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Federal Communications Commission

(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0005077524** | File Number: **0000037579** | Submit Date: **01/04/2018** | Call Sign: **KAIL** | Facility ID: **67494** | City: **FRESNO** | State: **CA**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **01/04/2018** | Filing Status: **Active**

Report reflects information for : Fourth Quarter of 2017

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
APERIO COMMUNICATIONS, LLC Doing Business As: APERIO COMMUNICATIONS, LLC	Josh Castro C/O 559 BROADCASTING, LLC 13133 TRAVIS VIEW LOOP AUSTIN, TX 78732 United States	+1 (202) 747-1694	swoodworth@edingerlaw.net	Company

Contact Representatives (1)

Contact Name	Address	Phone	Email	Contact Type
Scott Woodworth Edinger Associates PLLC	1875 I Street, NW Suite 500 Washington, DC 20006 United States	+1 (202) 747-1694	swoodworth@edingerlaw.net	Legal Representative

Children's Television Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	MNT
	Nielsen DMA	Fresno-Visalia
	Web Home Page Address	www.kail.tv

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	3.5
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:	16.5
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(18)

Digital Core Program (1 of 18)	Response
Program Title	MADE IN HOLLYWOOD: TEEN EDITION
Origination	Syndicated
Days/Times Program Regularly Scheduled	Mondays at 7:00am on KAIL's Primary Channel, 7.1
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	MADE IN HOLLYWOOD: TEEN EDITION is an Educational and Informational (E/I), nationally syndicated, weekly TV series providing an introduction to careers on-camera & Behind-the-Screen, plus an understanding of the Motion Picture, Television & Entertainment fields. Viewers are introduced to career opportunities focusing on the creative, technical and artistic skills of the profession. Career advice and insight is presented by leaders in their respective fields.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 18)	Response
Program Title	BIZ KID$
Origination	Syndicated
Days/Times Program Regularly Scheduled	Tuesdays at 7:00am on KAIL's primary channel, 7.1
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0

Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Biz Kids will satisfy the FCC Children's Programming requirement and can be classified as core programming. Biz Kids serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of understanding the economy and basic business principles. The series features teens starting their own businesses, actively solving problems and developing important life skills. (Alex Paen, President, Telco Productions, Inc.)
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 18)	**Response**
Program Title	THINK BIG
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesdays at 7:00am on KAIL's primary channel, 7.1
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Think Big will satisfy the FCC Children's Programming requirement and can be classified as core programming. Think Big serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of having a working knowledge of math, science and physics. The series show children actively solving problems using scientific principles, combining skill and creativity. The series also demonstrates real-world applications for math, science and engineering, proving that the physical sciences can be useful, challenging and fun. Each episode presents an "invent-off" challenge, where teenage teams must invent a machine designed to perform a specific task in a limited amount of time, promoting creative thinking and practical skills. (Alex Paen, President, Telco Productions)
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (4 of 18)	**Response**
Program Title	Dog Tales
Origination	Syndicated
Days/Times Program Regularly Scheduled	Fridays at 7:00am on KAIL's primary channel, 7.1
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dog Tales will satisfy the FCC Children's Programming requirement and can be classified as core programming. Dog Tales serves the educational and informational needs of children 13 to 16 years of age with its program content, including dog safety and care tips, as well as lessons on the responsibility of owning a dog. The show also provides informative segments on various dog breeds and showcases various veterinary experts explaining different issues affecting canines. The weekly series also includes recommended reading lists about dogs, and promotes children's writing and creative skills with essay and art contests. (Alex Paen, President, Telco Productions)
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 18)	**Response**
Program Title	Animal Rescue
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 7:00am on KAIL's primary channel, 7.1
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Rescue will satisfy the FCC Children's Programming requirement and can be classified as core programming. Animal Rescue serves the educational and informational needs of children 13 to 16 years of age with its program content, including safety tips and informational about various animals and their habitats. The programs also show real life in-the-field experiences of professional and ordinary people taking care of, treating and helping various animals, as well as exhibiting good social responsibility and promoting strong personal and community values. (Alex Paen, President, Telco Productions)

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

Digital Core Program (6 of 18)	**Response**
Program Title	Wimzie's House
Origination	Network
Days/Times Program Regularly Scheduled	Monday through Sunday at 7:00am on KAIL's digital sub-channel, 7.2
Total times aired at regularly scheduled time	92
Total times aired	92
Number of Preemptions for other than Breaking News	0
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.	Wimzie's House is targeted at 3 to 5 year old children and designed to contribute to the developmental and educational needs of children in this age group. The series will undoubtedly attract both younger and older children, as young as 2 and as old as 6 years of age. This wider demographic is referred to as an "entertainment audience," whereas the "education audience," the age range whose developmental characteristics were considered in creating story content, is the 3 to 5 year old group. It is reasonable to say that the entertainment target for Wimzie's House is 2 to 6 years of age while the education target is 3 to 5 years of age. Three to five year old children are accomplishing phenomenal growth and change in their physical, cognitive (language, perception, and intellectual), and social-emotional development. Growth and change in the physical domain impacts the range of opportunities they have to experience new environments and opportunities for social interaction. New environments and social interactions impact their socio-emotional development. And, their vastly increased language ability and growing cognitive capacity affects both their ability to regulate and express emotions and their ability to mentally represent their experiences. The integrated nature of their rapid development during this time period makes this a time when the child's imagination becomes vivid, complicated and exciting. Three to five year olds use their imagination to assimilate new learnings, develop empathy and a sense of humor and begin to develop a conscience. Their imaginations and their fantasy play help children understand the complexity of the

communities they are venturing into as they expand their range beyond home to schools, neighborhoods and social groups. Defining the needs of the target audience: The philosophy behind Wimzie's House recognizes that pre-schoolers are complex people. During these years, they need support as they learn to be self-sufficient and independent of their primary care-givers and as they open up to the world. A major national survey of children's emotional condition over the course of a decade found dropping levels of emotional competence based on parents' and teachers' assessments. Indicators of such behaviors as withdrawal, social problems, depression, anxiety, attention deficits, aggression and delinquency crept upward over the course of the study. (National Survey of Children's Health, 2005) Conversely, children who participate in programs designed to increase their social-emotional skills and understandings demonstrate more behaviors such as: talking about feelings and needs, listening, sharing and comforting, growing from conflict and adversity, prioritizing and setting goals, including others, and making conscious decisions. (McCown et al, 1998) As much as children need to learn to read, write and calculate, they need to be equipped with the skills that enable them to "identify and manage their emotions, to communicate those emotions effectively, and to resolve conflicts nonviolently." (Lantieri, 2005) Parents recognize how important it is for children to understand their own emotions, the emotions of others, and ways to deal with responses to emotions in oneself and in others. And yet, parents also need help building these skills in their children. One recent national survey found that only 38% of parents of young children feel totally sure they can tell if their child's emotional development is healthy and/or right for the age. (AAP, 1998) Research shows that secure, closely attached preschoolers are more capable of relating to their peers than are less secure children. Additionally, children who are helped to recognize and discuss emotions develop greater self-esteem, are better at judging the emotions of others, and are better able to practice self-control than children who have not been helped to develop emotional intelligence. (Dunn, Brown, & Beardsall, 1991) The series was designed around four principal learning goals: 1. To support the child in the development of his /her identity. 2. To urge the child to communicate and create bonds with people around him/her. 3. To encourage the child to adopt attitudes and behaviors that are open to differences. 4. To nourish a desire within the child for learning and discovering new things. Description of the educational and informational objectives of "Wimzie's House": The four principal learning goals cited above are supported and reinforced in the stories through themes drawn from the everyday experiences of young children. In each story, the familiar themes explicate a set of educational informational objectives. The educational/informational learning objectives are summarized below: Goal #1: To support the child in the development of his/her identity. Educational/informational learning objectives: Children will learn to appreciate who they are and their individuality. Children will learn to appreciate good character traits such as trust, honesty, perseverance, responsibility, Children will learn that it takes courage to go against group expectations. Children will learn that there are consequences to not fulfilling a commitment. Children will learn that imagination helps us understand ourselves and other people. Goal #2: To urge the child to communicate and create bonds with people around him/her. Educational/informational learning objectives: Children will learn that love can be expressed in many different ways. Children will learn that they have the right to ask for what they want but they may not always get it. Children will learn that talking about feelings can help and keeping feelings in can hurt. Children will learn to make, nurture, and value friendships. Children will learn that compromise and cooperation are necessary and important. Children will learn that competition is normal and that winning isn't everything. Children will learn that doing chores can be a way of showing love. Goal #3: To encourage the child to adopt attitudes and behaviors that are open to differences. Educational /informational learning objectives: Children will learn that being different can be a source of pride. Children will learn that different individuals have something unique to offer the world. Children will learn that skills and abilities are not specific to gender. Children will learn that it is hurtful to pick on, dismiss or make fun of those who are different. Goal #4: To nourish a desire within the child for learning and discovering new things. Educational/informational learning objectives: Children will learn to recognize the value of regular exercise. Children will learn to recognize and appreciate the value of eating a variety of healthy foods. Children will learn the value of several safety practices. Children will learn that recycling can be fun. Children will learn about ecology and the environment. Children will learn the reasons for and the practice of good manners. Children will learn the value of money. In summary, it is my judgement that the series "Wimzie's House" meets the criteria for furthering the educational, information needs of children aged 3 to 5. The principal goals of the series along with the educational/informational learning objectives are consistent with the recommended national standards for pre-school education recommended by the National Association for the Education of Young Children and several states including California, Texas, and New York. Thank you for the opportunity to work with you to bring this excellent program to the target age group. (Donna Mitroff, Ph. D.)

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

Digital Core Program (7 of 18)	**Response**
Program Title	The Country Mouse and the City Mouse Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Monday through Sunday at 7:30am on KAIL's digital sub-channel, 7.2
Total times aired at regularly scheduled time	92
Total times aired	92
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	4 years to 9 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Country Mouse and the City Mouse Adventures employs the fun and fascinating world-wide jaunts of a pair of adorable mice to present a body of important new learning. As Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander, visit friends and family around the globe, they encounter non-stop delight along with non-stop problems, complications and mysteries. By stepping in, helping out and dealing with the situations with which they are confronted, they teach youngsters valuable "learning to learn" skills, centering on discovery, investigation and analysis... associated personal-character and pro-social attitudes... and intriguing core-knowledge learning focused on world history, geography and language. Tackling new, perplexing and seemingly difficult situations is likely to be seen as daunting to many young viewers. Most children let myriad questions and conundrums go by - thereby missing out on valuable information and investigative practice, and putting a chink in their own feelings of self-efficacy along the way. In the course of "he Country Mouse and the City Mouse Adventures", Emily and Alexander follow a different path - dealing with problems and dilemmas head on. In doing so, they model the willing to help... the curiosity to ask appropriate questions... the openness to see the possibilities and formulate plausible hypotheses... the skills in observation and fact-finding to gather new knowledge... the logical reasoning to assess knowledge gathered... the industriousness and perseverance to press on in the face of difficulty and disappointment... the judgment to draw appropriate conclusions... and the courage to act on them. Each of the mice's adventures is furthermore based on a real historical event that took place in far-flung lands across the globe. Emily and Alexander investigate an art crime in Paris' Louvre Museum, a cable car mishap in San Francisco, the disappearance of a prized tiger in India, and so much more. By means of observation, kids are able to gain a close-up and education-packed view of history, geography, and world-wide cultures, customs, and language. (Miki Baumgarten, Ph.D.)
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 18)	**Response**
Program Title	THE BUSY WORLD OF RICHARD SCARRY
Origination	Network
Days/Times Program Regularly Scheduled	Monday through Sunday at 8:30am on KAIL's digital sub-channel, 7.2
Total times aired at regularly scheduled time	92
Total times aired	92
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0

Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include... - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: attention, language, memory, active processing of a story, interest in reading. Children will learn... - that friends and neighbors are nice to each other, share, cooperate, say supportive things, complement each other, take pleasure in each other's accomplishments, that friends are accepting of each other's foibles - clumsiness, silliness, forgetfulness, fearfulness, etc. - that a community is made up of grown-ups, children, helpful authority figures, people of many occupations: police, storekeepers, farmers, baker, butcher, repair persons of many kinds, doctors, nurses, firefighters, road workers, bus drivers, photographers, etc. - That the world is full of interesting things to see and do. - That there are far away countries to learn about and travel to, where people have different customs, dress, food, etc. It is our intention that all segments will - 1. Counteract gender stereotypes (both in roles and interactional style). 2. Use language appropriate to the target age. 3. Model standard grammar. 4. Refrain from zapping, crashing, and smashing animated characters (Preschoolers have trouble distinguishing between animation and reality). 5. Model safe and responsible behavior. 6. Keep humor at child's level. . Encourage parental watching with occasional humor aimed at the adult. There is good evidence that the educational value of any program is enhanced when an adult is there to talk with the child about it. 8. Encourage active rather than passive viewing - story elements that allow viewer to generate hypotheses and make predictions about outcome. 9. Use well-established attention getters for this age range: animation, children's voices, and music. 10. Captivate children with different learning styles: - For those who rely on visual stimulation there will be plenty to look at. Every Scarry scene is full of visual excitement. For those who are predominantly tuned to the auditory and verbal, there will be interesting characters and story lines, conversation, music, and song. Those attuned to movement will be captured by animation, action, the ever-present vehicles - bikes, motorcycles, trains, trucks, boats, tractors, road-graders, planes, etc. Language principles: - Keep dialogue simple - Avoid hard-to-process sentences (e.g. complex relative clauses, sentences with too many unpredictable elements - names, numbers, and unfamiliar words) - Avoid words with multiple meanings - Avoid ambiguous grammatical structures - Reduce the number of modifiers - Use positive words (taller rather than shorter), adverbial phrases, rather than adverbs (e.g. in an angry way, rather angrily) - Introduce unfamiliar words where context, visual elements, redundancy, and repetitions help to make meaning clear. The series "curriculum" is not sequential, but care has gone into the grouping of stories and interstitials that comprise each segment. The first segment has incorporated the familiar (The Three Fishermen), the mysterious in everyday life (The Talking Bread), and the exotic (Couscous the Detective). Each story has a simple plot line, enough continuity to facilitate understanding, but includes scene changes that allow children to develop early TV literacy skills - to understand and distinguish between scene changes that indicate simultaneous happenings in other locations; and those that indicate temporal sequences. Keeping track of characters and holding events in memory through changes of scene requires considerable cognitive processing in a young child. The Three Fishermen introduces the main characters in the series, deals with family relations, every day frustration, and disappointment. Our characters stay cheerful and things turn out well in the end. There are one or two gentle environmental messages. Talking Bread leads the viewer into the wider community of Busytown. Daily life is full of mysteries. (Things disappear when we know we left them right there. We all hear spooky noises). No need to evoke the supernatural. Track down the logical explanation. In this segment suspense will keep attention high. The appearance of the doll in the first scene makes it possible for the viewer to anticipate the solution. Couscous the Detective brings travel to far-away places. In this script there are jokes and allusions for the parents. Viewer participation is invited from the outset as we search the crowd for Couscous. Pepe le Gangstair and the Dirty rats invite our disdain (and our viewers - often reluctant bathers themselves - are reminded of the negative side of being dirty and smelly). Justice triumphs and the bad guys are routed through cleverness rather than violence. The interstitials provide the explicit educational elements - compelling safety tips and information on how things work. The former will always try to go beyond the safety rule itself, and show the reasons for it or the effect of following it. The How things Work segments, along with the specific information they provide, are to help children notice, pay attention to, and think about relations of parts to wholes of objects in their world, to wonder about how things are made, and where they came from. In the first segment one of the interstitials explicitly reinforces the safety message that is implicit in The Three Fishermen. Life jackets must be worn in boats. The reason is clear. If we go overboard the lifejacket keeps us afloat. The first of How Things Work starts with something close to every young child's heart - the bicycle. It is well-known from children's drawings that they have no conception of how a bicycle works. For them, the important elements are pedals and wheels, with no understanding of how they are related. In this interstitial the children are shown and told about gears and chain. Through animation, close-up, audio reinforcing video, the workings can be highlighted, providing a light-hearted physics lesson. (Margie Golick, Ph.D.)

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

Digital Core Program (9 of 18)	**Response**
Program Title	ECO COMPANY TEENS
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 9:00am on KAIL's digital sub-channel, 7.3
Total times aired at regularly scheduled time	14
Total times aired	14
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Eco Company Teens explores all aspects of being "green" and understanding how our actions impact the world. Viewers learn about alternative energies by visiting wind farms and solar installations and discovering new energy technologies currently under development. They learn more about recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference, young entrepreneurs who are taking their passion for green to develop ideas, and new products for a sustainable future.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 18)	**Response**
Program Title	WALKING WILD

Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 9:30am on KAIL's digital sub-channel, 7.3
Total times aired at regularly scheduled time	14
Total times aired	14
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Walking Wild is a weekly half-hour reality series showcasing various wild animals at the world famous San Diego Zoo. The series focuses on the dedicated people who look after these spectacular critters. The program also gives teen viewers a unique up-close examination of each wild animal. In one episode, viewers explore the life patterns of elephants and the key to their longevity. Another episode focuses on Galapagos turtles and how they manage to survive. Walking Wild is a series intended to educate and inform viewers all about life in the animal kingdom.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 18)	**Response**
Program Title	Dragonfly TV
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 7:30am on KAIL's Primary Channel 7.1
Total times aired at regularly scheduled time	13
Total times aired	13

Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Dragonfly TV" is a weekly half-hour science television series that meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The programs highlight children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own. "Dragonfly TV is closed-captioned for the hearing impaired and displays the "E/I" icon throughout the broadcast.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (12 of 18)	**Response**
Program Title	America's Heartland
Origination	Syndicated
Days/Times Program Regularly Scheduled	Thursdays at 7:00am on KAIL's primary channel, 7.1
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0

Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"America's Heartland" is a weekly half-hour series featuring everyday Americans and their families, telling fascinating stories across America's heartland. From learning how to make maple syrup to riding with teenage ranchers, this series explores the various ways of life in the current United States, while showcasing the diversity of how people live and work. Each episode visits several locations and introduces teen viewers to ordinary Americans who sometimes have extraordinary occupations. The series also highlights the history of different regions of the country while providing important facts about each place visited. Pursuant to the Children's Television Act of 1990, "America's Heartland" will satisfy the FCC's Children's Programming requirement and can be classified as either Core or Non-Core programming. "America's Heartland" serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of learning about farming and feeding the world. Teenage students are presented with fascinating stories and introduced to exceptional individuals who operate family farms throughout America's heartland.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (13 of 18)	**Response**
Program Title	Zoo Clues
Origination	Network
Days/Times Program Regularly Scheduled	Wednesdays at 8:00 am and 8:30am on KAIL's digital sub-channel, 7.4
Total times aired at regularly scheduled time	26
Total times aired	26
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0

Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Zoo Clues is a 30 minute program specifically created for young people between the ages of 13 and 16. The program's presentation mix of narration, visuals, and very well chosen topics delivers education and information while it entertains. Zoo Clues will leave viewers with a meaningful perspective about animas and meaningful comparison to their own human characteristics. The show's clever narration links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 18)	**Response**
Program Title	Secret Millionaire's Club
Origination	Network
Days/Times Program Regularly Scheduled	Thursdays at 8:00 am and 8:30 am on KAIL's digital sub-channel, 7.4
Total times aired at regularly scheduled time	26
Total times aired	26
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Secret Millionaire's Club is a series that attracts and engages young viewers, between the ages of 8-12, as they follow the exciting and often comedic adventures of four attractive role models, in narratives designed to introduce children to basic concepts in business, financial literacy, and responsible money management, as well as important practical life lessons.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 18)	Response
Program Title	Thomas Edison's Secret Lab
Origination	Network
Days/Times Program Regularly Scheduled	Fridays at 8:00 am and 8:30 am on KAIL's digital sub-channel, 7.4
Total times aired at regularly scheduled time	26
Total times aired	26
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	8 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Thomas Edison's Secret presents accurate, age appropriate scientific principles and concepts by portraying appealing young role models with whom young viewers can easily identify, in clever, comedic and wildly visual science based problem situations. It explores in the context of can do enthusiasm that characterized Thomas Edison's life and experiences. It invites young viewers to join in the adventure of science by making it interesting, challenging, and fun.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (16 of 18)	Response
Program Title	ZOO CLUES
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 10:00am on KAIL's digital sub-channel, 7.3.
Total times aired at regularly scheduled time	14
Total times aired	14
Number of Preemptions	0

Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Zoo Clues is an educational and informative half-hour, E/I program that takes viewers on a fast-paced and entertaining tour of the entire animal kingdom. Each episode delivers endless amounts of meaningful information as the show tackles some of the animal kingdom's most mind-blowing questions: Can birds fly backwards? Are whales fish? Do dogs sweat? Why do zebras have stripes and leopards spots? Questions and clues are presented, giving viewers a chance to guess the right answers. The goal of the series is to provide young viewers with a meaningful perspective of the creatures around them and valuable comparisons to their own human characteristics.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 18)	**Response**
Program Title	THE COOLEST PLACES ON EARTH
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 10:30am on KAIL's digital sub-channel, 7.3.
Total times aired at regularly scheduled time	14
Total times aired	14
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0

Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Coolest Places on Earth is an educational and informative half-hour, E/I program that takes young viewers on a journey of discovery to the most astonishing places on the planet - cities, festivals, landmarks and jaw-dropping works of nature - exploring each location's history and culture. Each episode showcases three specific locations and delivers fast-paced, engaging information that's a perfect match for the 21st century learner. The series is packed with facts about history, geography, and culture. The goal of the series is to provide young viewers with the inspiration and information to better understand and appreciate the culturally and geographically diverse world around them.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (18 of 18)	**Response**
Program Title	HEROES AMONG US
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 11:00am and 11:30am (PT) on KAIL's Digital Sub-channel, 7.3.
Total times aired at regularly scheduled time	28
Total times aired	28
Number of Preemptions	0
Number of Preemptions for other than Breaking News	0
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Heroes Among Us tells the stories of people just like you and me who have chosen to make a difference in the lives of others. They are heroes that live in your community and have helped people you know. They are the unsung heroes who aren't seeking recognition or reward, but choose to act to correct injustice wherever they see it. Each episode will feature stories of courage and hope about people making a difference on every level - from the personal, to the professional, to the national stage - these ordinary people may just make a stranger's day a little brighter or they could change the world! Through reenactments and interviews we'll get to know these hometown heroes and what motivates them to do good and help their fellow humans.
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	Joshua Castro
Address	1066 E. Shaw
City	Fresno
State	CA
Zip	93710
Telephone Number	(559) 230-1980
Email Address	tvbob@kail.tv
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 (18)

Other Matters (1 of 18)	Response
Program Title	Dragonfly TV
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 7:30am on KAIL's Primary Channel 7.1
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.	"Dragonfly TV" is a weekly half-hour science television series that meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The programs highlight children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own. "Dragonfly TV is closed-captioned for the hearing impaired and displays the "E/I" icon throughout the broadcast.

Other Matters (2 of 18)	Response
Program Title	MADE IN HOLLYWOOD: TEEN EDITION
Origination	Syndicated
Days/Times Program Regularly Scheduled	Mondays at 7:00am on KAIL's Primary Channel, 7.1
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.	MADE IN HOLLYWOOD: TEEN EDITION is an Educational and Informational (E/I), nationally syndicated, weekly TV series providing an introduction to careers on-camera & Behind-the-Screen, plus an understanding of the Motion Picture, Television & Entertainment fields. Viewers are introduced to career opportunities focusing on the creative, technical and artistic skills of the profession. Career advice and insight is presented by leaders in their respective fields.

Other Matters (3 of 18)	Response
Program Title	BIZ KID$

Origination	Syndicated
Days/Times Program Regularly Scheduled	Tuesdays at 7:00am on KAIL's primary channel, 7.1
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.	Biz Kids will satisfy the FCC Children's Programming requirement and can be classified as core programming. Biz Kids serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of understanding the economy and basic business principles. The series features teens starting their own businesses, actively solving problems and developing important life skills. (Alex Paen, President, Telco Productions, Inc.)

Other Matters (4 of 18)	**Response**
Program Title	THINK BIG
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesdays at 7:00am on KAIL's primary channel, 7.1
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.	Think Big will satisfy the FCC Children's Programming requirement and can be classified as core programming. Think Big serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of having a working knowledge of math, science and physics. The series show children actively solving problems using scientific principles, combining skill and creativity. The series also demonstrates real-world applications for math, science and engineering, proving that the physical sciences can be useful, challenging and fun. Each episode presents an "invent-off" challenge, where teenage teams must invent a machine designed to perform a specific task in a limited amount of time, promoting creative thinking and practical skills. (Alex Paen, President, Telco Productions)

Other Matters (5 of 18)	**Response**
Program Title	America's Heartland

Origination	Syndicated
Days/Times Program Regularly Scheduled	Thursdays at 7:00am on KAIL's primary channel, 7.1
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.	America's Heartland is a weekly half-hour series featuring everyday Americans and their families, telling fascinating stories across America's heartland. From learning how to make maple syrup to riding with teenage ranchers, this series explores the various ways of life in the current United States, while showcasing the diversity of how people live and work. Each episode visits several locations and introduces teen viewers to ordinary Americans who sometimes have extraordinary occupations. The series also highlights the history of different regions of the country while providing important facts about each place visited. America's Heartland will satisfy the FCC Children's Programming requirement and can be classified as core programming. America's Heartland serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of learning about farming and feeding the world. Teenage students are presented with fascinating stories and introduced to exceptional individuals who operate family farms though America's heartland.

Other Matters (6 of 18)	**Response**
Program Title	Dog Tales
Origination	Syndicated
Days/Times Program Regularly Scheduled	Fridays at 7:00am on KAIL's primary channel, 7.1
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.	Dog Tales will satisfy the FCC Children's Programming requirement and can be classified as core programming. Dog Tales serves the educational and informational needs of children 13 to 16 years of age with its program content, including dog safety and care tips, as well as lessons on the responsibility of owning a dog. The show also provides informative segments on various dog breeds and showcases various veterinary experts explaining different issues affecting canines. The weekly series also includes recommended reading lists about dogs, and promotes children's writing and creative skills with essay and art contests. (Alex Paen, President, Telco Productions)

Other Matters (7 of 18)	Response
Program Title	Animal Rescue
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 7:00am on KAIL's primary channel, 7.1
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.	Animal Rescue will satisfy the FCC Children's Programming requirement and can be classified as core programming. Animal Rescue serves the educational and informational needs of children 13 to 16 years of age with its program content, including safety tips and informational about various animals and their habitats. The programs also show real life in-the-field experiences of professional and ordinary people taking care of, treating and helping various animals, as well as exhibiting good social responsibility and promoting strong personal and community values. (Alex Paen, President, Telco Productions)

Other Matters (8 of 18)	Response
Program Title	Wimzie's House
Origination	Network
Days/Times Program Regularly Scheduled	Monday through Sunday at 7:00am on KAIL's digital sub-channel, 7.2
Total times aired at regularly scheduled time	90
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	Wimzie's House is targeted at 3 to 5 year old children and designed to contribute to the developmental and educational needs of children in this age group. The series will undoubtedly attract both younger and older children, as young as 2 and as old as 6 years of age. This wider demographic is referred to as an "entertainment audience," whereas the "education audience," the age range whose developmental characteristics were considered in creating story content, is the 3 to 5 year old group. It is reasonable to say that the entertainment target for Wimzie's House is 2 to 6 years of age while the education target is 3 to 5 years of age. Three to five year old children are accomplishing phenomenal growth and change in their physical, cognitive (language, perception, and intellectual), and social-emotional development. Growth and change in the physical domain impacts the range of opportunities they have to experience new environments and opportunities for social interaction. New environments and social interactions impact their

definition of Core Programming.	socio-emotional development. And, their vastly increased language ability and growing cognitive capacity affects both their ability to regulate and express emotions and their ability to mentally represent their experiences. The integrated nature of their rapid development during this time period makes this a time when the child's imagination becomes vivid, complicated and exciting. Three to five year olds use their imagination to assimilate new learnings, develop empathy and a sense of humor and begin to develop a conscience. Their imaginations and their fantasy play help children understand the complexity of the communities they are venturing into as they expand their range beyond home to schools, neighborhoods and social groups. Defining the needs of the target audience: The philosophy behind Wimzie's House recognizes that pre-schoolers are complex people. During these years, they need support as they learn to be self-sufficient and independent of their primary care-givers and as they open up to the world. A major national survey of children's emotional condition over the course of a decade found dropping levels of emotional competence based on parents' and teachers' assessments. Indicators of such behaviors as withdrawal, social problems, depression, anxiety, attention deficits, aggression and delinquency crept upward over the course of the study. (National Survey of Children's Health, 2005) Conversely, children who participate in programs designed to increase their social-emotional skills and understandings demonstrate more behaviors such as: talking about feelings and needs, listening, sharing and comforting, growing from conflict and adversity, prioritizing and setting goals, including others, and making conscious decisions. (McCown et al, 1998) As much as children need to learn to read, write and calculate, they need to be equipped with the skills that enable them to "identify and manage their emotions, to communicate those emotions effectively, and to resolve conflicts nonviolently." (Lantieri, 2005) Parents recognize how important it is for children to understand their own emotions, the emotions of others, and ways to deal with responses to emotions in oneself and in others. And yet, parents also need help building these skills in their children. One recent national survey found that only 38% of parents of young children feel totally sure they can tell if their child's emotional development is healthy and/or right for the age. (AAP, 1998) Research shows that secure, closely attached preschoolers are more capable of relating to their peers than are less secure children. Additionally, children who are helped to recognize and discuss emotions develop greater self-esteem, are better at judging the emotions of others, and are better able to practice self-control than children who have not been helped to develop emotional intelligence. (Dunn, Brown, & Beardsall, 1991) The series was designed around four principal learning goals: 1. To support the child in the development of his /her identity. 2. To urge the child to communicate and create bonds with people around him/her. 3. To encourage the child to adopt attitudes and behaviors that are open to differences. 4. To nourish a desire within the child for learning and discovering new things. Description of the educational and informational objectives of "Wimzie's House": The four principal learning goals cited above are supported and reinforced in the stories through themes drawn from the everyday experiences of young children. In each story, the familiar themes explicate a set of educational informational objectives. The educational/informational learning objectives are summarized below: Goal #1: To support the child in the development of his/her identity. Educational/informational learning objectives: Children will learn to appreciate who they are and their individuality. Children will learn to appreciate good character traits such as trust, honesty, perseverance, responsibility, Children will learn that it takes courage to go against group expectations. Children will learn that there are consequences to not fulfilling a commitment. Children will learn that imagination helps us understand ourselves and other people. Goal #2: To urge the child to communicate and create bonds with people around him/her. Educational/informational learning objectives: Children will learn that love can be expressed in many different ways. Children will learn that they have the right to ask for what they want but they may not always get it. Children will learn that talking about feelings can help and keeping feelings in can hurt. Children will learn to make, nurture, and value friendships. Children will learn that compromise and cooperation are necessary and important. Children will learn that competition is normal and that winning isn't everything. Children will learn that doing chores can be a way of showing love. Goal #3: To encourage the child to adopt attitudes and behaviors that are open to differences. Educational /informational learning objectives: Children will learn that being different can be a source of pride. Children will learn that different individuals have something unique to offer the world. Children will learn that skills and abilities are not specific to gender. Children will learn that it is hurtful to pick on, dismiss or make fun of those who are different. Goal #4: To nourish a desire within the child for learning and discovering new things. Educational/informational learning objectives: Children will learn to recognize the value of regular exercise. Children will learn to recognize and appreciate the value of eating a variety of healthy foods. Children will learn the value of several safety practices. Children will learn that recycling can be fun. Children will learn about ecology and the environment. Children will learn the reasons for and the practice of good manners. Children will learn the value of money. In summary, it is my judgement that the series "Wimzie's House" meets the criteria for furthering the educational, information needs of children aged 3 to 5. The principal goals of the series along with the educational/informational learning objectives are consistent with the recommended national standards for pre-school education recommended by the National Association for the Education of Young Children and several states including California, Texas, and New York. Thank you for the opportunity to work with you to bring this excellent program to the target age group. (Donna Mitroff, Ph. D.)

Other Matters (9 of 18)	Response
Program Title	The Country Mouse and the City Mouse Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Monday through Sunday at 7:30am on KAIL's digital sub-channel, 7.2
Total times aired at regularly scheduled time	90
Length of Program	30 mins
Age of Target Child Audience from	4 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Country Mouse and the City Mouse Adventures employs the fun and fascinating world-wide jaunts of a pair of adorable mice to present a body of important new learning. As Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander, visit friends and family around the globe, they encounter non-stop delight along with non-stop problems, complications and mysteries. By stepping in, helping out and dealing with the situations with which they are confronted, they teach youngsters valuable "learning to learn" skills, centering on discovery, investigation and analysis... associated personal-character and pro-social attitudes... and intriguing core-knowledge learning focused on world history, geography and language. Tackling new, perplexing and seemingly difficult situations is likely to be seen as daunting to many young viewers. Most children let myriad questions and conundrums go by - thereby missing out on valuable information and investigative practice, and putting a chink in their own feelings of self-efficacy along the way. In the course of "he Country Mouse and the City Mouse Adventures", Emily and Alexander follow a different path - dealing with problems and dilemmas head on. In doing so, they model the willing to help... the curiosity to ask appropriate questions... the openness to see the possibilities and formulate plausible hypotheses... the skills in observation and fact-finding to gather new knowledge... the logical reasoning to assess knowledge gathered... the industriousness and perseverance to press on in the face of difficulty and disappointment... the judgment to draw appropriate conclusions... and the courage to act on them. Each of the mice's adventures is furthermore based on a real historical event that took place in far-flung lands across the globe. Emily and Alexander investigate an art crime in Paris' Louvre Museum, a cable car mishap in San Francisco, the disappearance of a prized tiger in India, and so much more. By means of observation, kids are able to gain a close-up and education-packed view of history, geography, and world-wide cultures, customs, and language. (Miki Baumgarten, Ph.D.)

Other Matters (10 of 18)	Response
Program Title	THE BUSY WORLD OF RICHARD SCARRY
Origination	Network
Days/Times Program Regularly Scheduled	Monday through Sunday at 8:30am on KAIL's digital sub-channel, 7.2
Total times aired at regularly scheduled time	90

Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include... - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: attention, language, memory, active processing of a story, interest in reading. Children will learn... - that friends and neighbors are nice to each other, share, cooperate, say supportive things, complement each other, take pleasure in each other's accomplishments, that friends are accepting of each other's foibles - clumsiness, silliness, forgetfulness, fearfulness, etc. - that a community is made up of grown-ups, children, helpful authority figures, people of many occupations: police, storekeepers, farmers, baker, butcher, repair persons of many kinds, doctors, nurses, firefighters, road workers, bus drivers, photographers, etc. - That the world is full of interesting things to see and do. - That there are far away countries to learn about and travel to, where people have different customs, dress, food, etc. It is our intention that all segments will - 1. Counteract gender stereotypes (both in roles and interactional style). 2. Use language appropriate to the target age. 3. Model standard grammar. 4. Refrain from zapping, crashing, and smashing animated characters (Preschoolers have trouble distinguishing between animation and reality). 5. Model safe and responsible behavior. 6. Keep humor at child's level. . Encourage parental watching with occasional humor aimed at the adult. There is good evidence that the educational value of any program is enhanced when an adult is there to talk with the child about it. 8. Encourage active rather than passive viewing - story elements that allow viewer to generate hypotheses and make predictions about outcome. 9. Use well-established attention getters for this age range: animation, children's voices, and music. 10. Captivate children with different learning styles: - For those who rely on visual stimulation there will be plenty to look at. Every Scarry scene is full of visual excitement. For those who are predominantly tuned to the auditory and verbal, there will be interesting characters and story lines, conversation, music, and song. Those attuned to movement will be captured by animation, action, the ever-present vehicles - bikes, motorcycles, trains, trucks, boats, tractors, road-graders, planes, etc. Language principles: - Keep dialogue simple - Avoid hard-to-process sentences (e.g. complex relative clauses, sentences with too many unpredictable elements - names, numbers, and unfamiliar words) - Avoid words with multiple meanings - Avoid ambiguous grammatical structures - Reduce the number of modifiers - Use positive words (taller rather than shorter), adverbial phrases, rather than adverbs (e.g. in an angry way, rather angrily) - Introduce unfamiliar words where context, visual elements, redundancy, and repetitions help to make meaning clear. The series "curriculum" is not sequential, but care has gone into the grouping of stories and interstitials that comprise each segment. The first segment has incorporated the familiar (The Three Fishermen), the mysterious in everyday life (The Talking Bread), and the exotic (Couscous the Detective). Each story has a simple plot line, enough continuity to facilitate understanding, but includes scene changes that allow children to develop early TV literacy skills - to understand and distinguish between scene changes that indicate simultaneous happenings in other locations; and those that indicate temporal sequences. Keeping track of characters and holding events in memory through changes of scene requires considerable cognitive processing in a young child. The Three Fishermen introduces the main characters in the series, deals with family relations, every day frustration, and disappointment. Our characters stay cheerful and things turn out well in the end. There are one or two gentle environmental messages. Talking Bread leads the viewer into the wider community of Busytown. Daily life is full of mysteries. (Things disappear when we know we left them right there. We all hear spooky noises). No need to evoke the supernatural. Track down the logical explanation. In this segment suspense will keep attention high. The appearance of the doll in the first scene makes it possible for the viewer to anticipate the solution. Couscous the Detective brings travel to far-away places. In this script there are jokes and allusions for the parents. Viewer participation is invited from the outset as we search the crowd for Couscous. Pepe le Gangstair and the Dirty rats invite our disdain (and our viewers - often reluctant bathers themselves - are reminded of the negative side of being dirty and smelly). Justice triumphs and the bad guys are routed through cleverness rather than violence. The interstitials provide the explicit educational elements - compelling safety tips and information on how things work. The former will always try to go beyond the safety rule itself, and show the reasons for it or the effect of following it. The How things Work segments, along with the specific information they provide, are to help children notice, pay attention to, and think about relations of parts to wholes of objects in their world, to wonder about how things are made, and where they came from. In the first segment one of the interstitials explicitly reinforces the safety message that is implicit in The Three Fishermen. Life jackets must be worn in boats. The reason is clear. If we go overboard the lifejacket keeps us afloat. The first of How Things Work starts with something close to every young child's heart - the bicycle. It is well-known from children's drawings that they have no conception of how a bicycle works. For them, the important elements are pedals and wheels, with no understanding of how they are related. In this interstitial the children are shown and told about gears and chain. Through animation, close-up, audio reinforcing video, the workings can be highlighted, providing a light-hearted physics lesson. (Margie Golick, Ph.D.)

Other Matters (11 of 18)	Response
Program Title	ECO COMPANY TEENS
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 9:00am (PT) on KAIL's Digital Sub-channel 7.3.
Total times aired at regularly scheduled time	12
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.	Eco Company Teens explores all aspects of being "green" and understanding how our actions impact the world. Viewers learn about alternative energies by visiting wind farms and solar installations and discovering new energy technologies currently under development. They learn more about recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference, young entrepreneurs who are taking their passion for green to develop ideas, and new products for a sustainable future.

Other Matters (12 of 18)	Response
Program Title	WALKING WILD
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 9:30am on KAIL's digital sub channel, 7.3
Total times aired at regularly scheduled time	12
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 is a weekly half-hour reality series showcasing various wild animals at the world famous San Diego Zoo. The series focuses on the dedicated people who look after these spectacular critters. The program also gives teen viewers a unique up-close examination of each wild animal. In one episode, viewers explore the life patterns of elephants and the key to their longevity. Another episode focuses on Galapagos turtles and how they manage to survive. Walking Wild is a series intended to educate and inform viewers all about life in the animal kingdom.

Other Matters (13 of 18)	Response
Program Title	ZOO CLUES
Origination	Network

Days/Times Program Regularly Scheduled	Sundays at 10:00am on KAIL's digital sub-channel, 7.3
Total times aired at regularly scheduled time	12
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Zoo Clues is an educational and informative half-hour, E/I program that takes viewers on a fast-paced and entertaining tour of the entire animal kingdom. Each episode delivers endless amounts of meaningful information as the show tackles some of the animal kingdom's most mind-blowing questions: Can birds fly backwards? Are whales fish? Do dogs sweat? Why do zebras have stripes and leopards spots? Questions and clues are presented, giving viewers a chance to guess the right answers. The goal of the series is to provide young viewers with a meaningful perspective of the creatures around them and valuable comparisons to their own human characteristics.

Other Matters (14 of 18)	**Response**
Program Title	Zoo Clues
Origination	Network
Days/Times Program Regularly Scheduled	Fridays at 10:00 am and 10:30 am on KAIL's digital sub-channel, 7.4
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Zoo Clues is a 30 minute program specifically created for young people between the ages of 13 and 16. The program's presentation mix of narration, visuals, and very well chosen topics delivers education and information while it entertains. Zoo Clues will leave viewers with a meaningful perspective about animas and meaningful comparison to their own human characteristics. The show's clever narration links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world.

Other Matters (15 of 18)	**Response**
Program Title	Secret Millionaire's Club
Origination	Network

Days/Times Program Regularly Scheduled	Fridays at 9:00 am and 9:30 am on KAIL's digital sub-channel, 7.4
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Secret Millionaire's Club is a series that attracts and engages young viewers, between the ages of 8-12, as they follow the exciting and often comedic adventures of four attractive role models, in narratives designed to introduce children to basic concepts in business, financial literacy, and responsible money management, as well as important practical life lessons.- love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: attention, language, memory, active processing of a story, interest in reading. Children will learn... - that friends and neighbors are nice to each other, share, cooperate, say supportive things, complement each other, take pleasure in each other's accomplishments, that friends are accepting of each other's foibles - clumsiness, silliness, forgetfulness, fearfulness, etc. - that a community is made up of grown-ups, children, helpful authority figures, people of many occupations: police, storekeepers, farmers, baker, butcher, repair persons of many kinds, doctors, nurses, firefighters, road workers, bus drivers, photographers, etc. - That the world is full of interesting things to see and do. - That there are far away countries to learn about and travel to, where people have different customs, dress, food, etc. It is our intention that all segments will - 1. Counteract gender stereotypes (both in roles and interactional style). 2. Use language appropriate to the target age. 3. Model standard grammar. 4. Refrain from zapping, crashing, and smashing animated characters (Preschoolers have trouble distinguishing between animation and reality). 5. Model safe and responsible behavior. 6. Keep humor at child's level. . Encourage parental watching with occasional humor aimed at the adult. There is good evidence that the educational value of any program is enhanced when an adult is there to talk with the child about it. 8. Encourage active rather than passive viewing - story elements that allow viewer to generate hypotheses and make predictions about outcome. 9. Use well-established attention getters for this age range: animation, children's voices, and music. 10. Captivate children with different learning styles: - For those who rely on visual stimulation there will be plenty to look at. Every Scarry scene is full of visual excitement. For those who are predominantly tuned to the auditory and verbal, there will be interesting characters and story lines, conversation, music, and song. Those attuned to movement will be captured by animation, action, the ever-present vehicles - bikes, motorcycles, trains, trucks, boats, tractors, road-graders, planes, etc. Language principles: - Keep dialogue simple - Avoid hard-to-process sentences (e.g. complex relative clauses, sentences with too many unpredictable elements - names, numbers, and unfamiliar words) - Avoid words with multiple meanings - Avoid ambiguous grammatical structures - Reduce the number of modifiers - Use positive words (taller rather than shorter), adverbial phrases, rather than adverbs (e.g. in an angry way, rather angrily) - Introduce unfamiliar words where context, visual elements, redundancy, and repetitions help to make meaning clear. The series "curriculum" is not sequential, but care has gone into the grouping of stories and interstitials that comprise each segment. The first segment has incorporated the familiar (The Three Fishermen), the mysterious in everyday life (The Talking Bread), and the exotic (Couscous the Detective). Each story has a simple plot line, enough continuity to facilitate understanding, but includes scene changes that allow children to develop early TV literacy skills - to understand and distinguish between scene changes that indicate simultaneous happenings in other locations; and those that indicate temporal sequences. Keeping track of characters and holding events in memory through changes of scene requires considerable cognitive processing in a young child. The Three Fishermen introduces the main characters in the series, deals with family relations, every day frustration, and disappointment. Our characters stay cheerful and things turn out well in the end. There are one or two gentle environmental messages. Talking Bread leads the viewer into the wider community of Busytown. Daily life is full of mysteries. (Things disappear when we know we left them right there. We all hear spooky noises). No need to evoke the supernatural. Track down the logical explanation. In this segment suspense will keep attention high. The appearance of the doll in the first scene makes it possible for the viewer to anticipate the solution. Couscous the Detective brings travel to far-away places. In this script there are jokes and allusions for the parents. Viewer participation is invited from the outset as we search the crowd for Couscous. Pepe le Gangstair and the Dirty rats invite our disdain (and our viewers - often reluctant bathers themselves - are reminded of the negative side of being dirty and smelly). Justice triumphs and the bad guys are routed through cleverness rather than violence. The interstitials provide the explicit educational elements - compelling safety tips and information on how things work. The former will always try to go beyond the safety rule itself, and show the reasons for it or the effect of following it. The How things Work segments, along with the specific information they provide, are to help children notice, pay attention to, and think about relations of parts to wholes of objects in their world, to wonder about how things are made, and where they came from. In the first segment one of the interstitials explicitly reinforces the safety message that is implicit in The Three Fishermen. Life jackets must be worn in boats. The reason is clear. If we go overboard the lifejacket keeps us afloat. The first of How Things Work starts with something close to every young child's heart - the bicycle. It is well-known from children's drawings that they have no conception of how a bicycle works. For them, the important elements are pedals and wheels, with no understanding of how they are related. In this interstitial the children are shown and told about gears and chain. Through animation, close-up, audio reinforcing video, the workings can be highlighted, providing a light-hearted physics lesson. (Margie Golick, Ph.D.)

Other Matters (16 of 18)	Response
Program Title	Thomas Edison's Secret Lab
Origination	Network
Days/Times Program Regularly Scheduled	Fridays at 8:00 am and 8:30 am on KAIL's digital sub-channel, 7.4
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	8 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Thomas Edison's Secret presents accurate, age appropriate scientific principles and concepts by portraying appealing young role models with whom young viewers can easily identify, in clever, comedic and wildly visual science based problem situations. It explores in the context of can do enthusiasm that characterized Thomas Edison's life and experiences. It invites young viewers to join in the adventure of science by making it interesting, challenging, and fun.

Other Matters (17 of 18)	Response
Program Title	THE COOLEST PLACES ON EARTH
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 10:30am on KAIL's digital sub-channel, 7.3.
Total times aired at regularly scheduled time	12
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.	The Coolest Places on Earth is an educational and informative half-hour, E/I program that takes young viewers on a journey of discovery to the most astonishing places on the planet - cities, festivals, landmarks and jaw-dropping works of nature - exploring each location's history and culture.. Each episode showcases three specific locations and delivers fast-paced, engaging information that's a perfect match for the 21st century learner. The series is packed with facts about history, geography, and culture. The goal of the series is to provide young viewers with the inspiration and information to better understand and appreciate the culturally and geographically diverse world around them.

Other Matters (18 of 18)	Response
Program Title	HEROES AMONG US
Origination	Network

Days/Times Program Regularly Scheduled	Sundays at 11:00am & 11:30am (PT) on KAIL's digital sub-channel, 7.3.
Total times aired at regularly scheduled time	24
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.	Heroes Among Us tells the stories of people just like you and me who have chosen to make a difference in the lives of others. They are heroes that live in your community and have helped people you know. They are the unsung heroes who aren't seeking recognition or reward, but choose to act to correct injustice wherever they see it. Each episode will feature stories of courage and hope about people making a difference on every level - from the personal, to the professional, to the national stage - these ordinary people may just make a stranger's day a little brighter or they could change the world! Through reenactments and interviews we'll get to know these hometown heroes and what motivates them to do good and help their fellow humans.

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.	**Joshua Castro** *General Manager* 01/04/2018

Attachments

No Attachments.