



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0008192122** | File Number: **0000014747** | Submit Date: **10/11/2016** | Call Sign: **KTFO-CD** | Facility ID: **35882** |

City: **AUSTIN** | State: **TX**

Service: **Digital Class A** | Purpose: **Children's TV Programming Report Amendment** | Status: **Superceded** | Status Date: **01/17/2018** | Filing Status: **Inactive**

Report reflects information for : Third 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 Type |
|--|---|-------------------|---------------------|----------------|
| <b>KAKW LICENSE PARTNERSHIP, L.P.</b><br><b>Applicant</b><br>Doing Business As: KAKW LICENSE PARTNERSHIP, L.P. | 5999 CENTER DRIVE<br>LOS ANGELES, CA 90045<br>United States | +1 (310) 348-3600 | CWOOD@UNIVISION.NET | Company        |

Contact  
Representatives  
(1)

| Contact Name  | Address  | Phone                 | Email                   | Contact Type            |
|---|--|-----------------------|-------------------------|-------------------------|
| MACE J. ROSENSTEIN ,<br>ESQ .<br>COVINGTON & BURLING<br>LLP | ONE CITYCENTER<br>850 TENTH STREET<br>NW<br>WASHINGTON, DC<br>20001<br>United States | +1 (202) 662-<br>5460 | MROSENSTEIN@COV.<br>COM | Legal<br>Representative |

Children's  
Television  
Information

| Section      | Question              | Response            |
|--------------|-----------------------|---------------------|
| Station Type | Station Type          | Network Affiliation |
|              | Affiliated network    | UniMas              |
|              | Nielsen DMA           | Austin              |
|              | 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  | 504.0    |
| 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:  | 9.0      |
| 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(14)

| Digital Core<br>Program (1 of 14)   | Response   |
|---|--|
| Program Title   | Aventura Animal (main digital stream)  |
| Origination   | Network  |
| Days/Times<br>Program Regularly<br>Scheduled  | SA, 7:00AM & 7:30AM  |
| Total times aired<br>at regularly<br>scheduled time   | 26   |
| Total times aired   | 26   |
| Number of<br>Preemptions  | 0  |
| Number of<br>Preemptions for<br>other than<br>Breaking News   |  |
| Number of<br>Preemptions<br>Rescheduled   | 0  |
| Length of Program   | 30 mins  |
| Age of Target<br>Child Audience   | 13 years to 16 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 significant purpose and key educational objective of this program is to teach young children all there is to know about life science. Each episode tackles a dozen or more mind-blowing and interesting questions concerning animals and their habitat. The show is a standard question and answer format to help test how much young people really know. The investigation of the answers takes viewers on a fast-paced and entertaining tour of the amazing animal kingdom. The show explains every answer so that young viewers are able to retain and understand the information provided. |
| Does the Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes  |

| Digital Core Program<br>(2 of 14)                   | Response                           |
|---|------------------------------------|
| Program Title                                       | Reino Animal (main digital stream) |
| Origination   | Network                            |
| Days/Times Program<br>Regularly Scheduled           | SA, 8:00AM & 8:30AM                |
| Total times aired at<br>regularly scheduled<br>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. | Reino Animal educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (3 of 14) <div>Response</div> |                                   |
|--|-----------------------------------|
| Program Title                                      | Lil' Genius (main digital stream) |
| Origination  | Network                           |
| Days/Times Program Regularly Scheduled             | SA, 9:00AM & 9:30AM               |
| 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                       | 7 years to 13 years               |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Super Genios (Lil' Genius) is geared towards the youngest in the household that will educate, inform and entertain them while simultaneously encouraging children to use their intelligence and creativity to discover the world around them in the areas of science, the arts, music, literature and sports. They will uncover extraordinary talents and abilities that exists within each one of them and that makes them unique. Numerous original activities and fun adventures will delight children who will learn and have fun while their thinking and reasoning is stimulated so that they can find the answers for themselves to the wonderful mysteries of life. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program<br>(4 of 14)  |  | Response  |
|--|--|---|
| Program Title  |  | Pocoyo (second digital stream)  |
| Origination  |  | Network   |
| Days/Times Program Regularly Scheduled   |  | SA, 7:00AM  |
| Total times aired at regularly scheduled time  |  | 13  |
| Total times aired  |  | 13  |
| Number of Preemptions  |  | 0   |
| Number of Preemptions for other than Breaking News   |  |   |
| Number of Preemptions Rescheduled  |  | 0   |
| Length of Program  |  | 30 mins   |
| Age of Target Child Audience   |  | 2 years to 4 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. |  | This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             |  | Yes   |

| Digital Core Program (5 of 14) Response  |  |
|--|--|
| Program Title  | Sesame Amigos (second digital stream)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SA, 7:30AM   |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  | 0  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 4 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Sesame Amigos is designed for Spanish-speaking families living in the U.S., where kids will learn with Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In each episode, kids will build their inner strength, develop their moral compass and learn important educational lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical shapes, good manners, good eating habits and they will dance. Young viewers will travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookies Monster, and new friends that teaches creative problem-solving and working together. They will also explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |



| Digital Core Program (6 of 14)   |   | Response |
|--|---|----------|
| Program Title  | Mickey Mouse Clubhouse (second digital stream)  |          |
| Origination  | Network   |          |
| Days/Times Program Regularly Scheduled   | SA, 8:00AM & 8:30AM   |          |
| Total times aired at regularly scheduled time  | 26  |          |
| Total times aired  | 26  |          |
| Number of Preemptions  | 0   |          |
| Number of Preemptions for other than Breaking News   |   |          |
| Number of Preemptions Rescheduled  | 0   |          |
| Length of Program  | 30 mins   |          |
| Age of Target Child Audience   | 3 years to 5 years  |          |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand. |          |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |          |

| Digital Core Program (7 of 14) |                                     | Response |
|--------------------------------|-------------------------------------|----------|
| Program Title                  | Handy Manny (second digital stream) |          |
| Origination                    | Network                             |          |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 9:00AM & 9:30AM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 26  |
| Total times<br>aired   | 26  |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 3 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers! |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (8 of<br>14) |  | Response |
|--------------------------------------|--|----------|
| Program Title                        | Curiosity Quest (third digital stream) |          |
| Origination                          | Network                                |          |

|   |  |
|---|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled   | FRI, 9:00AM & 9:30AM   |
| Total times aired<br>at regularly<br>scheduled time   | 26   |
| Total times aired   | 26   |
| Number of<br>Preemptions  | 0  |
| Number of<br>Preemptions for<br>other than<br>Breaking News   |  |
| 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<br>educational and<br>informational<br>objective of the<br>program and<br>how it meets the<br>definition of Core<br>Programming. | Curiosity Quest is an upbeat, family, educational program that explores what viewers are curious. In each show, host Joel Greene ventures on a quest to answer viewer's letters of curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration they learn about recycling, bird training, farming, science, and the environment. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. The series educates and informs youngsters about everything they are curious about and encourages them to continue to learn and be creative. |
| Does the<br>Licensee identify<br>the program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes  |

| <b>Digital Core<br/>Program (9 of 14)</b>           | <b>Response</b>                      |
|---|--------------------------------------|
| Program Title                                       | Real Life 101 (third digital stream) |
| Origination   | Network                              |
| Days/Times<br>Program Regularly<br>Scheduled        | FRI, 10:00AM                         |
| Total times aired at<br>regularly scheduled<br>time | 13                                   |
| Total times aired                                   | 13                                   |
| Number of<br>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. | A significant purpose and key educational objective of this half-hour program is to showcase the many career choices young viewers may contemplate for the future. The show is conducted by three young hosts whom in each episode feature an adult who describes what his or her daily job responsibilities entail. Viewers are given up to date information on various careers based upon real life experiences. This program promotes education as a key element to success and challenges viewers to prepare for the future at an early age. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (10 of 14)  |  | Response   |
|--|--|--|
| Program Title  |  | Awesome Adventures (third digital stream)  |
| Origination  |  | Network  |
| Days/Times Program Regularly Scheduled   |  | FRI, 10:30AM   |
| Total times aired at regularly scheduled time  |  | 13   |
| Total times aired  |  | 13   |
| 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. |  | Awesome Adventures educates young viewers about the many diverse places around the world. The young host travel on incredible journeys all over the world, exploring the geographical elements, the languages, the natural resources, historic facts and the cultures. The destinations and activities explored are diverse, from ice climbing the glaciers in Iceland to trekking next to lava in the Hawaiian Islands. |

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

| Digital Core Program (11 of 14)  | Response  |
|--|---|
| Program Title  | Aqua Kids Adventures (third digital stream)   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | FRI, 11:00AM & 11:30AM  |
| 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. | Aqua Kids Adventures provides CORE programming in the area of biology and specifically the ecosystem related to the ocean, its tributaries and estuaries. Children can learn about the resources of the oceans and how protection of oceans is necessary to present and future generations. Not only does the show teach biological topics, but it aims to enrich children's lives by making them aware of future generations, the role they play now, and for generations into the future, with the biggest ecosystem on earth-the oceans. Each episode provides information related to a specific topic and gives an educational approach to understand the topic related to the entire ecosystem of the Earth. Aqua Kids Adventures provides kids with a way to learn about the diversity of marine animals around the world and the importance of preserving their fragile aquatic habitats. Through the use of hands-on collaboration between kids and science researchers and educators, Aqua Kids Adventures encourages children to take an active role in protecting the future of their communities and the world. |

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

| Digital Core Program (12 of 14)  |  | Response   |
|--|--|--|
| Program Title  |  | Missing (fourth digital stream)  |
| Origination  |  | Network  |
| Days/Times Program Regularly Scheduled   |  | SA, 9:00AM & 11:30AM   |
| 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. |  | This half-hour series is an invaluable contribution to the public interest, it serves young viewers with life-saving tips. Using real life stories of missing people this program educates young viewers about potential dangers and how to handle these circumstances. The show is supported by the National Center for Missing and Exploited Children. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              |  | Yes  |

| Digital Core Program (13 of 14)        |  | Response                               |
|--|--|--|
| Program Title                          |  | Teen Kids News (fourth digital stream) |
| Origination                            |  | Network                                |
| Days/Times Program Regularly Scheduled |  | SA, 9:30AM & 10:30AM                   |

|  |  |
|--|--|
| 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. | Teen Kids News is a weekly news program that provides information and news to kids in a manner that is educational and appealing. Whether the featured stories or events are of national, international or even world-wide importance, each segment is carefully designed to appeal to the viewers at their own level. The program covers current topics that young viewers can relate to such as safety tips for new drivers; importance of visiting potential colleges or universities; the dangers that cliques may cause; healthy teen relationships; voluntary drug test programs and internet predators. Other segments are geared towards more historical facts and hard-news like the Brooklyn Bridge; the US flag; Europe transportation then and now; Closed Captioning; FDR Memorial and Make-A-Wish Foundation. This program stimulates young viewers curiosity, develops their learning and cognitive, listening and thinking skills. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core<br>Program (14 of 14)    Response |                                      |
|--|--------------------------------------|
| Program Title                                  | Word Travels (fourth digital stream) |
| Origination                                    | Network                              |
| Days/Times Program Regularly Scheduled         | SA, 10:00AM & 11:00AM                |
| 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. | Word Travels is an educational series which teaches geography, history, and culture. While traveling to exotic locations and writing about enlightening experiences may sound like an adventurous occupation, the life of a travel writer is not always as glamorous as it seems. Filmed in 36 countries across six continents, each half hour episode reveals the real story of professional travel journalism as the hosts share their experiences with young viewers. This series will also demonstrate how to write stories about these destinations and what information is relevant to a good story-telling. |
| 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  | Fely Garcia                        |
| Address   | 2233 W. North Loop Blvd.           |
| City  | Austin                             |
| State   | TX                                 |
| Zip   | 78756                              |
| Telephone Number  | (512) 533-2849                     |
| Email Address   | univisionprogramming@univision.net |
| Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3. |                                    |

Other Matters (14)

| Other Matters (1 of 14)   | Response   |
|---|--|
| Program Title   | Aventura Animal (main digital stream)  |
| Origination   | Network  |
| Days/Times<br>Program Regularly<br>Scheduled  | SA, 7:00AM & 7:30AM  |
| Total times aired<br>at regularly<br>scheduled time   | 28   |
| Length of Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from   | 13 years to 16 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 significant purpose and key educational objective of this program is to teach young children all there is to know about life science. Each episode tackles a dozen or more mind-blowing and interesting questions concerning animals and their habitat. The show is a standard question and answer format to help test how much young people really know. The investigation of the answers takes viewers on a fast-paced and entertaining tour of the amazing animal kingdom. The show explains every answer so that young viewers are able to retain and understand the information provided. |

| Other Matters (2 of 14)  | Response  |
|--|---|
| Program Title  | Reino Animal (main digital stream)  |
| Origination  | Network   |
| Days/Times Program<br>Regularly Scheduled  | SA, 8:00AM & 8:30AM   |
| Total times aired at<br>regularly scheduled<br>time  | 28  |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience from   | 13 years to 16 years  |
| Describe the<br>educational and<br>informational objective<br>of the program and<br>how it meets the<br>definition of Core<br>Programming. | Reino Animal educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time. |

| Other Matters (3 of 14) | Response                          |
|-------------------------|-----------------------------------|
| Program Title           | Lil' Genius (main digital stream) |
| Origination             | Network                           |

|   |   |
|---|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled   | SA, 9:00AM & 9:30AM   |
| Total times aired<br>at regularly<br>scheduled time   | 28  |
| Length of<br>Program  | 30 mins   |
| Age of Target<br>Child Audience<br>from   | 7 years to 13 years   |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and<br>how it meets the<br>definition of Core<br>Programming. | Super Genios (Lil' Genius) is geared towards the youngest in the household that will educate, inform and entertain them while simultaneously encouraging children to use their intelligence and creativity to discover the world around them in the areas of science, the arts, music, literature and sports. They will uncover extraordinary talents and abilities that exists within each one of them and that makes them unique. Numerous original activities and fun adventures will delight children who will learn and have fun while their thinking and reasoning is stimulated so that they can find the answers for themselves to the wonderful mysteries of life. |

| Other Matters (4 of 14)   | Response  |
|---|---|
| Program Title   | Pocoyo (second digital stream)  |
| Origination   | Network   |
| Days/Times Program<br>Regularly Scheduled   | SA, 7:00AM  |
| Total times aired at<br>regularly scheduled<br>time   | 14  |
| Length of Program   | 30 mins   |
| Age of Target Child<br>Audience from  | 2 years to 4 years  |
| 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. | This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand. |

| Other Matters (5 of 14)                         | Response                              |
|---|---------------------------------------|
| Program Title                                   | Sesame Amigos (second digital stream) |
| Origination                                     | Network                               |
| Days/Times<br>Program<br>Regularly<br>Scheduled | SA, 7:30AM                            |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 14  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 4 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Sesame Amigos, is designed for Spanish-speaking families living in the U.S., where kids will learn with Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In each episode, kids will build their inner strength, develop their moral compass and learn important educational lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical shapes, good manners, good eating habits and they will dance. Young viewers will travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. They will also explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." Finally they'll laugh-out-loud with Cookie Monster, the star of "Cookie's Crumby Pictures," who proves that patience takes practice. Sesame Amigos will help kids grow smarter, stronger and kinder. |

| Other Matters (6 of 14)  | Response  |
|--|---|
| Program Title  | Mickey Mouse Clubhouse (second digital stream)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA, 8:00AM & 8:30AM   |
| Total times aired at regularly scheduled time  | 28  |
| 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. | Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand. |

| Other Matters (7 of 14) | Response                            |
|-------------------------|-------------------------------------|
| Program Title           | Handy Manny (second digital stream) |

|  |   |
|--|---|
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 9:00AM & 9:30AM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 28  |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 3 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers. |

| Other Matters (8 of 14)   | Response   |
|---|--|
| Program Title   | Curiosity Quest (third digital stream)   |
| Origination   | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | FRI, 9:00AM & 9:30AM   |
| Total times aired<br>at regularly<br>scheduled time   | 26   |
| Length of<br>Program  | 30 mins  |
| Age of Target<br>Child Audience<br>from   | 13 years to 16 years   |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and<br>how it meets the<br>definition of Core<br>Programming. | Curiosity Quest is an upbeat, family, educational program that explores what viewers are curious. In each show, host Joel Greene ventures on a quest to answer viewer's letters of curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration they learn about recycling, bird training, farming, science, and the environment. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. The series educates and informs youngsters about everything they are curious about and encourages them to continue to learn and be creative. |

| Other Matters (9 of 14) | Response |
|-------------------------|----------|
|-------------------------|----------|

|   |  |
|---|--|
| Program Title   | Real Life 101 (third digital stream)   |
| Origination   | Network  |
| Days/Times<br>Program Regularly<br>Scheduled  | FRI, 10:00AM   |
| Total times aired at<br>regularly scheduled<br>time   | 13   |
| Length of Program   | 30 mins  |
| Age of Target Child<br>Audience from  | 13 years to 16 years   |
| 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. | A significant purpose and key educational objective of this half-hour program is to showcase the many career choices young viewers may contemplate for the future. The show is conducted by three young hosts whom in each episode feature an adult who describes what his or her daily job responsibilities entailed. Viewers are given up to date information on various careers based upon real life experiences. This program promotes education as a key element to success and challenges viewers to prepare for the future at an early age. |

| Other Matters (10 of 14)  | Response   |
|---|--|
| Program Title   | Awesome Adventures (third digital stream)  |
| Origination   | Network  |
| Days/Times Program<br>Regularly Scheduled   | FRI, 10:30AM   |
| Total times aired at<br>regularly scheduled time  | 13   |
| Length of Program   | 30 mins  |
| Age of Target Child<br>Audience from  | 13 years to 16 years   |
| Describe the educational<br>and informational<br>objective of the program<br>and how it meets the<br>definition of Core<br>Programming. | Awesome Adventures educates young viewers about the many diverse places around the world. The young host travel on incredible journeys all over the world, exploring the geographical elements, the languages, the natural resources, historic facts and the cultures. The destinations and activities explored are diverse, from ice climbing the glaciers in Iceland to trekking next to lava in the Hawaiian Islands. |

| Other Matters (11 of 14)                        | Response                                    |
|---|---|
| Program Title                                   | Aqua Kids Adventures (third digital stream) |
| Origination                                     | Network                                     |
| Days/Times<br>Program<br>Regularly<br>Scheduled | FRI, 11:00AM & 11:30AM                      |



|  |   |
|--|---|
| 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. | Aqua Kids Adventures provides CORE programming in the area of biology and specifically the ecosystem related to the ocean, its tributaries and estuaries. Children can learn about the resources of the oceans and how protection of oceans is necessary to present and future generations. Not only does the show teach biological topics, but it aims to enrich children's lives by making them aware of future generations, the role they play now, and for generations into the future, with the biggest ecosystem on earth-the oceans. Each episode provides information related to a specific topic and gives an educational approach to understand the topic related to the entire ecosystem of the Earth. Aqua Kids Adventures provides kids with a way to learn about the diversity of marine animals around the world and the importance of preserving their fragile aquatic habitats. Through the use of hands-on collaboration between kids and science researchers and educators, Aqua Kids Adventures encourages children to take an active role in protecting the future of their communities and the world. |

| Other Matters (12 of 14)   | Response   |
|--|--|
| Program Title  | Missing (fourth digital stream)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SA, 9:00AM & 11:30AM   |
| Total times aired at regularly scheduled time  | 28   |
| 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. | This half-hour series is an invaluable contribution to the public interest, it serves young viewers with life-saving tips. Using real life stories of missing people this program educates young viewers about potential dangers and how to handle these circumstances. The show is supported by the National Center for Missing and Exploited Children. |

| Other Matters (13 of 14)                      | Response                               |
|---|--|
| Program Title                                 | Teen Kids News (fourth digital stream) |
| Origination                                   | Network                                |
| Days/Times Program Regularly Scheduled        | SA, 9:30AM & 10:30AM                   |
| Total times aired at regularly scheduled time | 28                                     |

|  |  |
|--|--|
| 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. | Teen Kids News is a weekly news program that provides information and news to kids in a manner that is educational and appealing. Whether the featured stories or events are of national, international or even world-wide importance, each segment is carefully designed to appeal to the viewers at their own level. The program covers current topics that young viewers can relate to such as safety tips for new drivers; importance of visiting potential colleges or universities; the dangers that cliques may cause; healthy teen relationships; voluntary drug test programs and internet predators. Other segments are geared towards more historical facts and hard-news like the Brooklyn Bridge; the US flag; Europe transportation then and now; Closed Captioning; FDR Memorial and Make-A-Wish Foundation. This program stimulates young viewers curiosity, develops their learning and cognitive, listening and thinking skills. |

| Other Matters (14 of 14)   | Response   |
|--|--|
| Program Title  | Word Travels (fourth digital stream)   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SA, 10:00AM & 11:00AM  |
| Total times aired at regularly scheduled time  | 28   |
| 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. | Word Travels is an educational series which teaches geography, history, and culture. While traveling to exotic locations and writing about enlightening experiences may sound like an adventurous occupation, the life of a travel writer is not always as glamorous as it seems. Filmed in 36 countries across six continents, each half hour episode reveals the real story of professional travel journalism as the hosts share their experiences with young viewers. This series will also demonstrate how to write stories about these destinations and what information is relevant to a good story-telling. |

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> |   |
| 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.   | <p><b>CHRISTOPHER G. WOOD</b><br/>SVP/ASSOC.<br/>GEN. COUN.-<br/>GOV. &amp; REG.<br/>AFF.</p> <p>10/11/2016</p> |

Attachments

| File Name                          | Uploaded By | Attachment Type | Description          | Upload Status                          |
|------------------------------------|-------------|-----------------|----------------------|--|
| <u>Amendment 3Q 2016 Final.pdf</u> | Applicant   | Amendment       | KTFO-CD<br>AMENDMENT | Done with Virus Scan and/or Conversion |