



(REFERENCE COPY - Not for submission)

## Children's Television Programming Report

FRN: **0030884894** File Number: **0000009118** Submit Date: **04/05/2016** Call Sign: **K04QP-D** Facility ID: **168403** 

City: CASAS ADOBES State: AZ

Service: Digital Class A Purpose: Children's TV Programming Report Status: Received Status Date: 04/05/2016

Filing Status: Active

### Report reflects information for : First Quarter of 2016

| General     |
|-------------|
| Information |

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

# Applicant Information

#### **Applicant Name, Type, and Contact Information**

| Applicant                | Address       | Phone         | Email       | Applicant<br>Type |
|--------------------------|---------------|---------------|-------------|-------------------|
| KVOA COMMUNICATIONS, LLC | Bill Shaw     | +1 (520) 792- | bshaw@kvoa. | Company           |
| Doing Business As: KVOA  | 209 W. Elm St | 2270          | com         |                   |
| COMMUNICATIONS, LLC      | TUCSON, AZ    |               |             |                   |
|                          | 85705         |               |             |                   |
|                          | United States |               |             |                   |

#### Contact Representatives (1)

| Contact Name   | Address  | Phone             | Email          | Contact Type           |
|--|--|-------------------|----------------|------------------------|
| <b>Dottie Diaz</b> Traffic Manager  KVOA COMMUNICATIONS, LLC | 209 W. Elm St<br>TUCSON, AZ 85705<br>United States | +1 (520) 792-2270 | ddiaz@kvoa.com | Station Representative |

#### Children's Television Information

| Section      | Question              | Response              |
|--------------|-----------------------|-----------------------|
| Station Type | Station Type          | Network Affiliation   |
|              | Affiliated network    | NBC                   |
|              | Nielsen DMA           | Tucson (Sierra Vista) |
|              | Web Home Page Address | www.kvoa.com          |

### Digital Core Programming

| Question  | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream  | 3.0      |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream  | 168.0    |
| State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:  | 3.0      |
| Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?  | Yes      |
| Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams? | Yes      |

### Digital Core Programs(23)

| Digital Core<br>Program (1 of 23)  | Response  |
|--|---|
| Program Title  | Earth to Luna   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 7am (1/2-1/30)  |
| Total times aired at regularly scheduled time  | 5   |
| Total times aired  | 5   |
| Number of<br>Preemptions   | 0   |
| Number of Preemptions for other than Breaking News   | 0   |
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of Program  | 30 mins   |
| Age of Target<br>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. | Earth to Luna is a series that stars big sister Luna and her little brother, Jupiter. Luna teaches her brother through play and adventures that typically take place in their backyard. Science and experimentation are Luna's forte, but fun and music are always on the menu of activities. Often the music provides compelling details about the scientific findings. Luna's friends, Alice and Tom, often join the kids. Clyde, her pet ferret, is ever present and provides lots of comedic action. And, Luna's parents are there to praise the children's accomplishments, which they reveal through a little vignette at the end of the story. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (2<br>of 23)            | Response              |
|---|-----------------------|
| Program Title                                   | LazyTown              |
| Origination                                     | Network               |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sat 7:30am (1/2-3/26) |

| Total times aired at   | 13   |
|--|--|
| regularly<br>scheduled<br>time   |  |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 0  |
| Number of<br>Preemptions<br>Rescheduled  | 0  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus (a gymnast/athlete prepared to answer any call for help) comes to the rescue from his home in zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities that include playing games, competing athletically, and even building forts and play structures. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //?                             | Yes  |

| Digital Core<br>Program (3 of<br>23)            | Response           |
|---|--------------------|
| Program Title                                   | Nina's World       |
| Origination                                     | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sat 8am (1/2-1/30) |

| Total times<br>aired at<br>regularly<br>scheduled time   | 5  |
|--|--|
| Total times aired  | 5  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking News  | 0  |
| Number of<br>Preemptions<br>Rescheduled  | 0  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>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. | Nina's World is a childhood adventure series, which re-imagines a childhood for the character Nina, host of the Sprout Good Night Show. Nina is a six year-old Latina, living in San Antonio Texas. She is exposed to adults and children from many cultures who live in her immediate neighborhood and in the mixed use housing complex, where her parents own a bakery downstairs from their apartment. Nina manages to create regular adventures with her friends, her parents, and the grown-ups too, because she is curious and determined to over-reach her abilities in pursuit of her goals. Nina models resilience as there is not a day where she doesn't reflect on her encounters with good natured common sense and an ability to rebound after her mistakes. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (4 of<br>23)                   | Response                |
|--|-------------------------|
| Program Title  | Ruff Ruff, Tweet & Dave |
| Origination  | Network                 |
| Days/Times<br>Program<br>Regularly<br>Scheduled        | Sat 8:30am (1/2-1/30)   |
| Total times<br>aired at<br>regularly<br>scheduled time | 5                       |

| Total times aired  | 5   |
|--|---|
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking News  | 0   |
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>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. | Ruff-Ruff, Tweet and Dave (RRTD) is an animated show that puts an emphasis on logical thinking and us of language through fun problem-solving adventures. The trio, RRTD, is guided by Hatty, an erudite hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Roly-pods, enter the Spin-Again transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the Roly-Pods and head home. Their adventures are varied. They might go climb a mountain, design their ow fairy tale, or build a sand castle. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (5 of<br>23)            | Response           |
|---|--------------------|
| Program Title                                   | Astroblast         |
| Origination                                     | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sat 9am (1/2-1/30) |
| Total times aired at regularly scheduled time   | 5                  |
| Total times aired                               | 5                  |
| Number of<br>Preemptions                        | 0                  |

| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 0   |
|--|---|
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child<br>Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Astroblast, based on the book series by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. Five animal characters and one three-eyed octopus of unknown derivation popula the station. Each episode begins with an everyday conversation or incident that grows into a predicament needing a solution. While these predicaments take place in a fantasy environment, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience see how the characters learn lessons for practical living such as how to keep track of things that belong to you practice good habits, clean up when you've made a mess, rebound from a failure or an embarrassing incident, or resist the urge to blame others for your mistakes. |
| Does the Licensee identify the program by displaying throughout the program the symbol E ///?                            | Yes   |

| Digital Core<br>Program (6<br>of 23)            | Response              |
|---|-----------------------|
| Program Title                                   | Clangers              |
| Origination                                     | Network               |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sat 9:30am (1/2-1/30) |
| Total times aired at regularly scheduled time   | 5                     |
| Total times aired                               | 5                     |
| Number of Preemptions                           | 0                     |

| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 0   |
|--|---|
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouse-like creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and Clangers have to figure out who the visitors really are and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space: meteors and comets an eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //?                             | Yes   |

| Digital Core<br>Program (7<br>of 23)            | Response           |
|---|--------------------|
| Program Title                                   | Clangers           |
| Origination                                     | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sat 7am (2/6-3/26) |
| Total times aired at regularly scheduled time   | 8                  |
| Total times aired                               | 8                  |
| Number of Preemptions                           | 0                  |

| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 0   |
|--|---|
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouse-like creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and Clangers have to figure out who the visitors really are and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space: meteors and comets an eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //?                             | Yes   |

| Digital Core<br>Program (8<br>of 23)            | Response           |
|---|--------------------|
| Program Title                                   | Floogals           |
| Origination                                     | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sat 8am (2/6-3/26) |
| Total times aired at regularly scheduled time   | 8                  |
| Total times aired                               | 8                  |
| Number of<br>Preemptions                        | 0                  |

| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 0  |
|--|--|
| Number of<br>Preemptions<br>Rescheduled  | 0  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Floogals is an animated show starring three space aliens, Fleeker, Flow and Boomer, who have been ser to earth to explore, investigate, discover and report their findings to their superiors at Floogal headquarter. The diminutive Floogals are no taller than a large safety pin and their visual perspective is literally the point of view of the show. With the multiple challenges of their size and ignorance of all things Hooman, (that's Floogal-speak for human), the Floogals have a lot of work on their hands. They are engaged in the dual processes of discovery and problem-solving as nothing on earth is familiar to them. Much like young children, they begin by encountering something new and then go through a comedic multi-step process of watching, listening, touching and note-taking until they've figured out what and how their new discovery fit into the Hooman universe. |
| Does the Licensee identify the program by displaying throughout the program the symbol E ///?                            | Yes  |

| Digital Core<br>Program (9 of<br>23)                   | Response              |
|--|-----------------------|
| Program Title  | Nina's World          |
| Origination  | Network               |
| Days/Times<br>Program<br>Regularly<br>Scheduled        | Sat 8:30am (2/6-3/26) |
| Total times<br>aired at<br>regularly<br>scheduled time | 8                     |
| Total times aired                                      | 8                     |
| Number of<br>Preemptions                               | 0                     |

| Number of<br>Preemptions<br>for other than<br>Breaking News  | 0  |
|--|--|
| Number of<br>Preemptions<br>Rescheduled  | 0  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>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. | Nina's World is a childhood adventure series, which re-imagines a childhood for the character Nina, host of the Sprout Good Night Show. Nina is a six year-old Latina, living in San Antonio Texas. She is exposed to adults and children from many cultures who live in her immediate neighborhood and in the mixed use housing complex, where her parents own a bakery downstairs from their apartment. Nina manages to create regular adventures with her friends, her parents, and the grown-ups too, because she is curious and determined to over-reach her abilities in pursuit of her goals. Nina models resilience as there is not a day where she doesn't reflect on her encounters with good natured common sense and an ability to rebound after her mistakes. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (10<br>of 23)                       | Response                |
|---|-------------------------|
| Program Title   | Ruff Ruff, Tweet & Dave |
| Origination   | Network                 |
| Days/Times<br>Program<br>Regularly<br>Scheduled             | Sat 9am (2/6-3/26)      |
| Total times<br>aired at<br>regularly<br>scheduled time      | 8                       |
| Total times aired   | 8                       |
| Number of Preemptions                                       | 0                       |
| Number of<br>Preemptions<br>for other than<br>Breaking News | 0                       |

| Number of<br>Preemptions   | 0   |
|--|---|
| Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>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. | Ruff-Ruff, Tweet, and Dave (RRTD) is an animated show that puts an emphasis on logical thinking and use of language through fun problem solving adventures. The trio, RRTD, is guided by Hatty, an erudite hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Roly-pods, enter the Spin-Again transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the Roly-Pods and head home. Their adventures are varied. They might go climb a mountain, design their or fairy tale, or build a sand castle. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (11<br>of 23)                          | Response              |
|--|-----------------------|
| Program Title  | Astroblast            |
| Origination  | Network               |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sat 9:30am (2/6-3/26) |
| Total times aired at regularly scheduled time                  | 7                     |
| Total times aired  | 8                     |
| Number of<br>Preemptions                                       | 1                     |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                     |
| Number of<br>Preemptions<br>Rescheduled                        | 1                     |

| Length of Program  | 30 mins   |
|--|---|
| Age of Target<br>Child<br>Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Astroblast, based on the book series by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. Five animal characters and one three-eyed octopus of unknown derivation populate the station. Each episode begins with an everyday conversation or incident that grows into a predicament needing a solution. While these predicaments take place in a fantasy environment, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to keep track of things that belong to you, practice good habits, clean up when you've made a mess, rebound from a failure or an embarrassing incident, or resist the urge to blame others for your mistakes. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?     | Yes   |

#### **Digital Preemption Programs #1**

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Astroblast          |
| List date and time rescheduled   | 03/26/2016 04:30 PM |
| Is the rescheduled date the second home?   | Yes                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2016-03-26          |
| Episode #  | ATB113              |
| Reason for Preemption  | Sports              |

| Digital Core<br>Program (12 of<br>23)           | Response           |
|---|--------------------|
| Program Title                                   | Pets in Paradise   |
| Origination                                     | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sat 8am (1/2-3/12) |
| Total times aired at regularly scheduled time   | 11                 |
| Total times aired                               | 11                 |

| Number of<br>Preemptions   | 0  |
|--|--|
| Number of<br>Preemptions for<br>other than<br>Breaking News  | 0  |
| Number of<br>Preemptions<br>Rescheduled  | 0  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pets in Paradise TV is a weekly television show that explores the relationship between humans and animals. From surfing pigs, to ducks living inside the house, rescued dogs, and dogs that rescue humans, we look at the remarkable connections people have with their pets in one of the most beautiful places on Earth, Hawaii. Each week learn about these relationships and how they flourish in Paradise. The 30 minute show consists of compelling stories about people and their people and their pets, information about pet health care, tips on pet training and much more. The show's goal is to help nurture relationships between pet owners and their companions. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (13 of<br>23)              | Response            |
|--|---------------------|
| Program Title                                      | Pets in Paradise    |
| Origination  | Network             |
| Days/Times<br>Program<br>Regularly<br>Scheduled    | Sat 7am (3/19-3/26) |
| Total times aired at regularly scheduled time      | 2                   |
| Total times aired                                  | 2                   |
| Number of<br>Preemptions                           | 0                   |
| Number of Preemptions for other than Breaking News | 0                   |
| Number of<br>Preemptions<br>Rescheduled            | 0                   |

| Length of<br>Program   | 30 mins  |
|--|--|
| Age of Target<br>Child Audience  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pets in Paradise TV is a weekly television show that explores the relationship between humans and animals. From surfing pigs, to ducks living inside the house, rescued dogs, and dogs that rescue humans, we look at the remarkable connections people have with their pets in one of the most beautifur places on Earth, Hawaii. Each week learn about these relationships and how they flourish in Paradise. The 30 minute show consists of compelling stories about people and their people and their pets, information about pet health care, tips on pet training and much more. The show's goal is to help nurtuin relationships between pet owners and their companions. |
| Does the<br>Licensee identify<br>the program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?            | Yes  |

| Digital Core<br>Program (14<br>of 23)                          | Response              |
|--|-----------------------|
| Program Title  | Ariel, Zoey & Eli Too |
| Origination  | Network               |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sat 8:30am (1/2-3/12) |
| Total times aired at regularly scheduled time                  | 11                    |
| Total times aired  | 11                    |
| Number of<br>Preemptions                                       | 0                     |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                     |
| Number of<br>Preemptions<br>Rescheduled                        | 0                     |
| Length of<br>Program   | 30 mins               |
| Age of<br>Target Child<br>Audience                             | 13 years to 16 years  |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Ariel & Zoey & Eli, Too (AZE2), a musical variety show that is driven by three siblings, empowers children to accomplish their goals and their dreams. AZE2 accomplishes this through interviewing people who excel in their profession and have a positive message for kids, introducing guests who perform different genres of music, and presenting musical performances by the cast members themselves. These cast musical performances show children they can write their own music and the importance of teamwork. Music on the show is produced by Emmy Award winner David Barrett. He and Brian Brill (another Emmy winner) ensure that the music is tailored for the young audience. All songs offer a positive message about life. Every episode begins with the song "Sweet Company which sends the positive message of friendship and ends with the singing of End of Another Day which encourages the viewer to stay optimistic about tomorrow. (Showplace TV Syndication) |
|--|---|
| Does the Licensee identify the program by displaying throughout the program the symbol E ///?                            | Yes   |

| Digital Core<br>Program (15<br>of 23)                          | Response               |
|--|------------------------|
| Program Title  | Ariel, Zoey & Eli Too  |
| Origination  | Network                |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sat 7:30am (3/19-3/26) |
| Total times aired at regularly scheduled time                  | 2                      |
| Total times aired  | 2                      |
| Number of<br>Preemptions                                       | 0                      |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                      |
| Number of<br>Preemptions<br>Rescheduled                        | 0                      |
| Length of Program  | 30 mins                |
| Age of<br>Target Child<br>Audience                             | 13 years to 16 years   |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Ariel & Zoey & Eli, Too (AZE2), a musical variety show that is driven by three siblings, empowers children to accomplish their goals and their dreams. AZE2 accomplishes this through interviewing people who excel in their profession and have a positive message for kids, introducing guests who perform different genres of music, and presenting musical performances by the cast members themselves. These cast musical performances show children they can write their own music and the importance of teamwork. Music on the show is produced by Emmy Award winner David Barrett. He and Brian Brill (another Emmy winner) ensure that the music is tailored for the young audience. All songs offer a positive message about life. Every episode begins with the song "Sweet Company which sends the positive message of friendship and ends with the singing of End of Another Day which encourages the viewer to stay optimistic about tomorrow. (Showplace TV Syndication) |
|--|---|
| Does the Licensee identify the program by displaying throughout the program the symbol E ///?                            | Yes   |

| Digital Core<br>Program (16<br>of 23)                          | Response             |
|--|----------------------|
| Program Title  | Aqua Kids            |
| Origination  | Network              |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sat 9am (1/2-3/12)   |
| Total times aired at regularly scheduled time                  | 11                   |
| Total times aired  | 11                   |
| Number of<br>Preemptions                                       | 0                    |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                    |
| Number of<br>Preemptions<br>Rescheduled                        | 0                    |
| Length of<br>Program   | 30 mins              |
| Age of<br>Target Child<br>Audience                             | 13 years to 16 years |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Aqua Kids provides a unique vehicle for young people to learn about the diversity of marine animals around the world, emphasizing the importance of preserving fragile aquatic habitats and encouraging children to take an active role in protecting the future of their community and the world. The program provides a window into the management and preservation of unique habitats and species through the eyes of kids and their hands-on collaboration with science researchers and educators. The messages delivered by Aqua Kids are given by a creative and resourceful host, Molly McKinney, whose scientific background is evident in the show. The other young hosts, whose ages range from pre-teen to late teens, are equally entertaining and informative. The young viewers identify with these young hosts and imagine themselves in the role of the scientist and as someone who could have a positive impact on the environment. The format of young student scientists presenting information on location in a variety of aquatic settings is both entertaining and informative. (Showplace TV Syndication) |
|--|---|
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?     | Yes   |

| Digital Core<br>Program (17<br>of 23)                          | Response             |
|--|----------------------|
| Program Title  | Aqua Kids            |
| Origination  | Network              |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sat 8am (3/19-3/26)  |
| Total times aired at regularly scheduled time                  | 2                    |
| Total times aired  | 2                    |
| Number of<br>Preemptions                                       | 0                    |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                    |
| Number of<br>Preemptions<br>Rescheduled                        | 0                    |
| Length of<br>Program   | 30 mins              |
| Age of<br>Target Child<br>Audience                             | 13 years to 16 years |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Aqua Kids provides a unique vehicle for young people to learn about the diversity of marine animals around the world, emphasizing the importance of preserving fragile aquatic habitats and encouraging children to take an active role in protecting the future of their community and the world. The program provides a window into the management and preservation of unique habitats and species through the eyes of kids and their hands-on collaboration with science researchers and educators. The messages delivered by Aqua Kids are given by a creative and resourceful host, Molly McKinney, whose scientific background is evident in the show. The other young hosts, whose ages range from pre-teen to late teens, are equally entertaining and informative. The young viewers identify with these young hosts and imagine themselves in the role of the scientist and as someone who could have a positive impact on the environment. The format of young student scientists presenting information on location in a variety of aquatic settings is both entertaining and informative. (Showplace TV Syndication) |
|--|---|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core<br>Program (18<br>of 23)                          | Response              |
|--|-----------------------|
| Program Title  | Steal the Show        |
| Origination  | Network               |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sat 9:30am (1/2-3/12) |
| Total times aired at regularly scheduled time                  | 11                    |
| Total times aired  | 11                    |
| Number of<br>Preemptions                                       | 0                     |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                     |
| Number of<br>Preemptions<br>Rescheduled                        | 0                     |
| Length of Program  | 30 mins               |
| Age of Target<br>Child<br>Audience                             | 13 years to 16 years  |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Steal the Show provides CORE programming in the areas music, music composition, the music recording process and musical instruments. Ariel, Zoey and Eli Engelbert of the El program Ariel & Zoey & Eli, Too work to write and record an album with Grammy Winner Jim Peterik. All aspect of the process are covered - 1) Creating the melody, 2) writing the lyric, 3) creating harmonies, 4) developing instrumentals and 5) recording the song in the studio. With schools across the country cutting funding to music related programs, Steal the Show fills an important void. Students will be empowered with the knowledge and skills they will broaden and hone as they follow Ariel, Zoey and Eli on their journey with one of the most prominent songwriters of the past 20 years. |
|--|--|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core<br>Program (19<br>of 23)                          | Response               |
|--|------------------------|
| Program Title  | Steal the Show         |
| Origination  | Network                |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sat 8:30am (3/19-3/26) |
| Total times aired at regularly scheduled time                  | 2                      |
| Total times aired  | 2                      |
| Number of<br>Preemptions                                       | 0                      |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                      |
| Number of<br>Preemptions<br>Rescheduled                        | 0                      |
| Length of<br>Program   | 30 mins                |
| Age of Target<br>Child<br>Audience                             | 13 years to 16 years   |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Steal the Show provides CORE programming in the areas music, music composition, the music recording process and musical instruments. Ariel, Zoey and Eli Engelbert of the El program Ariel & Zoey & Eli, Too work to write and record an album with Grammy Winner Jim Peterik. All aspect of the process are covered - 1) Creating the melody, 2) writing the lyric, 3) creating harmonies, 4) developing instrumentals and 5) recording the song in the studio. With schools across the country cutting funding to music related programs, Steal the Show fills an important void. Students will be empowered with the knowledge and skills they will broaden and hone as they follow Ariel, Zoey and Eli on their journey with one of the most prominent songwriters of the past 20 years. |
|--|--|
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?     | Yes  |

| Digital Core<br>Program (20<br>of 23)                          | Response                 |
|--|--------------------------|
| Program Title  | The New Howdy Doody Show |
| Origination  | Network                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sun 8am (1/3-3/6)        |
| Total times aired at regularly scheduled time                  | 10                       |
| Total times aired  | 10                       |
| Number of<br>Preemptions                                       | 0                        |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                        |
| Number of<br>Preemptions<br>Rescheduled                        | 0                        |
| Length of Program  | 30 mins                  |
| Age of Target<br>Child<br>Audience                             | 6 years to 10 years      |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Howdy Doody is a 1975 series which is known to its viewers for Buffalo Bob in his cowboy attire and a cast of human characters such as Clarabell the Clown and Chief Thunderthud as well as puppets (i.e., Howdy Doody, Dilly Dally, Flub-a-Dub, etc.). Children sat on stage in the Peanut Gallery, thus making this show a forerunner of interactive programming we enjoy today. The primary value of the series is to educate and entertain elementary school-aged children. In addition, both older children and monitoring adults will find this series amusing and quite charming as Howdy Doody is a timeless character who has an interactive quality. Educationally, the series offers opportunities for parents and teachers to teach lessons related to language, character development, science, and listening skills. |
|--|--|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core<br>Program (21<br>of 23)                          | Response                 |
|--|--------------------------|
| Program Title  | The New Howdy Doody Show |
| Origination  | Network                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sun 7am (3/13-3/27)      |
| Total times aired at regularly scheduled time                  | 3                        |
| Total times aired  | 3                        |
| Number of<br>Preemptions                                       | 0                        |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                        |
| Number of<br>Preemptions<br>Rescheduled                        | 0                        |
| Length of<br>Program   | 30 mins                  |
| Age of Target<br>Child<br>Audience                             | 6 years to 10 years      |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Howdy Doody is a 1975 series which is known to its viewers for Buffalo Bob in his cowboy attire and a cast of human characters such as Clarabell the Clown and Chief Thunderthud as well as puppets (i.e., Howdy Doody, Dilly Dally, Flub-a-Dub, etc.). Children sat on stage in the Peanut Gallery, thus making this show a forerunner of interactive programming we enjoy today. The primary value of the series is to educate and entertain elementary school-aged children. In addition, both older children and monitoring adults will find this series amusing and quite charming as Howdy Doody is a timeless character who has an interactive quality. Educationally, the series offers opportunities for parents and teachers to teach lessons related to language, character development, science, and listening skills. |
|--|--|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core<br>Program (22<br>of 23)                          | Response                 |
|--|--------------------------|
| Program Title  | The New Howdy Doody Show |
| Origination  | Network                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sun 8:30am (1/3-3/6)     |
| Total times aired at regularly scheduled time                  | 10                       |
| Total times aired  | 10                       |
| Number of<br>Preemptions                                       | 0                        |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                        |
| Number of<br>Preemptions<br>Rescheduled                        | 0                        |
| Length of Program  | 30 mins                  |
| Age of Target<br>Child<br>Audience                             | 6 years to 10 years      |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Howdy Doody is a 1975 series which is known to its viewers for Buffalo Bob in his cowboy attire and a cast of human characters such as Clarabell the Clown and Chief Thunderthud as well as puppets (i.e., Howdy Doody, Dilly Dally, Flub-a-Dub, etc.). Children sat on stage in the Peanut Gallery, thus making this show a forerunner of interactive programming we enjoy today. The primary value of the series is to educate and entertain elementary school-aged children. In addition, both older children and monitoring adults will find this series amusing and quite charming as Howdy Doody is a timeless character who has an interactive quality. Educationally, the series offers opportunities for parents and teachers to teach lessons related to language, character development, science, and listening skills. |
|--|--|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core<br>Program (23<br>of 23)                          | Response                 |
|--|--------------------------|
| Program Title  | The New Howdy Doody Show |
| Origination  | Network                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sun 7:30am (3/13-3/27)   |
| Total times aired at regularly scheduled time                  | 3                        |
| Total times aired  | 3                        |
| Number of<br>Preemptions                                       | 0                        |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                        |
| Number of<br>Preemptions<br>Rescheduled                        | 0                        |
| Length of<br>Program   | 30 mins                  |
| Age of Target<br>Child<br>Audience                             | 6 years to 10 years      |

| Describe the  | Howdy Doody is a 1975 series which is known to its viewers for Buffalo Bob in his cowboy attire and a cas    |
|---------------|--|
| educational   | of human characters such as Clarabell the Clown and Chief Thunderthud as well as puppets (i.e., Howdy        |
| and           | Doody, Dilly Dally, Flub-a-Dub, etc.). Children sat on stage in the Peanut Gallery, thus making this show a  |
| informational | forerunner of interactive programming we enjoy today. The primary value of the series is to educate and      |
| objective of  | entertain elementary school-aged children. In addition, both older children and monitoring adults will find  |
| the program   | this series amusing and quite charming as Howdy Doody is a timeless character who has an interactive         |
| and how it    | quality. Educationally, the series offers opportunities for parents and teachers to teach lessons related to |
| meets the     | language, character development, science, and listening skills.  |
| definition of |  |
| Core          |  |
| Programming.  |  |
| Does the      | Yes  |
| Licensee      |  |
| identify the  |  |
| program by    |  |
| displaying    |  |
| throughout    |  |
| the program   |  |
| the symbol E  |  |
| /1?           |  |

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  | Dottie Diaz  |
| Address   | 209 W. Elm<br>St.  |
| City  | Tucson   |
| State   | AZ   |
| Zip   | 85705  |
| Telephone Number  | (520) 792-<br>2270   |
| Email Address   | ddiaz@kvoa.  |
| 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. | Attached document is other information to consider in evaluating our compliance. |

### Other Matters (12)

Programming.

| Other<br>Matters (1 of<br>12)   | Response   |
|---|--|
| Program Title   | The Chica Show   |
| Origination   | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | Sat 7am  |
| Total times aired at regularly scheduled time   | 13   |
| Length of Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core | The Chica Show features a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, 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 (2 of 12)                         | Response           |
|---|--------------------|
| Program Title                                   | Noodle & Doodle    |
| Origination                                     | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sat 7:30am         |
| Total times aired at regularly scheduled time   | 13                 |
| Length of Program                               | 30 mins            |
| Age of Target<br>Child<br>Audience from         | 2 years to 5 years |

Core

Programming.

Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an everfaithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal.

| Other<br>Matters (3 of<br>12)  | Response   |
|--|--|
| Program Title  | Floogals   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sat 8am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of | Floogals is an animated show starring three space aliens, Fleeker, Flo and Boomer, who have been sent to earth to explore, investigate, discover and report their findings to their superiors at Floogal headquarters. The diminutive Floogals are no taller than a large safety pin and their visual perspective is literally the point of view of the show. With the multiple challenges of their size and ignorance of all things Hooman [that's Floogal-speak for human], the Floogals have a lot of work on their hands. They are engaged in the dual processes of discovery and problem solving as nothing on earth is familiar to them. Much like young children, they begin by encountering something new and then go through a comedic multi-step process of watching, listening, touching, and note-taking until they've figured out what and how their new discovery fits into the Hooman universe. |

| Other Matters<br>(4 of 12)             | Response     |
|--|--------------|
| Program Title                          | Nina's World |
| Origination                            | Network      |
| Days/Times Program Regularly Scheduled | Sat 8:30am   |

| Total times aired at regularly scheduled time  | 13  |
|--|---|
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child<br>Audience from  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Nina's World is an animated show based on a six year old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela, (grandmother). Her Tio, (Uncle), Javier, lives nearby and there are lots of different children and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina's best friend is Star, a stuffed starfish pillow character brought to life by Nina's imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which somethings gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her "work," take responsibility for her actions, and correct her mistakes. |

| Other Matters<br>(5 of 12)                 | Response   |
|--|--|
| Program Title                              | Ruff Ruff, Tweet & Dave  |
| Origination                                | Network  |
| Days/Times                                 | Sat 9am  |
| Program                                    |  |
| Regularly                                  |  |
| Scheduled                                  |  |
| Total times                                | 13   |
| aired at                                   |  |
| regularly                                  |  |
| scheduled time                             |  |
| Length of                                  | 30 mins  |
| Program                                    |  |
| Age of Target                              | 2 years to 5 years   |
| Child                                      |  |
| Audience from                              |  |
| Describe the educational and informational | Ruff-Ruff, Tweet, and Dave (RRTD) is an animated show which puts an emphasis on logical thinking and use of language through fun problem solving adventures. The trio, RRTD, is guided by Hatty, an erudite hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Roly-pods, enter the Spin-Again transport vehicle and arrive at their |
| objective of the program                   | destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the  |
| and how it                                 | Roly-Pods and head home. Their adventures are varied. They might go climb a mountain, design their ow  |
| meets the                                  | fairy tale, or build a sand castle.  |
| definition of                              | iany talo, or band a band basile.  |
| Core                                       |  |
| Programming.                               |  |

| Other Matters<br>(6 of 12) | Response   |
|----------------------------|------------|
| Program Title              | Astroblast |
| Origination                | Network    |

| Days/Times<br>Program<br>Regularly<br>Scheduled   | Sun 9am   |
|---|---|
| Total times aired at regularly scheduled time   | 13  |
| Length of Program   | 30 mins   |
| Age of Target<br>Child<br>Audience from   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core | Astroblast, based on the book series by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. Five animal characters and one three-eyed octopus of unknown derivation populate the station. Each episode begins with an everyday conversation or incident that grows into a predicament needing a solution. While these predicaments take place in a fantasy environment, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to keep track of things that belong to you, practice good habits, clean up when you've made a mess, rebound from a failure or an embarrassing incident, or resist the urge to blame others for your mistakes. |

Programming.

| Other Matters (7 of 12)  | Response   |
|--|--|
| Program Title  | Pets in Paradise   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 7am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pets in Paradise TV is a weekly television show that explores the relationship between humans and animals. From surfing pigs, to ducks living inside the house, rescued dogs, and dogs that rescue humans, we look at the remarkable connections people have with their pets in one of the most beautiful places on Earth, Hawaii. Each week learn about these relationships and how they flourish in Paradise. The 30 min show consists of compelling stories about people and their pets, information about pet health care, tips on pet training and much more. The show's goal is to help nurture relationships between pet owners and their companions. |

| Other<br>Matters (8 of<br>12) | Response               |  |
|-------------------------------|------------------------|--|
| Program Title                 | Ariel & Zoey & Eli Too |  |

| Origination   | Network  |
|---|--|
| Days/Times<br>Program   | Sat 7:30am   |
| Regularly   |  |
| Scheduled   |  |
| Total times aired at regularly scheduled time   | 13   |
| Length of Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core | Ariel & Zoey & Eli Too, (AZE2), a musical variety show that is driven by three siblings, empowers children to accomplish their goals and their dreams. AZE2 accomplishes this through interviewing people who excel in their profession and have a positive message for kids, introducing guests who perform different genres of music and presenting musical performances by the cast members themselves. These cast musical performances show kids they can write their own music and the importance of teamwork. Music on the show is produced by Emmy Award winner, David Barret and Brian Brill who ensure that the music is tailored for the young audience. All songs offer a positive message about life. Every episode begins with the song "Sweet Company" which sends the positive message of friendship and ends with the singing of "End of Another Day" which encourages the viewer to stay optimistic about tomorrow. |
| Programming.  |  |
| i rogramming.   |  |

| Other Matters (9 of | •                    |
|---------------------|----------------------|
| 12)                 | Response             |
| Program Title       | Aqua Kids Adventures |
| Origination         | Network              |
| Days/Times          | Sat 8am              |
| Program             |                      |
| Regularly           |                      |
| Scheduled           |                      |
| Total times         | 13                   |
| aired at            |                      |
| regularly           |                      |
| scheduled           |                      |
| time                |                      |
| Length of           | 30 mins              |
| Program             |                      |
| Age of              | 13 years to 16 years |
| Target Child        |                      |
| Audience            |                      |
| from                |                      |

Aqua Kids provides a unique vehicle for young people to learn about the diversity of marine animals around the world, emphasizing the importance of preserving fragile aquatic habitats and encouraging children to take an active role in protecting the future of their community and the world. The program provides a window into the management and preservation of unique habitats and species through the eyes of kids and their hands-on collaboration with science researchers and educators. The messages delivered by Aqua Kids are given by a creative and resourceful host, Molly McKinney, whose scientific background is evident in the show. The other young hosts, whose ages range from preteen to late teens, are equally entertaining and informative. The young viewers identify with these young hosts and imagine themselves in the role of the scientist and as someone who could have a positive impact on the environment. The format of young students scientists presenting information on location in a variety of aquatic settings is both entertaining and informative.

| Other Matters (10 of 12)   | Response   |
|--|--|
| Program Title  | Steal the Show   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 8:30am   |
| Total times aired at regularly scheduled time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Steal the Show provides CORE programming in the areas of music, music composition, the music recording process and musical instruments. Ariel, Zoey & Eli Engelberg of the e/i program Ariel & Zoey & Eli Too work to write and record an album with Grammy Winner Jim Peterik. All aspects of the process is covered; 1) creating the melody, 2) writing the lyric, 3) creating harmonies, 4) developing instrumentals and 5) recording the song in the studio. With schools across the country cutting funding to music related programs, Steal the Show fills an important void. Students will be empowered with the knowledge and skills they will broaden and hone as they follow Ariel, Zoey & Eli on their journey with one of the most prominent songwriters of the past 20 years. |

| Other<br>Matters (11<br>of 12)                  | Response                 |
|---|--------------------------|
| Program Title                                   | The New Howdy Doody Show |
| Origination                                     | Network                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sun 7am                  |

| Total times  | 13                  |  |
|--------------|---------------------|--|
| aired at     |                     |  |
| regularly    |                     |  |
| scheduled    |                     |  |
| time         |                     |  |
| ength of     | 30 mins             |  |
| Program      |                     |  |
|              |                     |  |
| Age of       | 6 years to 10 years |  |
| Target Child |                     |  |
| Audience     |                     |  |
| from         |                     |  |

Howdy Doody is a 1975 series which is known to its viewers for Buffalo Bob in his cowboy attire and a cast of human characters such as Clarabell the Clown and Chief Thunderthud as well as puppets, (i.e. Howdy Doody, Dilly Dally, Flub-a-Dub). Children sat on stage in the Peanut Gallery, thus making this show a forerunner of interactive programming we enjoy today. The primary value of the series is to educate and entertain elementary school-aged children. In addition, both older children and monitoring adults will find this series amusing and quite charming as Howdy Doody is a timeless character who has an interactive quality. Educationally, the series offers opportunities for parents and teachers to teach lessons related to language, character development, science and listening skills. In accordance with the 1990 Children's Television Act, intended to increase educational and informational programming for children, Howdy Doody clearly meets the goals of providing children with a television show that meets CORE requirements of the FCC as follows:

1) Issues such as bullying, establishing trust and courtesy are faced and resolved in the episodes, 2) Responsibility is presented in a positive and encouraging manner, 2) making choices in life, mastery of attachment and separation are emphasized in each episode and 4) issues of competition and loyalty are conveyed throughout the series.

| Other<br>Matters (12<br>of 12)                  | Response                 |
|---|--------------------------|
| Program Title                                   | The New Howdy Doody Show |
| Origination                                     | Network                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sun 7:30am               |
| Total times aired at regularly scheduled time   | 13                       |
| Length of<br>Program                            | 30 mins                  |
| Age of<br>Target Child<br>Audience<br>from      | 6 years to 10 years      |

Howdy Doody is a 1975 series which is known to its viewers for Buffalo Bob in his cowboy attire and a cast of human characters such as Clarabell the Clown and Chief Thunderthud as well as puppets, (i.e. Howdy Doody, Dilly Dally, Flub-a-Dub). Children sat on stage in the Peanut Gallery, thus making this show a forerunner of interactive programming we enjoy today. The primary value of the series is to educate and entertain elementary school-aged children. In addition, both older children and monitoring adults will find this series amusing and quite charming as Howdy Doody is a timeless character who has an interactive quality. Educationally, the series offers opportunities for parents and teachers to teach lessons related to language, character development, science and listening skills. In accordance with the 1990 Children's Television Act, intended to increase educational and informational programming for children, Howdy Doody clearly meets the goals of providing children with a television show that meets CORE requirements of the FCC as follows:

1) Issues such as bullying, establishing trust and courtesy are faced and resolved in the episodes, 2) Responsibility is presented in a positive and encouraging manner, 2) making choices in life, mastery of attachment and separation are emphasized in each episode and 4) issues of competition and loyalty are conveyed throughout the series.

#### Certification

Question Response

The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.

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

Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.

WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).

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

Yes

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

Dottie Diaz Traffic

04/05 /2016

Manager

#### **Attachments**

| File Name                | Uploaded<br>By | Attachment<br>Type | Description   | Upload Status                           |
|--------------------------|----------------|--------------------|---|---|
| 1st Quarter<br>2016.docx | Applicant      | All Purpose        | Attached is other information to consider in evaluating our compliance. | Done with Virus Scan and /or Conversion |