

Children's Television Programming Report

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 Facility ID: 56852

 City: BELLEVUE
 State: WA

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

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 Filing Status: Active

Report reflects information for : First Quarter of 2017

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

Applicant Name, Type, and Contact Information

Applicant Information

Applicant	Address	Phone	Email	Applicant Type
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Contact Representatives (2)	Contact Name	Address	Phone	Email	Contact Type
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Children's	Section	Question	Response	
Television Information	Station Type	Station Type	Network Affiliation	า
incination		Affiliated network	ION	
		Nielsen DMA	Seattle-Tacoma	
		Web Home Page Address		
			1	
Digital Core	Question			Response
Programming	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			999.0
	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:			69.0
	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	
	•	at least 50% of the Core Programming counted toward meeting ed to free video programming aired on other than the main Yes N		Yes

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?

Digital Core Programs(25)

Digital Core Program (1 of 25)	Response
Program Title	The Choo Bob Show 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	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 (2 of 25)	Response
Program Title	Raggs 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	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. Thei 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 (3 of 25)	Response
Program Title	Doki 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
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
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the program
the symbol E
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Digital Core Program (4 of 25)	Response
Program Title	Fishtronaut E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 7:00 am and 7:30 am PT
Total times aired at regularly scheduled time	120
Total times aired	120
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.	Fishtronaut is a secret agent fish that wears a spacesuit so he can leave his home in Quiet Lake and explore the world outside the water in Smiling Trees Park. All sorts of environmental and nature-related mysteries pop up. With his friends, Marina (an 8 year old girl) and Zeek (a pre-teen monkey), the mysteries are always solved. In each episode, viewers are invited to clap and dance along with the cast to help reveal clues locked inside a magical multicolored ball.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 25)	Response
Program Title	Meteor and the Mighty Monster Trucks E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 8:00 am and 8:30 am PT
Total times aired at regularly scheduled time	120
Total times aired	120
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
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 de with winning and losing graciously and overcoming obstacles. Narrator brings us into the a and tells us what's going on during the episode in the voice of a sports announcer. Charact repeat from episode to episode and are predominantly male. However, all characters look different and have different abilities.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 25)	Response
Program Title	Dive Olly Dive E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 9:00 am and 9:30 am PT
Total times aired at regularly scheduled time	120
Total times aired	120
Number of Preemptions	0

Number of	
Preemptions	
for other than	
Breaking News	
Number of	0
Preemptions	
Rescheduled	
Length of	30 mins
Program	
Age of Target	4 years to 7 years
Child Audience	
Describe the	Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics an
educational	strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The
and	team is supportive of one another and lessons of predicting, considering and discovering are cleverly
informational	interwoven into an entertaining storyline. Although the series is standard in terms of story telling, that is,
objective of	does not incorporate some of the elements that we know extend a series' power in terms of teaching, Div
the program	Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting
and how it	a child's learning. In particular this series supports a child's social development and problem solving skill
meets the	
definition of	
Core	
Programming.	
Does the	Yes
Licensee	
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program by	
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Digital Core Program (7 of 25)	Response
Program Title	The Choo Bob Show E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 10:00 am and 10:30 am PT
Total times aired at regularly scheduled time	120
Total times aired	120
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 a 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 (8 of 25)	Response
Program Title	Artzooka E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 11:00 am and 11:30 am PT
Total times aired at regularly scheduled time	120
Total times aired	120
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 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 (9 of 25)	Response
Program Title	Thomas Edison's Secret E/I Qubo
Origination	Network

Days/Times Program Regularly Scheduled	Mondays - Fridays / 1:00 pm and 1:30 pm PT
Total times aired at regularly scheduled time	120
Total times aired	120
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	8 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Thomas Edison's Secret presents accurate, age appropriate scientific principles and concepts b portraying appealing young role models with whom young viewers can easily identify, in clever, comedic and wildly visual science based problem situations. It explores in the context of can do enthusiasm that characterized Thomas Edison's life and experiences. It invites young viewers to join in the adventure of science by making it interesting, challenging, and fun.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 25)	Response
Program Title	Secret Millionaire's Club E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 2:00 pm and 2:30 pm PT
Total times aired at regularly scheduled time	120
Total times aired	120
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	8 years to 12 years

Describe the e and information of the program meets the define Programming.	onal objective n and how it inition of Core	Secret Millionaire's Club is a series that attracts and engages young viewers, between the ages of 8-12, as they follow the exciting and often comedic adventures of four attractive role models, in narratives designed to introduce children to basic concepts in business, financial literacy, and responsible money management, as well as important practical life lessons.	
Does the Lice the program b throughout the symbol E/I?	y displaying	Yes	

Digital Core Program (11 of 25)	Response
Program Title	Nutri Ventures E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 4:00 pm and 4:30 pm PT
Total times aired at regularly scheduled time	120
Total times aired	120
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 (12 of 25) Response

Program Title	Zoo Clues E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 5:00 pm and 5:30 pm PT
Total times aired at regularly scheduled time	120
Total times aired	120
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Zoo Clues is a 30 minute program specifically created for young people between the ages of 13 and 16. The program's presentation mix of narration, visuals, and very well chosen topics delivers education and information while it entertains. Zoo Clues will leave viewers with a meaningful perspective about animas and meaningful comparison to their own human characteristics. The show's clever narration links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 25)	Response
Program Title	Animal Science E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 6:00 pm and 6:30 pm PT
Total times aired at regularly scheduled time	120
Total times aired	120
Number of Preemptions	0

0
30 mins
13 years to 16 years
Animal Science is a half hour educational and informational program that provides interesting factoids about a variety of animals. It is specifically produced for the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience, in particular younger children ages 8 to 12. The program's quick moving segments, and cool graphics is sure to capture the interest of the intended audience.
Yes

Digital Core Program (14 of 25)	Response
Program Title	Animal Atlas E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 7:00 pm and 7:30 pm PT
Total times aired at regularly scheduled time	120
Total times aired	120
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	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas provides visual information from original and detailed footage of animals. The fast moving clips of a variety of species allows viewers to compare and contrast differing physiologies and habitats. The animal subjects are presented as they move informally and comfortably through their living activities, and the narration is well informed and unobtrusive. The program uses an interactive segment with multiple choice questions about the animals covered. The questions have just the right level of engagement and are a worthwhile component of the program. The program's constant reinforcement of species differentiation will facilitate learning for young people between the ages of 13 to 16.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 25)	Response
Program Title	Jacob Two-Two E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 8:00 am and 8:30 am PT
Total times aired at regularly scheduled time	50
Total times aired	50
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 (16 of 25)	Response
Program Title	Jakers E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 9:00 am and 9:30 am PT
Total times aired at regularly scheduled time	50
Total times aired	50
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 t 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.

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Digital Core Program (17 of 25)	Response
Program Title	My Friend Rabbit E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 10:00 am and 10:30 am PT
Total times aired at regularly scheduled time	50
Total times aired	50
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 (18 of 25)	Response
Program Title	The Choo Choo Bob Show E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 11:00 am and 11:30 am PT
Total times aired at regularly scheduled time	50

Total times aired	50
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
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 (19 of 25)	Response
Program Title	Adventures from the Book of Virtues E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 12:00 pm and 12:30 pm PT
Total times aired at regularly scheduled time	50
Total times aired	50
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years

i	Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Adventures from the Book of Virtues is based on the best seller book of the same title, this award winning series is designed to enlighten, inspire and spark the imagination of families everywhere. The classic stories illuminate the core virtues of honesty, work, compassion, responsibility, courage, self discipline, friendship, loyalty, and perseverance.
	Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (20 of 25)	Response
Program Title	Willa's Wild Life E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 1:00 pm and 1:30 pm PT
Total times aired at regularly scheduled time	50
Total times aired	50
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Willa is an animated series centered on a six-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets: an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find way to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realized that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.

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Digital Core Program (21 of 25)	Response
Program Title	Zula Patrol E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 2:00 pm and 2:30 pm PT
Total times aired at regularly scheduled time	50
Total times aired	50
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the book series by Deborah Manchester, the Zula Patrol teaches science and astronomy facts to a target audience of children 6 to 10 years of age. The Zula Patrol is a group of six animated aliens, headed by Captain Bula, who carry out a variety of scientific space missions. During their missions, Captain Bula and his crew often encounter their foe, Dark Truder, and his minion, Traxie, who are trying to take over the universe. Over the course of the story, the audience learns different facts about specific space topics such as stars, planets, orbits, moons, asteroids, comets, gravity, and space probes. The information is then highlighted during a segment where crew member Professor Multo delivers his Multo Moments or summary of scientific facts from the story. Typically, the stories also provide a social emotional tag based on tolerance and non violent conflict resolution.

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Digital Core Program (22 of 25)	Response
Program Title	Sherlock Holmes in the 22nd Century E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 8:00 pm and 8:30 pm PT
Total times aired at regularly scheduled time	50
Total times aired	50
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Using the well known elements of the Sherlock Holmes character as created by Sir Arthur Conan Doyle, this series adapts those elements for today's youths. The series while entertaining also focuses on engaging viewers in two wide ranging themes Building invaluable problem solving and information management skills, and Modeling the pro social values and behaviors associated with lasting friendships and effect teamwork. Through the characters' relationships and adventures including Holmes passion for problem solving, positive attitudes and behaviors are developed for teamwork and healthy competition.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (23 of 25)	Response
Program Title	Noodle & Doodle (Telemundo Network)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 8:00 & 8:30am
Total times aired at regularly scheduled time	24
Total times aired	24
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
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.	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 Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (24 of 25) Response

Program Title	El Show de Chica (Telemundo Network)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 9:00 & 9:30am
Total times aired at regularly scheduled time	24
Total times aired	24
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
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.	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 shops one employee, Kelly, doubles as Chicas 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, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure, a fantasy transformation to animation, where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (25	Beenevee
of 25)	Response
Program Title	Nina's World (Telemundo Network)

Origination	Network
Days/Times Program Regularly Scheduled	Sat 10:00 & 10:30am
Total times aired at regularly scheduled time	24
Total times aired	24
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
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.	NINAS 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 children and adults from several different cultures in the apartment complex and neighborhood where she lives. Ninas best friend is Star, a stuffed starfish pillow character brought to life by Ninas imagination. Each episode features Nina taking on a challenge, solving a problem, or finding 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 /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	Monica Nelsen
	Address	8112-C 304th Avenue SE
	City	Preston
	State	WA
	Zip	98050
	Telephone Number	(425) 222-6010
	Email Address	monicanelsen@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.	The core programs listed in the Digital Core Programming section of this report that aired on the Qubo channel were regularly scheduled for 13 consecutive weeks beginning the final week of the prior quarter through the period depicted in this report.

Other Matters (23)

Other Matters (1 of 23)	Response
Program Title	The Choo Bob Show 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	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.

Raggs E/I Qubo Network Thursdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT
Thursdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT
26
30 mins
3 years to 6 years
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

Other Matters (3 of 23)	Response
Program Title	Doki 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

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 and its characters reflects the media landscape of today's child. Although the most supportive program involves the audience through presentation of material in a way that demands intellectual interaction of part of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real question and an "arguably" realist presentation of discovery. Combined, these elements will keep children engage and support their learning.
Other Matters (4 23)	l of Response
23)	Response
23) Program Title	Response Harry and his Bucket Full of Dinosaurs E/I Qubo Network gram Mondays - Fridays / 7:00 am and 7:30 am PT
23) Program Title Origination Days/Times Pro	Response Harry and his Bucket Full of Dinosaurs E/I Qubo Network gram Juled Harry and Aiss - Fridays / 7:00 am and 7:30 am PT Harry and Jao
23) Program Title Origination Days/Times Pro Regularly Sched Total times aired regularly schedu	Response Harry and his Bucket Full of Dinosaurs E/I Qubo Network gram luled Mondays - Fridays / 7:00 am and 7:30 am PT Hat lued 130
23) Program Title Origination Days/Times Pro Regularly Scheo Total times aireo regularly schedu time	Response Harry and his Bucket Full of Dinosaurs E/I Qubo Network gram Mondays - Fridays / 7:00 am and 7:30 am PT Id at 130 am 30 mins

(5 of 23)	Response
Program Title	Doki E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 8:00 am and 8:30 am PT

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Program 2 years to 5 years Subject of Target phild Walescontrom 2 years to 5 years Subject of Target phild Walescontrom 2 years to 5 years Subject of Target phild Walescontrom Dok (offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible athome-viewers). The team is supportive of one another and the 'world' of D and its characters reflects the media landscape of today's child. Although the most supportive program and its characters reflects the media landscape of today's child. Although the most supportive program and its characters reflects the media landscape of today's child. Although the most supportive programm ind how it services the addition of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and it here its might benetif from this type of 'interaction' Divide os offer entitualistic characters, real question and an 'arguabiy' realist presentation of discovery. Combined, these elements will keep children engage and "support their learning. Program Title Nutri Ventures E/I Qubo Nutri Ventures E/I Qubo Nutri Ventures E/I Qubo Support Their learning. 30 onins angle of Program 30 mins Goal Jings are to 8 years 30 wins A series designed to promote healthy esting and impart informational and program and war. A series designed to promote healthy esting and inpart informational and informational there are an a suboic to design and anorgup in the way of their mission.	Total times aired at regularly scheduled time	130
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Describe the deducational and informational and its characters refects the media landscape of today's child. Although the most supportive of and its characters refects the media landscape of today's child. Although the most supportive of part of the view (i.e., encouraging the view of to assist on -screen characters to solve problems), and it part of the view (i.e., encouraging the view of to assist on -screen characters to solve problems), and it 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 engage and support their ilearning. Ther Matters (6 of 3) Response Response Response And an 'arguably' realist presentation of discovery. Combined, these elements will keep children engage and support their ilearning. Program Title Nutri Ventures E/I Qubo Origination Network Days/Times cheduled time 30 mins Age of Target cheduled time 4 years to 8 years Addicational afformational dividuation dividuational dividuation dividuation dividuational dividuational dividuational dividuati	Age of Target Child Audience from	2 years to 5 years
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Days/Times Mondays - Fridays / 9:00 am and 9:30 am PT Program Regularly Scheduled Total times aired at 130 egularly assertion cheduled time 30 mins Age of Target 4 years to 8 years Child Audience 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 the episodes in a manner that utilizes how to engage in cooperative behavior and the need to do so 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. Program Title Dive Olly Dive E/l Qubo	Program Title	Nutri Ventures E/I Qubo
Program Regularly 130 Scheduled 130 rotal times aired at egularly scheduled time 130 Length of Program 30 mins Age of Target Child Audience rom 4 years to 8 years Child Audience rom 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 the episodes in a manner that utilizes how to engage in cooperative behavior and the need to do so 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. Program Title Dive Olly Dive E/I Qubo	Origination	Network
egularly 30 mins aregth of Program 30 mins Age of Target Child Audience rom 4 years to 8 years Oescribe the educational and nformational objective of the bipective of the errogram and how 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 the episodes in a manner that utilizes how to engage in cooperative behavior and the need to do so 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. Program Title Dive Olly Dive E/l Qubo	Days/Times Program Regularl Scheduled	
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Child Audience 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 the episodes in a manner that utilizes how to engage in cooperative behavior and the need to do so 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. Program Title Dive Olly Dive E/I Qubo	Length of Program	n 30 mins
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 bijective of the program and how the episodes in a manner that utilizes how to engage in cooperative behavior and the need to do so 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. The matters rogram Title Dive Olly Dive E/I Qubo	Age of Target Child Audience from	4 years to 8 years
7 of 23) Response Program Title Dive Olly Dive E/I Qubo	Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	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, the episodes in a manner that utilizes how to engage in cooperative behavior and the need to do so addition, the series promotes strategic thinking and problem solving as the heroes must devise
	Other Matters (7 of 23)	Response
Drigination Network	Program Title	Dive Olly Dive E/I Qubo
	Origination	Network

Days/Times Mondays - Fridays / 10:00 am and 10:30 am PT Program Regularly Scheduled

Total times aired at	130
regularly	
scheduled time	
Length of	30 mins
Program	
• •	4 years to 7 years
Child Audience	
from	
	Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics an
	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,
•	does not incorporate some of the elements that we know extend a series' power in terms of teaching, Di
	Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting a child's assist development and problem activing skills
how it meets the definition	a child's learning. In particular this series supports a child's social development and problem solving skill
of Core	
Programming.	
. rogrammig.	
Other Matters (8 o	f
23)	Response
Program Title	Zoo Clues E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 1:00 pm and 1:30 pm PT
Total times aired a regularly scheduled time	
Length of Program	30 mins
Age of Target Child	d 13 years to 16 years
Audience from	
Describe the	Zoo Clues is a 30 minute program specifically created for young people between the ages of 13 and
educational and	16. The program's presentation mix of narration, visuals, and very well chosen topics delivers
informational	education and information while it entertains. Zoo Clues will leave viewers with a meaningful
objective of the	perspective about animas and meaningful comparison to their own human characteristics. The show
program and how i	t clever narration links disparate information together in a way that always makes clear that what
meets the definition	n viewers see is real, natural, and relates to their own life in the real world.
of Core	
Programming.	
Other Matters (9 of 23)	Response
Program Title	Animal Atlas E/I Qubo
Origination	Network
Days/Times	Mondays - Fridays / 2:00 pm and 2:30 pm PT
Program	
Regularly	
<u></u>	

Scheduled

Total times aired at regularly scheduled time	130
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.	Animal Atlas provides visual information from original and detailed footage of animals. The fast moving clips of a variety of species allows viewers to compare and contrast differing physiologies and habitats. The animal subjects are presented as they move informally and comfortably through their living activities, and the narration is well informed and unobtrusive. The program uses an interactive segment with multiple choice questions about the animals covered. The questions have just the right level of engagement and are a worthwhile component of the program. The program's constant reinforcement of species differentiation will facilitate learning for young people between the ages of 13 to 16.

Other Matters (10 of 23)	Response
Program Title	Animal Science E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 3:00 pm and 3:30 pm PT
Total times aired at regularly scheduled time	130
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.	Animal Science is a half hour educational and informational program that provides interesting factoids about a variety of animals. It is specifically produced for the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience, in particular younger children ages 8 to 12. The program's quick moving segments, and cool graphics is sure to capture the interest of the intended audience.

Other Matters (11 of 23)	Response
Program Title	Safari Tracks E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 6:00 pm and 6:30 pm PT
Total times aired at regularly scheduled time	130
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Safari Tracks is a thirty minute program designed for a young audience range of 13 to 16 year olds that highlights the informational and educational aspects of the animal kingdom in the given environment of Africa. The series lends itself respect to the natural world and initiates discussion of issues relating to that world and encourages drawing of conclusions based upon information presented. The programs concluding segment contains a sardonically toned mock quiz that serves as reinforcement and review of the material covered in the program.

Other Matters (12 of 23)	Response
Program Title	Thomas Edison's Secret Lab E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 7:00 pm and 7:30 pm PT
Total times aired at regularly scheduled time	130
Length of Program	30 mins
Age of Target Child Audience from	8 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Thomas Edison's Secret presents accurate, age appropriate scientific principles and concepts by portraying appealing young role models with whom young viewers can easily identify, in clever, comedic and wildly visual science based problem situations. It explores in the context of can do enthusiasm that characterized Thomas Edison's life and experiences. It invites young viewers to join in the adventure of science by making it interesting, challenging, and fun.
Other Matters (13 of 23)	Response
Program Title	Secret Millionaire's Club E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 9:00 pm and 9:30 pm PT
Total times aired at regula scheduled time	arly 130
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years
Describe the educational and informational objectiv of the program and how it meets the definition of Co Programming.	models, in narratives designed to introduce children to basic concepts in business, financial

Other Matters (14 of 23)	Response
Program Title	Jacob Two Two E/I Qubo
Origination	Network

Days/Times Program Regularly Scheduled	Saturdays and Sundays / 8:00 am and 8:30 am PT
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.

Matters (15 of 23)	Response
Program Title	Pearlie E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 10:00 am and 10:30 am PT
Total times aired at regularly scheduled time	52
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years

Pearlie is an animated comedy series based on the children's book series, Pearlie the Park Fairy by Wendy Describe the educational Harmer. Pearlie is an optimistic, light hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the informational 6 to 10 year old range, episodes focus on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters to keep objective of Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy the program and how it and making sure the park functions smoothly. Pearlie's nemesis and cousin, Saphira, often takes advantage meets the of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each definition of episode, Pearlie approaches new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Programming. Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.

and

Core

Program

Other Matters (1 of 23)	l6 Response	
Program Title	Marvin and the Tap Dancing Horse E/I Qubo	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 12:00 pm and 12:30 pm PT	
Total times aired at regularly scheduled time	i 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.	excitement of carnival life. Children learn the valuable lessons of friendship and family, and believing in	
Other Matters (17 of 23)	Response	
Program Title	Jacob Two Two E/I Qubo	
Origination	Network	
Days/Times	Saturdays and Sundays / 1:00 pm and 1:30 pm PT	

Regularly Scheduled	
Total times aired at regularly scheduled time	52
Length of Program	30 mins

Age of Target Child Audience from

and

and how it

meets the

Programming.

Core

4 years to 8 years

Describe the Based on Mordecai Richler's books, Jacob Two-Two is an animated show about the challenges of a little educational 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 informational inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his objective of 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 the program 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. definition of

Other Matters (18 of 23)	Response
Program Title	Jane and the Dragon E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 2:00 pm and 2:30 PT
Total times aired at regularly scheduled time	52
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of her castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.
Other Matters (19

Other Matters (19 of 23)	Response
Program Title	Sherlock Holmes in the 22nd Century E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 7:00 pm and 7:30 pm PT

Total times aired at regularly	52
scheduled time	
Length of Program	30 mins
Age of Target	6 years to 11 years
Child Audience	
from	
Describe the	Using the well known elements of the Sherlock Holmes character as created by Sir Arthur Conan
educational and	Doyle, this series adapts those elements for today's youths. The series while entertaining also focuse
informational	on engaging viewers in two wide ranging themes Building invaluable problem solving and information
objective of the	management skills, and Modeling the pro social values and behaviors associated with lasting
program and how	friendships and effect teamwork. Through the characters' relationships and adventures including
it meets the	Holmes passion for problem solving, positive attitudes and behaviors are developed for teamwork and
definition of Core	healthy competition.
Programming.	

Other Matters (20 of 23)	Response
Program Title	Noodle & Doodle (Telemundo Network)
Origination	Network
Days/Times	Sat 8:00am
Program	
Regularly	
Scheduled	
Total times	13
aired at	
regularly	
scheduled	
time	
Length of	30 mins
Program	
Age of	2 years to 5 years
Target Child	
Audience	
from	
Describe the	NOODLE AND DOODLE is an instructional series that features creating art projects and cooking projects
educational	around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully
and	equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent
informational	engagement and often feature families working together to make something for display in the child's home
objective of	Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated characte
the program	during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the
and how it	show will be enjoyed by preschoolers, the projects are also very practical and engaging to implement for
meets the	children ages 5-8. The art projects typically feature lessons on recycling materials for re-use in making art
definition of	and always demonstrate that creativity can transform something intended for one purpose into something
Core Programming.	useful to achieve a completely different goal.

Other Matters (21 of 23)	Response
Program Title	El Show de Chica (Telemundo Network)
Origination	Network

Days/Times Program	Sat 8:30am
Regularly Scheduled	
Total times aired at	13
regularly	
scheduled	
time	
Length of	30 mins
Program	
Age of	2 years to 5 years
Target Child	
Audience from	
Describe the	EL SHOW DE CHICA features a five year old baby chick who spends her days with her parents in their
educational	costume shop the Coop. The shops one employee, Kelly, doubles as Chicas nanny and the ensemble is
and	rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window
informational	In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually he
objective of	issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usual
the program	work on the problem through an adventure, a fantasy transformation to animation, where Bunji and Stitche
and how it	come alive and join Chica and Kelly for the problem solving process. The core educational content is
monte the	primarily coold amotional dovolonment and Chica learne how to everyone herealt preserve think before the
meets the definition of	
definition of	acts, and interact with others effectively. She often learns that it takes hard work and practice to become
definition of Core	acts, and interact with others effectively. She often learns that it takes hard work and practice to become
definition of Core Programming. Other	acts, and interact with others effectively. She often learns that it takes hard work and practice to become
definition of Core Programming.	acts, and interact with others effectively. She often learns that it takes hard work and practice to become
definition of Core Programming. Other Matters (22	acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.
definition of Core Programming. Other Matters (22 of 23)	acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.
definition of Core Programming. Other Matters (22 of 23) Program Title Origination Days/Times	acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. Response La Abeja Maya (Telemundo Network)
definition of Core Programming. Other Matters (22 of 23) Program Title Origination Days/Times Program	acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. Response La Abeja Maya (Telemundo Network) Network
definition of Core Programming. Other Matters (22 of 23) Program Title Origination Days/Times Program Regularly	acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. Response La Abeja Maya (Telemundo Network) Network
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming. LA ABEJA MAYA (Maya the Bee) is an entertaining preschool series that furthers the educational and informational needs of children by promoting the social and emotional goals of independence, empathy and diversity. The series also serves the cognitive and intellectual needs of children by teaching them about biodiversity and the importance of protecting nature. The main character, Maya, is a free spirit with a curious demeanor and fondness for discovery. With her eagerness for adventure, she lives free in the meadow, because the world is just too big and too fascinating to stay in the bee hive. Through Mayas open-mindedness, children learn to foster their curiosity and to accept and respect others. On her way through the meadow, Maya and her many friends teach children valuable lessons about supporting the weak, learning from each other and appreciating different perspectives on life.

Other Matters (23 of 23)	Response
Program Title	Nina's World (Telemundo Network)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 10:00 & 10:30am
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.	NINAS 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 children and adults from several different cultures in the apartment complex and neighborhood where she lives. Ninas best friend is Star, a stuffed starfish pillow character brought to life by Ninas 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.

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; or the 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.	Michael S Hubner Secretary
		04/06 /2017

Attachments No Attachments.