and beyond by showing how animals share the same behaviors, challenges, and triumphs that humans do. From exciting rescues of abandoned animals to unexpected conflicts in the "family dynamics" of the mingling species, viewers will get to know - and care- about these heroes, and all the fascinating life teeming in our oceans. |

| Other<br>Matters (4 of<br>11)                   | Response           |
|---|--------------------|
| Program Title                                   | Expedition Wild    |
| Origination                                     | Syndicated         |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Tuesday at 9:30 AM |
| Total times aired at regularly scheduled time   | 13                 |
| Length of<br>Program                            | 30 mins            |

| Target Child     |   |
|------------------|---|
| Audience<br>from |   |
| Describe the     | Produced for ages 13-16, this educational and informational program is hosted by wildlife expert Casey      |
| educational      | Anderson and showcases his charismatic animal companions on an innovative and action packed odyssey         |
| and              | through North America's wild places; revealing a rare glimpse into the beauty and complexity of the natural |
| informational    | world. Viewers will follow Casey on a series of breathtakingly wild adventures: he'll paddle the Grand      |
| objective of     | Canyon, ski with Wolverines in British Columbia, observe Mountain Lions in Montana, stake out the           |
| the program      | scavengers in Yellowstone, investigate a raven's nest, observe Polar Bears on Alaska's northern slope, and  |
| and how it       | climb to rugged extremes in pursuit of Northern Maine's Black Bears - bringing audiences a rare and         |
| meets the        | personal experience with endangered species, some deadly, others dashing, in the stunning natural           |
| definition of    | ecosystems that they call home.   |
| Core             |   |
| Programming.     |   |

13 years to 16 years

Age of

| Other<br>Matters (5 of<br>11)  | Response  |
|--|---|
| Program Title  | Brain Games: Family Edition   |
| Origination  | Syndicated  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Wednesday at 9:30 AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of<br>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. | Brain Games: Family Edition is a weekly half-hour series that explores the fascinating components of the human brain and how they shape our perceptions and everyday lives. Produced for children aged 13-16, Brain Games: Family Edition's host Jason Silva opens each episode with an exercise for your mind which will often leave you scratching your head. These exercises will serve as a jumping-off point for a deep dive into the reality of human perception and the fascinating ways that our brain functions. Each week, host Jason Silva will explore a variety of different topics including visual perception, memory, skill learning, decision making, and many more. Brain Games: Family Edition educates and inspires viewers by presenting a series of experiments and activities designed to help people improve cognitive function and use their brains better, smarter, and faster. |

| Other Matters (6 of 11) | Response      |
|-------------------------|---------------|
| Program Title           | Dog Town, USA |
| Origination             | Syndicated    |

| Days/Times  | Thursdays at 9:30 am  |  |
|---|---|--|
| Program   |   |  |
| Regularly   |   |  |
| Scheduled   |   |  |
| Total times aired at regularly scheduled time               | 13  |  |
| Length of<br>Program  | 30 mins   |  |
| Age of Target<br>Child Audience<br>from                     | hild Audience   |  |
| Describe the educational and informational objective of the | Dog Town, USA is a story of the men and women who devote their lives to the healing and happiness of dogs - from every corner of the nation. Built on 33,000 acres of pristine land in Utah, Dog Town USA is the nation's preeminent facility dedicated to finding safe homes for abandoned doges. Each week, Dog Town, USA's highly skilled staff and internationally renowned experts first create a safe sanctuary for dogs from around the world. Then, Dog Town, USA's medical professionals provide unique personal |  |

program and how it meets the definition of Core Programming.

dogs from around the world. Then, Dog Town, USA's medical professionals provide unique personal care to each dog, beginning the detailed process of rehabilitation in preparation for uniting each dog with a loving new family and home.

| Other Matters<br>(7 of 11)   | Response   |
|--|--|
| Program Title  | Jack Hanna's Into The Wild   |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Fridays at 9:30 am   |
| Total times aired at regularly scheduled time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience<br>from   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Into The Wild is an action packed, unpredictable show for kids ages 13-16, full of remarkable animals, breathtaking scenery, and good family fun while going along educational, unscripted reality TV theme. Together, Team Hanna will go where no team has gone before in the history of television. Jack Hanna and his family will go into the wild with the television cameras recording every step. Each episode tracks a new adventure for the Hanna expedition as they explore a new and different exotic location. The program is regularly scheduled between 7:00am and 10:00pm. The program is 30 minutes in length, and is identified as an educational and informational show, targeted to teens (ages 13-16) at the beginning and through each broadcast and in listings provided to publishers of program guides. |

| Other Matters (8 of 11) | Response |
|-------------------------|----------|
| Program Title           | Hatched  |

| Origination  | Syndicated   |
|--|--|
| Days/Times Program Regularly Scheduled   | Sundays at 7:00 am   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Hatched is an educational and informational series dedicated to teaching children aged 13-16 about how to successfully pursue their entrepreneurial dreams. Each week, a seasoned team of business leaders instructs entrepreneurs about the basic but critical business skills needed to bring a product from concept to the marketplace. |

| Other<br>Matters (9 of<br>11)  | Response  |
|--|---|
| Program Title  | El Show de Chica 11.2   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays @ 8:30 am and 9:30 am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 24  |
| Length of Program  | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | El SHOW DE CHICA features 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. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgement, and inter-personal behaviors. She and Kelly usually work on the problem through and adventure - a fantasy transformation to animation - where Bunji and Stitches become alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development and Chica learns to express herself properly, think before she acts, and interact with other effectively. She often learns that it takes hard work and practice to become proficient in different skills. |

| Other Matters (10 of 11) | Response          |
|--------------------------|-------------------|
| Program Title            | Nina's World 11.2 |
| Origination              | Network           |

| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays @ 9:30 am and 10:00 am  |
|--|---|
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 24  |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child<br>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. | Nina's World is an animated show based on a six-year-old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela (grandmother). Her Tio (uncle) Javier lives nearby and there are lots of different child and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina's best friend is Star, a stuffed starfish pillow character brought to life by Nina's imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her work, take responsibility for her actions, and correct her mistakes. |

| Other Matters (11 of 11)   | Response   |
|--|--|
| Program Title  | Recipe Rehab   |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | Saturdays @ 11-11:30 am  |
| Total times aired at regularly scheduled time  | 12   |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience from   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | In this weekly half-hour competition-style series developed and produced to educate and inform viewers ages 13-16, it is chef against chef in a recipe makeover challenge. Viewers will submit their favorite, decadent, high-calorie, classic family recipes and two acclaimed chefs will face off in a head-to-head competition to give the recipes a low-calorie twist. The audience will learn the value of healthy, wholesome ingredients and how healthy food choices can have positive effects on our quality of life. Special guests will serve as judge and jury. |

#### Certification

Question Response

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.

# FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID

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.

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).

I certify that this application includes all required and relevant attachments.

Yes

I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.

Lyn Howard Promotions

Manager

**Ashley** 

01/10/2017

**Attachments** 

No Attachments.