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# Children's Television Programming Report

FRN: **0003720042** | File Number: **0000032312** | Submit Date: **10/10/2017** | Call Sign: **KWPX-TV** | Facility ID: **56852**  
City: **BELLEVUE** | State: **WA**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**10/10/2017** | Filing Status: **Active**

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## Report reflects information for : Third Quarter of 2017

### 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**

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

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**Contact  
Representatives  
(2)**

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

**Children's  
Television  
Information**

| Section      | Question              | Response            |
|--------------|-----------------------|---------------------|
| Station Type | Station Type          | Network Affiliation |
|              | Affiliated network    | ION                 |
|              | Nielsen DMA           | Seattle-Tacoma      |
|              | Web Home Page Address |                     |

**Digital Core  
Programming**

| Question  | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream  | 3.0      |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream  | 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:  | 52.0     |
| Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?  | Yes      |
| Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams? | Yes      |

**Digital Core Programs(21)**

| <b>Digital Core Program (1 of 21)</b>  | <b>Response</b>  |
|--|--|
| Program Title  | Zoo Clues 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   | 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  |

| <b>Digital Core Program (2 of 21)</b>         | <b>Response</b>  |
|---|--|
| Program Title                                 | Secret Millionaire's Club 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   | 8 years to 12 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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 Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program<br/>(3 of 21)</b>  |  | <b>Response</b> |
|--|--|-----------------|
| Program Title  | Thomas Edison's Secret Lab 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   | 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 Lab 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. |                 |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |                 |

| <b>Digital Core Program (4 of 21)</b>  |  | <b>Response</b> |
|--|--|-----------------|
| Program Title  | Meteor and the Mighty Monster Trucks 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 5 years   |                 |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A group of trucks that live/go to school in a monster truck arena called Crushington Park deal with winning and losing graciously and overcoming obstacles. Narrator brings us into the action and tells us what's going on during the episode in the voice of a sports announcer. Characters repeat from episode to episode and are predominantly male. However, all characters look very different and have different abilities. |                 |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |                 |

| <b>Digital Core Program (5 of 21)</b>              |  | <b>Response</b> |
|--|--|-----------------|
| Program Title                                      | Nutri Ventures 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 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  |

| <b>Digital Core Program (6 of 21)</b>              | <b>Response</b>                              |
|--|--|
| Program Title                                      | Dive Olly Dive E/I Qubo                      |
| Origination  | Network                                      |
| Days/Times Program Regularly Scheduled             | Mondays - Fridays / 11:00 am and 11:00 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 7 years                           |



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

| <b>Digital Core Program (7 of 21)</b>  | <b>Response</b>  |
|--|--|
| Program Title  | Animal Science 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   | 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. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (8 of 21)</b> | <b>Response</b> |
|---------------------------------------|-----------------|
|---------------------------------------|-----------------|

|  |   |
|--|---|
| Program Title  | Animal Atlas 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  | 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 (9 of 21) | Response |
|--------------------------------|----------|
|--------------------------------|----------|

|  |  |
|--|--|
| Program Title                          | Safari Tracks 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   | 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. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core Program (10 of 21)</b> |                 |
|--|-----------------|
|  | <b>Response</b> |

|  |  |
|--|--|
| Program Title                                      | Jakers 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   | 4 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is knowing stuff in our power. The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core Program (11 of 21)</b>             | <b>Response</b>                                |
|--|--|
| Program Title                                      | Marvin and the Tap Dancing Horse 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      | 54   |
| Total times aired                                  | 54   |
| 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. | Marvin the Tap Dancing Horse captures the hearts of kids with its charming tales of life in the carnival. Created by Betty and Michael Paraskevas, the series looks at nine year-old Eddy Largo's adventures after he lands a summer job at the local carnival. He soon meets the stars of the show Marvin the Tap-Dancing Horse, Diamonds the Elephant, Elizabeth the Pig and Stripes the Tiger, and discovers that they can communicate with one another. Together, they overcome many obstacles while enjoying the excitement of carnival life. Children learn the valuable lessons of friendship and family, and believing in themselves. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core Program (12 of 21)</b>   | <b>Response</b>  |
|--|--|
| Program Title  | Adventures from the Book of Virtues 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  | 54   |
| Total times aired  | 54   |
| 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. | 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  |

| <b>Digital Core Program (13 of 21)</b> | <b>Response</b>                                  |
|--|--|
| Program Title                          | Zoo Clues 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  | 54   |
| Total times aired  | 54   |
| 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   | 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 (14 of 21)**

**Response**

|  |  |
|--|--|
| Program Title                                      | Secret Millionaire's Club 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      | 54   |
| Total times aired                                  | 54   |
| 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                       | 8 years to 12 years                              |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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 Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (15 of 21)</b>   |  | <b>Response</b> |
|--|--|-----------------|
| Program Title  | Thomas Edison's Secret Lab 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  | 54   |                 |
| Total times aired  | 54   |                 |
| 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   | 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 Lab 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. |                 |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |                 |

| <b>Digital Core Program (16 of 21)</b> |                         | <b>Response</b> |
|--|-------------------------|-----------------|
| Program Title                          | Nutri Ventures 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  | 54   |
| Total times aired  | 54   |
| 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   |
| 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 (17 of 21)**

**Response**

|   |  |
|---|--|
| Program Title                                 | Jacob Two-Two E/I Qubo                         |
| Origination                                   | Network  |
| Days/Times Program Regularly Scheduled        | Saturdays and Sundays / 4:30 pm and 4:30 pm PT |
| Total times aired at regularly scheduled time | 54   |
| Total times aired                             | 54   |



|  |  |
|--|--|
| 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   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Based on Mordecai Richler's books, Jacob Two-Two is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

**Digital Core Program (18 of 21)**

**Response**

|   |  |
|---|--|
| Program Title                                 | 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 scheduled time | 54   |
| Total times aired                             | 54   |
| 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   |

| <b>Digital Core Program (19 of 21)</b>             | <b>Response</b>                      |
|--|--------------------------------------|
| Program Title                                      | El Show de Chica (Telemundo Network) |
| Origination  | Network                              |
| Days/Times Program Regularly Scheduled             | Eastern & Pacific: Sat 8:00 & 8:30am |
| Total times aired at regularly scheduled time      | 28                                   |
| Total times aired                                  | 28                                   |
| 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   |

| <b>Digital Core Program (20 of 21)</b>             | <b>Response</b>                      |
|--|--------------------------------------|
| Program Title                                      | La Abeja Maya (Telemundo Network)    |
| Origination  | Network                              |
| Days/Times Program Regularly Scheduled             | Eastern & Pacific: Sat 9:00 & 9:30am |
| Total times aired at regularly scheduled time      | 28                                   |
| Total times aired                                  | 28                                   |
| 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 7 years  |
| 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. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core Program (21 of 21)</b>             | <b>Response</b>                        |
|--|--|
| Program Title                                      | Nina's World (Telemundo Network)       |
| Origination  | Network                                |
| Days/Times Program Regularly Scheduled             | Eastern & Pacific: Sat 10:00 & 10:30am |
| Total times aired at regularly scheduled time      | 28                                     |
| Total times aired                                  | 28                                     |
| 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. | <p>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.</p> |
| 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 (25)**

| <b>Other Matters (1 of 25)</b>   | <b>Response</b>  |
|--|--|
| Program Title  | Zoo Clues 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  | 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. |

| <b>Other Matters (2 of 25)</b>   | <b>Response</b>  |
|--|--|
| Program Title  | Secret Millionaire's Club E/I  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Thursdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT   |
| Total times aired at regularly scheduled time  | 26   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 8 years to 12 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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. |

| <b>Other Matters (3 of 25)</b>                | <b>Response</b>  |
|---|--|
| Program Title                                 | Thomas Edison's Secret Lab E/I                                   |
| Origination                                   | Network  |
| Days/Times Program Regularly Scheduled        | Fridays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT |
| Total times aired at regularly scheduled time | 26   |
| Length of Program                             | 30 mins  |

|  |  |
|--|--|
| Age of Target Child Audience from  | 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 Lab 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. |

| <b>Other Matters (4 of 25)</b> |                 |
|--------------------------------|-----------------|
|                                | <b>Response</b> |

|   |  |
|---|--|
| Program Title                                 | Doki 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 | 130  |
| Length of Program                             | 30 mins                                    |
| Age of Target Child Audience from             | 2 years to 5 years                         |

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

| <b>Other Matters (5 of 25)</b> |                 |
|--------------------------------|-----------------|
|                                | <b>Response</b> |

|   |  |
|---|--|
| Program Title                                 | Todd World 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 | 130  |
| Length of Program                             | 30 mins                                    |
| Age of Target Child Audience from             | 2 years to 5 years                         |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Todd World uses the real-life experiences of a preschool-aged boy and his friends to offer lessons of acceptance, tolerance and diversity to the child-at-home. It is a program perfect for the pre-school and early elementary age group (2-5 years) and an excellent use of the television medium to support the social/emotional development of kids. |
|--|--|

| <b>Other Matters (6 of 25)</b>   | <b>Response</b>   |
|--|---|
| Program Title  | Harry and His Bucket Full of Dinosaurs 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  | 130   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemma or challenge and finds his answers in Dinoworld. It is here far from the real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being part of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal. |

| <b>Other Matters (7 of 25)</b>   | <b>Response</b>   |
|--|---|
| Program Title  | Jakers 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  | 130   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 4 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is knowing stuff in our power. The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children. |

| <b>Other Matters (8 of 25)</b> | <b>Response</b>         |
|--------------------------------|-------------------------|
| Program Title                  | Dive Olly Dive E/I Qubo |

|   |   |
|---|---|
| Origination   | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | Mondays - Fridays / 1:00 pm and 1:30 pm PT  |
| Total times<br>aired at<br>regularly<br>scheduled time  | 130   |
| Length of<br>Program  | 30 mins   |
| Age of Target<br>Child Audience<br>from   | 4 years to 7 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition<br>of Core<br>Programming. | Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics and strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The team is supportive of one another and lessons of predicting, considering and discovering are cleverly interwoven into an entertaining storyline. Although the series is standard in terms of story telling, that is, it does not incorporate some of the elements that we know extend a series' power in terms of teaching, Dive Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting a child's learning. In particular this series supports a child's social development and problem solving skills. |

**Other Matters (9 of 25)**

**Response**

|   |  |
|---|--|
| Program Title   | Nutri Ventures E/I Qubo  |
| Origination   | Network  |
| Days/Times<br>Program Regularly<br>Scheduled  | Mondays - Fridays / 2:00 pm and 2:30 pm PT   |
| Total times aired at<br>regularly<br>scheduled time   | 130  |
| Length of Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from   | 4 years to 8 years   |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how<br>it meets the<br>definition of Core<br>Programming. | A series designed to promote healthy eating and impart information about each food group in an entertaining context which also contains other educational and informational objectives. The program highlights the distinct personalities of the four young heroes, who are between the ages of 4 and 10, in the episodes in a manner that utilizes how to engage in cooperative behavior and the need to do so. In addition, the series promotes strategic thinking and problem solving as the heroes must devise methods to get past the various creatures standing in the way of their mission. |

**Other Matters (10 of 25)**

**Response**

|               |                       |
|---------------|-----------------------|
| Program Title | Animal Atlas E/I Qubo |
| Origination   | Network               |

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|   |  |
|---|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled | Mondays - Fridays / 6:00 pm and 6:30 pm PT |
|---|--|

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|  |     |
|--|-----|
| Total times<br>aired at<br>regularly<br>scheduled time | 130 |
|--|-----|

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|                      |         |
|----------------------|---------|
| Length of<br>Program | 30 mins |
|----------------------|---------|

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|   |                      |
|---|----------------------|
| Age of Target<br>Child Audience<br>from | 13 years to 16 years |
|---|----------------------|

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|  |   |
|--|---|
| Describe the<br>educational and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>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. |
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**Other Matters (11  
of 25)**

**Response**

|               |                        |
|---------------|------------------------|
| Program Title | Safari Tracks E/I Qubo |
|---------------|------------------------|

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|             |         |
|-------------|---------|
| Origination | Network |
|-------------|---------|

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|  |  |
|--|--|
| Days/Times<br>Program Regularly<br>Scheduled | Mondays - Fridays / 7:00 pm and 7:30 pm PT |
|--|--|

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|   |     |
|---|-----|
| Total times aired at<br>regularly scheduled<br>time | 130 |
|---|-----|

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|                   |         |
|-------------------|---------|
| Length of Program | 30 mins |
|-------------------|---------|

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|                                      |                      |
|--------------------------------------|----------------------|
| Age of Target Child<br>Audience from | 13 years to 16 years |
|--------------------------------------|----------------------|

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|   |   |
|---|---|
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how it<br>meets the definition<br>of Core<br>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. |
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**Other Matters (12 of 25)**

**Response**

|               |                         |
|---------------|-------------------------|
| Program Title | Animal Science E/I Qubo |
|---------------|-------------------------|

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|             |         |
|-------------|---------|
| Origination | Network |
|-------------|---------|

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|   |  |
|---|--|
| Days/Times Program<br>Regularly Scheduled | Mondays - Fridays / 8:00 pm and 8:30 pm PT |
|---|--|

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|  |     |
|--|-----|
| Total times aired at<br>regularly scheduled time | 130 |
|--|-----|

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|  |  |
|--|--|
| 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. |

| <b>Other Matters (13 of 25)</b>  | <b>Response</b>  |
|--|--|
| Program Title  | Zoo Clues E/I Qubo   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Mondays - Fridays / 9:00 pm and 9:30 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. | 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. |

| <b>Other Matters (14 of 25)</b>  | <b>Response</b>   |
|--|---|
| Program Title  | Harry and his Bucket Full of Dinosaurs E/I Qubo   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturdays and Sundays / 7:00 am and 7:30 am PT  |
| Total times aired at regularly scheduled time  | 54  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemma or challenge and finds his answers in Dinoworld. It is here far from the real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being part of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal. |

| <b>Other Matters (15 of 25)</b>  | <b>Response</b>   |
|--|---|
| Program Title  | Fishtronaut 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  | 54  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 3 years to 6 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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. |

| <b>Other Matters (16 of 25)</b>  | <b>Response</b>  |
|--|--|
| Program Title  | Meteor and the Mighty Monster Trucks 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  | 54   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 3 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A group of trucks that live/go to school in a monster truck arena called Crushington Park deal with winning and losing graciously and overcoming obstacles. Narrator brings us into the action and tells us what's going on during the episode in the voice of a sports announcer. Characters repeat from episode to episode and are predominantly male. However, all characters look very different and have different abilities. |

| <b>Other Matters (17 of 25)</b>        | <b>Response</b>                                  |
|--|--|
| Program Title                          | Doki 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  | 54   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning. |

| Other Matters (18 of 25) | Response |
|--------------------------|----------|
|--------------------------|----------|

|   |  |
|---|--|
| Program Title                                 | Choo Choo Bob Show 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 | 54   |
| 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. |
|--|--|

| Other Matters (19 of 25) | Response |
|--------------------------|----------|
|--------------------------|----------|

|  |  |
|--|--|
| Program Title                          | Jakers 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  | 54  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 4 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is knowing stuff in our power. The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children. |

**Other Matters (20 of 25)**

**Response**

|  |   |
|--|---|
| Program Title  | Where on Earth is Carmen Sandiego E/I Qubo  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturdays and Sundays / 6:00 pm and 6:30 pm PT  |
| Total times aired at regularly scheduled time  | 54  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 10 years to 12 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The primary educational goal of the series is to present world geography information in a manner that is appealing to and comprehensible by children between the ages of 10 to 12 years old. Each episode is designed to take the action to at least two places on our planet and provide the viewers with some information about each place. Additionally, each episode has a secondary topic designed to fit with the narrative, the focus of which may be culture, history, art, music, science, technology, or the like. The program provides the right balance of entertainment and information, and the information emerges as a natural part of the progression of the story rather than as a series of interruptions. |

**Other Matters (21 of 25)**

**Response**

|   |  |
|---|--|
| Program Title                                 | Thomas Edison's Secret Lab 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 | 54   |
| 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 Lab 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 (22 of 25) | Response |
|--------------------------|----------|
|--------------------------|----------|

|  |  |
|--|--|
| Program Title  | Secret Millionaire's Club E/I Qubo   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturdays and Sundays / 9:00 pm and 9:30 pm PT   |
| Total times aired at regularly scheduled time  | 54   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 8 years to 12 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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. |

| Other Matters (23 of 25) | Response |
|--------------------------|----------|
|--------------------------|----------|

|   |                                      |
|---|--------------------------------------|
| Program Title                                 | El Show de Chica (Telemundo Network) |
| Origination                                   | Network                              |
| Days/Times Program Regularly Scheduled        | Eastern & Pacific: Sat 8:00 & 8:30am |
| 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. | 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. |
|--|---|

**Other Matters (24 of 25)**

**Response**

|               |                                   |
|---------------|-----------------------------------|
| Program Title | La Abeja Maya (Telemundo Network) |
|---------------|-----------------------------------|

|             |         |
|-------------|---------|
| Origination | Network |
|-------------|---------|

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|--|--------------------------------------|
| Days/Times Program Regularly Scheduled | Eastern & Pacific: Sat 9:00 & 9:30am |
|--|--------------------------------------|

|   |    |
|---|----|
| Total times aired at regularly scheduled time | 26 |
|---|----|

|                   |         |
|-------------------|---------|
| Length of Program | 30 mins |
|-------------------|---------|

|                                   |                    |
|-----------------------------------|--------------------|
| Age of Target Child Audience from | 4 years to 7 years |
|-----------------------------------|--------------------|

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|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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 (25 of 25)**

**Response**

|               |                                  |
|---------------|----------------------------------|
| Program Title | Nina's World (Telemundo Network) |
|---------------|----------------------------------|

|             |         |
|-------------|---------|
| Origination | Network |
|-------------|---------|

|  |  |
|--|--|
| Days/Times Program Regularly Scheduled | Eastern & Pacific: Sat 10:00 & 10:30am |
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|  |   |
|--|---|
| 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. |

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## Certification

| Question   | Response   |
|--|--|
| <p>The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.</p> <p><b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b></p> <p>Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.</p> <p>WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).</p> |  |
| <p>I certify that this application includes all required and relevant attachments.</p>   | <p>Yes</p>   |
| <p>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.</p>  | <p><b>Michael Hubner</b><br/><i>Secretary</i></p> <p>10/10<br/>/2017</p> |

## Attachments

No Attachments.