



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0005414917** | File Number: **0000026299** | Submit Date: **07/06/2017** | Call Sign: **WFUT-DT** | Facility ID: **60555**  
City: **NEWARK** | State: **NJ**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**07/06/2017** | Filing Status: **Active**

---

## Report reflects information for : Second Quarter of 2017

### General Information

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

**Applicant  
Information**

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

<b>Applicant</b>	<b>Address</b>	<b>Phone</b>	<b>Email</b>	<b>Applicant Type</b>
<b>UNIVISION NEW YORK LLC</b> Doing Business As: UNIVISION NEW YORK LLC	5999 CENTER DRIVE LOS ANGELES, CA 90045 United States	+1 (310) 348- 3600	CWOOD@UNIVISION. NET	Company

---

**Contact  
Representatives  
(1)**

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

---

**Children's  
Television  
Information**

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	UniMas
	Nielsen DMA	New York
	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(15)**

<b>Digital Core Program (1 of 15)</b>	<b>Response</b>
Program Title	Lil' Genius (main 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	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

<b>Digital Core Program (2 of 15)</b>	<b>Response</b>
Program Title	Aventura Animal (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	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 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 identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program  
(3 of 15)**

**Response**

Program Title	Reino Animal (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00AM & 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.	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

<b>Digital Core Program (4 of 15)</b>	<b>Response</b>
Program Title	Pocoyo (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:00AM
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 15)	Response
Program Title	Sesame Amigos (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:30AM
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, 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.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 15)	Response
--------------------------------	----------



Program Title	Mickey Mouse Clubhouse (second 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	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 15)**

**Response**

Program Title	Handy Manny (second digital stream)
Origination	Network

Days/Times Program Regularly Scheduled	SA, 10:00AM & 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	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core 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 Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (8 of 15)**

**Response**

Program Title	Curiosity Quest (third digital stream)
Origination	Network

Days/Times Program Regularly Scheduled	FRI, 10:00AM & 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.	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 Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (9 of 15)</b>	<b>Response</b>
Program Title	Real Life 101 (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 11:00AM
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	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

<b>Digital Core Program (10 of 15)</b>	
	<b>Response</b>
Program Title	Awesome Adventures (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 11:30AM
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
---	-----

<b>Digital Core Program (11 of 15)</b>	<b>Response</b>
Program Title	Aqua Kids Adventures (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 12:00PM & 12:30PM
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
---	-----

<b>Digital Core Program (12 of 15)</b>		<b>Response</b>
Program Title		Missing (fourth digital stream)
Origination		Network
Days/Times Program Regularly Scheduled		SA, 10:00AM & 12:30PM
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 the 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

<b>Digital Core Program (13 of 15)</b>		<b>Response</b>
Program Title		Better Planet (fourth digital stream)
Origination		Network
Days/Times Program Regularly Scheduled		SA, 10:30AM & 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.	Better Planet explores the importance of learning about our environment and ways to improve the quality of life with practical behavior changes that protect the environment and everyone in it. The series features stories from around the world showcasing the various innovative ways people are engaging to produce new products and new sources of energy, all the while saving money to better the environment. In each episode, new scientific discoveries along with practical applications are examined to show how easy it is to reduce wasteful consumption, recycle various products and improve the quality of life. Young viewers learn the science behind these changes while challenging their critical thinking about the current state of our environment.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (14 of 15)</b>	
	<b>Response</b>
Program Title	Walking Wild (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 11:30AM
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.	Walking Wild at the San Diego Zoo is a series that explores the world of wild and exotic animals, how they live and are cared for at the San Diego Zoo. The show focuses on the dedicated people who look after these spectacular critters, all along teaching young viewers about the animal kingdom. The program gives teen viewers a unique up-close examination of how different each animal is and the different needs they have. For example the life span of an elephant and the key to their longevity. From Tasmanian Devils to Galapagos turtles the show will inspire viewers to be kind and respectful to animals.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (15 of 15)</b>	<b>Response</b>
Program Title	Wild Wonders (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 12:00PM
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.	Wild Wonders is a weekly half-hour reality series allowing teen viewers to become familiar with various wild animals at the world famous San Diego Zoo. The series focuses on various critters and examines their differences. The program also provides important information about each animal's living habits and includes interviews with people who care for them. In one episode, viewers learn about the unique relationship between a cheetah and a dog. Another episode spotlights the various eating habits of different animals. This program educates viewers on the life in the animal kingdom. Young viewers will learn and understand how animals survive in a human world and more importantly their minds will open up to new and spectacular animals.
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	Maria D. Lopez
Address	500 Frank W. Burr Blvd., 6th Floor
City	Teaneck
State	NJ
Zip	07666
Telephone Number	(201) 287-4042
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 (15)**

<b>Other Matters (1 of 15)</b>	<b>Response</b>
Program Title	Lil' Genius (main 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	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.

<b>Other Matters (2 of 15)</b>	<b>Response</b>
Program Title	Aventura Animal (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 9:00AM & 9:30AM
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.	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.

<b>Other Matters (3 of 15)</b>	<b>Response</b>
Program Title	Reino Animal (main digital steam)

Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00AM & 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.	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 (4 of 15)**

**Response**

Program Title	Pocoyo (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:00AM
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.	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 15)**

**Response**

Program Title	Sesame Amigos (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:30AM

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 15)**

**Response**

Program Title	Mickey Mouse Clubhouse (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 9:00AM & 9:30AM
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 15)**

**Response**

Program Title	Handy Manny (second digital stream)
---------------	-------------------------------------

Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00AM & 10:30AM
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.	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!

<b>Other Matters (8 of 15)</b>	
	<b>Response</b>
Program Title	Curiosity Quest (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 10:00AM & 10:30AM
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.	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.

<b>Other Matters (9 of 15)</b>	
	<b>Response</b>



Program Title	Real Life 101 (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 11:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	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 15)	Response
--------------------------	----------

Program Title	Awesome Adventures (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 11:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	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 15)	Response
--------------------------	----------

Program Title	Aqua Kids Adventures (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 12:00PM & 12:30PM

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.

<b>Other Matters (12 of 15)</b>		<b>Response</b>
Program Title		Missing (fourth digital stream)
Origination		Network
Days/Times Program Regularly Scheduled		SA, 10:00AM & 12:30PM
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 the young viewers about potential dangers and how to handle these circumstances. The show is supported by the National Center for Missing and Exploited Children.

<b>Other Matters (13 of 15)</b>		<b>Response</b>
Program Title		Better Planet (fourth digital stream)
Origination		Network
Days/Times Program Regularly Scheduled		SA, 10:30AM & 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.	Better Planet explores the importance of learning about our environment and ways to improve the quality of life with practical behavior changes that protect the environment and everyone in it. The series features stories from around the world showcasing the various innovative ways people are engaging to produce new products and new sources of energy, all the while saving money to better the environment. In each episode, new scientific discoveries along with practical applications are examined to show how easy it is to reduce wasteful consumption, recycle various products and improve the quality of life. Young viewers learn the science behind these changes while challenging their critical thinking about the current state of our environment.

<b>Other Matters (14 of 15)</b>	<b>Response</b>
Program Title	Walking Wild (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 11:30AM
Total times aired at regularly scheduled time	14
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.	Walking Wild at the San Diego Zoo is a series that explores the world of wild and exotic animals, how they live and are cared for at the San Diego Zoo. The show focuses on the dedicated people who look after these spectacular critters, all along teaching young viewers about the animal kingdom. The program gives teen viewers a unique up-close examination of how different each animal is and the different needs they have. For example the life span of an elephant and the key to their longevity. From Tasmanian Devils to Galapagos turtles the show will inspire viewers to be kind and respectful to animals.

<b>Other Matters (15 of 15)</b>	<b>Response</b>
Program Title	Wild Wonders (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 12:00PM
Total times aired at regularly scheduled time	14

---

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.	Wild Wonders is a weekly half-hour reality series allowing teen viewers to become familiar with various wild animals at the world famous San Diego Zoo. The series focuses on various critters and examines their differences. The program also provides important information about each animal's living habits and includes interviews with people who care for them. In one episode, viewers learn about the unique relationship between a cheetah and a dog. Another episode spotlights the various eating habits of different animals. This program educates viewers on the life in the animal kingdom. Young viewers will learn and understand how animals survive in a human world and more importantly their minds will open up to new and spectacular animals.

---

## 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> <i>SVP/ASSOC. GEN. COUN.- GOV. &amp; REG. AFF.</i></p> <p>07/06/2017</p>

## Attachments

No Attachments.