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# Children's Television Programming Report

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Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **07/08/2015** | Filing Status: **Active**

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## Report reflects information for : Second Quarter of 2015

### General Information

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

**Applicant  
Information**

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

Applicant	Address	Phone	Email	Applicant Type
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**Contact  
Representatives  
(0)**

Contact Name	Address	Phone	Email	Contact Type
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**Children's  
Television  
Information**

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	NBC
	Nielsen DMA	Greenville-New Bern-Wash
	Web Home Page Address	www.witn.com

**Digital Core  
Programming**

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	3.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	336.0
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:	8.0
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(22)**

Digital Core Program (1 of 22)	Response
Program Title	Astroblast! (32.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sa 10-10:30a
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	Astroblast!, based on the book series "Astroblast!" by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. The station is populated by five animal characters and one 3-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to: keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or embarrassing incident, or resist the urge to blame others for your mistakes.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	Astroblast! (32.1)
List date and time rescheduled	6/06/15 at 8am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-06-06
Episode #	
Reason for Preemption	Sports

Digital Core Program (2 of 22)	Response
Program Title	The Chica Show (32.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sa 10:30-11a
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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 Chica Show is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. Chica's parents were formerly entertainers in the vaudeville tradition and they regale the audience with stories and songs from their theatrical past. They enjoy and indulge Chica, who sometimes acts younger than her age and gets into all kinds of predicaments. Kelly uses fantasy play to transform herself, Chica, Bunji and Stitches into animated characters in another universe, who are struggling with a problem similar to the one Chica experienced in the Coop. Without fail, they find the problem can be solved and they carry that knowledge back to the Coop to use on another day.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

### Digital Preemption Programs #1

Questions	Response
Title of Program	The Chica Show (32.1)
List date and time rescheduled	6/06/15 at 8:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-06-06
Episode #	
Reason for Preemption	Sports

Digital Core Program (3 of 22)	Response
Program Title	Lazy Town (32.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sa 11-11:30a
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	Lazy Town promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	Lazy Town (32.1)
List date and time rescheduled	6/06/15 at 1pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-06-06
Episode #	
Reason for Preemption	Sports

#### Digital Core Program (4 of 22)

#### Response

Program Title	Earth To Luna (32.1)
Origination	Network



Days/Times Program Regularly Scheduled	Sa 11:30a-12p
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	Earth to Luna is a Brazilian animated series specifically aimed at teaching 2-5 year old children how to ask questions about nature and science and vigorously pursue the answers. The show encourages curiosity, research, and critical thinking. Each episode of the show is focused on a particular creature, object, or phenomenon that would be of interest to the target audience. For example, Luna might wonder how she can grow a plant without a seed and finds the answer through her inquiry process. The characters, Luna, Jupiter (her brother), and Clive (their pet ferret) embark on a research effort that takes the audience through each step that answers their overarching question. The show uses recurring features, signature phrases, and songs to cue the audience when they need to do research, when they transition to the adventure, and when they have reached the ending to review all they've learned.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	Earth To Luna (32.1)
List date and time rescheduled	6/06/15 at 1:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes

Date Preempted	2015-06-06
Episode #	
Reason for Preemption	Sports

<b>Digital Core Program (5 of 22)</b>	
	<b>Response</b>
Program Title	Poppy Cat (32.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sa 12-12:30p
Total times aired at regularly scheduled time	11
Total times aired	11
Number of Preemptions	2
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	Poppy Cat, based on the book series by Lara Jones, models the use of imagination and storytelling to encourage creative thinking in viewers. Each episode features the narrator Lara, reading a story about Poppy Cat, to her own cat (who is also named Poppy). She weaves an exciting tale following her imagination, which leads her to distant lands reached by boat, plane, hot air balloon or train. Each story features Poppy Cat as the leader of a group of animal friends, the resident bully Egbert the badger, and other occasionally recurring characters. A prevailing message emerges within each episode to be nice to your friends and always work together. There remains an overarching implicit message within every episode as well: think creatively and exercise your mind through reading and storytelling - for these activities always lead to enjoyment and adventure.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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### Digital Preemption Programs #1

Questions	Response
Title of Program	Poppy Cat (32.1)
List date and time rescheduled	n/a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2015-06-06
Episode #	
Reason for Preemption	Sports

### Digital Preemption Programs #2

Questions	Response
Title of Program	Poppy Cat (32.1)
List date and time rescheduled	5/30/15 at 9am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-05-30
Episode #	
Reason for Preemption	Sports

### Digital Core Program (6 of 22)

	Response
Program Title	Tree Fu Tom (32.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sa 12:30-1p
Total times aired at regularly scheduled time	6
Total times aired	6

Number of Preemptions	7
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	6
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.	Tree Fu Tom. This series focuses on the amazing adventures of a young boy called Tom who, with the power of 'movement magic' called 'Tree Fu', can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods. During each program he calls upon the audience to follow his moves to send him the magic he needs to solve a problem encountered by Tom and his friends. . These include Ariella, a butterfly who is also a rancher and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green tree frog and the resident genius inventor. In each episode there are an action adventure sequences that are key to resolving the challenge of the day.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	Tree Fu Tom (32.1)
List date and time rescheduled	4/25/15 at 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-25
Episode #	
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Tree Fu Tom (32.1)
List date and time rescheduled	5/30/15 at 9:30am

Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-05-30
Episode #	
Reason for Preemption	Sports

### Digital Preemption Programs #3

Questions	Response
Title of Program	Tree Fu Tom (32.1)
List date and time rescheduled	5/02/15 at 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-05-02
Episode #	
Reason for Preemption	Sports

### Digital Preemption Programs #4

Questions	Response
Title of Program	Tree Fu Tom (32.1)
List date and time rescheduled	4/11/15 at 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-11
Episode #	
Reason for Preemption	Sports

### Digital Preemption Programs #5

Questions	Response
Title of Program	Tree Fu Tom (32.1)
List date and time rescheduled	4/18/15 at 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-18
Episode #	
Reason for Preemption	Sports

### Digital Preemption Programs #6

Questions	Response
Title of Program	Tree Fu Tom (32.1)

List date and time rescheduled	n/a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2015-06-06
Episode #	
Reason for Preemption	Sports

### Digital Preemption Programs #7

Questions	Response
Title of Program	Tree Fu Tom (32.1)
List date and time rescheduled	4/04/15 at 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2015-04-04
Episode #	
Reason for Preemption	Sports

Digital Core Program (7 of 22)	Response
Program Title	The Real Winning Edge (32.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 7-7:30a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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 REAL WINNING EDGE series is developed to be an educational/ informational (E/I) program for the 13-16 year age group. It is designed to help youth make winning choices in their lives in order to grow to be productive citizens. This series is based on role models who are making pro-social life choices. Emphasis on being honest, loyal, hard working toward productive goals, and treating others as they would like to be treated, are values emphasized by the positive role models in The Real Winning Edge. Education research indicates that, from preadolescence through the teenage years, youth are most influenced by their peers. Their role model preferences switch from parents to the sports and entertainment icons during these years for most. If the peers and the icons promote antisocial standards and nonconformity to guiding principles honored in our society, youth soon adopt behaviors that not only hurt others but hurt themselves. The Real Winning Edge will go a long way in helping youth to develop character, being the best they can be by seeing their peers and the celebrities whom they admire, who themselves have the character to make winning choices.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (8 of 22)</b>	<b>Response</b>
Program Title	Sports Stars of Tomorrow A (32.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 7:30-8a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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.	SPORTS STARS OF TOMORROW displays the hard work and dedication that it takes to be a true sports star. It chronicles the trials and tribulations of the young athletes as they strive to become a top level performer in the sports arena. The program helps youngsters realize that their full potential in both life and the playing field are attainable with lots of hard work and determination. It reinforces the importance of key values like dedication, discipline, commitment and community involvement. "Sports Stars of Tomorrow" also provides in-depth, human-interest stories that reveal the important challenges and lessons that mold our young athletes. Not everyone is cut out to be a superstar. In Sports Stars of Tomorrow, we recognize those athletes that have learned "life lessons" along the way while battling varying obstacles. These stories inspire and teach our youth that while many desire greatness on the grand stage of competition, much can be learned through the journey that can make a significant difference throughout one's life.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (9 of 22)</b>	<b>Response</b>
Program Title	State To State (32.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 8-8:30a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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.	State to State is an educational and informative half-hour, E/I program that travels to every entertaining nook and cranny of America. Viewers will experience the hectic dazzle of the Big Apple, discover the rawhide spirit of Wyoming, learn about the revival of St. Louis, celebrate the innovation of Silicon Valley, hear the music of New Orleans and Austin, understand the history of Hollywood, and learn about America's diverse culture in nearly every state in the union. Viewers will also learn about the country's diverse geography and experience the great outdoors, from Alaska to the Everglades. They'll see the biggest events and discover the hidden gems. Each episode showcases between one and three states and dozens of locations within them. State to State 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 dynamic and diverse country they live in.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (10 of 22)</b>	<b>Response</b>
Program Title	Eco Company (32.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 8:30-9a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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 provides CORE programming in the area of the environment and preservation of the earth's resources. Eco Company explores all aspects of being "green" and understanding how our actions impact the world. The E-Co team find out about climate change by asking questions to discover the truths and myths of the climate change issue. They 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. Most importantly, each story and each feature is reported by teens and told from their perspective. Additionally Eco Company regularly provides practical tips that teens, and people of all ages can use in their daily lives
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (11 of 22)</b>	<b>Response</b>
Program Title	Animal Atlas (32.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 9-9:30a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas is an educational and informative half-hour, E/I program that travels the globe to meet every kind of animal imaginable, from the familiar to the astounding. Each episode takes young viewers on a journey through the animal kingdom to learn about the lives, history, and varying adaptations that allow animals to survive and thrive in the wild. The series strives to present a wide variety of information in a number of interactive and poignant sequences to make knowledge of the animal kingdom both simpler and easier to remember. It's through this engaging information and rich visual content that allows viewers to better understand and appreciate the animal world around them.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (12 of 22)</b>	<b>Response</b>
Program Title	Sports Stars of Tomorrow B (32.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 9:30-10a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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.	SPORTS STARS OF TOMORROW displays the hard work and dedication that it takes to be a true sports star. It chronicles the trials and tribulations of the young athletes as they strive to become a top level performer in the sports arena. The program helps youngsters realize that their full potential in both life and the playing field are attainable with lots of hard work and determination. It reinforces the importance of key values like dedication, discipline, commitment and community involvement. "Sports Stars of Tomorrow" also provides in-depth, human-interest stories that reveal the important challenges and lessons that mold our young athletes. Not everyone is cut out to be a superstar. In Sports Stars of Tomorrow, we recognize those athletes that have learned "life lessons" along the way while battling varying obstacles. These stories inspire and teach our youth that while many desire greatness on the grand stage of competition, much can be learned through the journey that can make a significant difference throughout one's life.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (13 of 22)</b>		<b>Response</b>
Program Title	Green Screen Adventures A (32.3)	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Sa 8-8:30a	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
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.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion.	

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (14 of 22)</b>	<b>Response</b>
Program Title	Green Screen Adventures B (32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 8:30-9a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (15 of 22)</b>	<b>Response</b>
Program Title	Travel Thru History A (32.3)
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sa 9-9:30a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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.	Travel Thru History is designed to spark interest and enthusiasm in teens and their families to learn about our country's rich and fascinating history. The series visits diverse locales across the U.S. from Las Vegas to Key West.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (16 of 22)</b>	<b>Response</b>
Program Title	Travel Thru History B (32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 9:30-10a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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.	Travel Thru History is designed to spark interest and enthusiasm in teens and their families to learn about our country's rich and fascinating history. The series visits diverse locales across the U.S. from Las Vegas to Key West.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (17 of 22)</b>	<b>Response</b>
Program Title	Mystery Hunters A (32.3)

Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 10-10:30a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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.	Mystery Hunters is an excellent example of children's programming that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography and international customs.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (18 of 22)**

**Response**

Program Title	Mystery Hunters B (32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 10:30-11a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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.	Mystery Hunters is an excellent example of children's programming that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography and international customs.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (19 of 22)</b>		<b>Response</b>
Program Title	Saved By The Bell A (32.3)	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Su 10-10:30a	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
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.	"Saved By The Bell" is a weekly television series targeted to teens 13-16 years of age, which explores social themes and coping strategies through the daily school life of six teen-aged friends at Bayside High who help each other make the most of growing up in a complicated world. The multi-ethnic cast members serve as role models for young teen viewers as they deal with such issues as dealing with the death of a loved one, the right to say "no," the meaning of heroism, teenage alcohol use and other issues of particular concern to young teens.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

<b>Digital Core Program (20 of 22)</b>		<b>Response</b>
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Program Title	Saved By The Bell B (32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Su 10:30-11a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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.	"Saved By The Bell" is a weekly television series targeted to teens 13-16 years of age, which explores social themes and coping strategies through the daily school life of six teen-aged friends at Bayside High who help each other make the most of growing up in a complicated world. The multi-ethnic cast members serve as role models for young teen viewers as they deal with such issues as dealing with the death of a loved one, the right to say "no," the meaning of heroism, teenage alcohol use and other issues of particular concern to young teens.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (21 of 22)</b>	<b>Response</b>
Program Title	Saved By The Bell C (32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Su 11-11:30a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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.	"Saved By The Bell" is a weekly television series targeted to teens 13-16 years of age, which explores social themes and coping strategies through the daily school life of six teen-aged friends at Bayside High who help each other make the most of growing up in a complicated world. The multi-ethnic cast members serve as role models for young teen viewers as they deal with such issues as dealing with the death of a loved one, the right to say "no," the meaning of heroism, teenage alcohol use and other issues of particular concern to young teens.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (22 of 22)</b>	<b>Response</b>
Program Title	Saved By The Bell D (32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Su 11:30a-12p
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
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.	"Saved By The Bell" is a weekly television series targeted to teens 13-16 years of age, which explores social themes and coping strategies through the daily school life of six teen-aged friends at Bayside High who help each other make the most of growing up in a complicated world. The multi-ethnic cast members serve as role models for young teen viewers as they deal with such issues as dealing with the death of a loved one, the right to say "no," the meaning of heroism, teenage alcohol use and other issues of particular concern to young teens.
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	Michael Riddle
Address	275 E. Arlington Boulevard
City	Greenville
State	NC
Zip	27858
Telephone Number	252-439-7777
Email Address	witn@witn.com
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	WITN airs a series of Public Service Announcements specifically produced to serve children 16 years of age and younger throughout the year. WITN maintains quarterly affidavits of these public service announcements designed specifically for children that aired on WITN's three digital channels.

**Other Matters (22)**

<b>Other Matters (1 of 22)</b>	<b>Response</b>
Program Title	Ruff Ruff, Tweet and Dave (digital only) (digital 32.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sa 10-10:30a
Total times aired at regularly scheduled time	13
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.	Ruff Ruff, Tweet, and Dave (RRTD). This animated show puts an emphasis on logical thinking and use of language through fun problem solving adventures. The trio, RRTD, is guided by Hatty, an erudite hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Roly-pods, enter the Spin-Again transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the Roly-Pods and head home. Their adventures are varied. They might go climb a mountain, design their own fairy tale, or build a sand castle.

<b>Other Matters (2 of 22)</b>	<b>Response</b>
Program Title	Astroblast! (digital only) (digital 32.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sa 10:30-11a
Total times aired at regularly scheduled time	13
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.	Astroblast!, based on the book series "Astroblast!" by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. The station is populated by five animal characters and one 3-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to: keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or embarrassing incident, or resist the urge to blame others for your mistakes.
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**Other Matters (3 of 22)**

**Response**

Program Title	Lazy Town (digital only) (digital 32.1)
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Origination	Network
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Days/Times Program Regularly Scheduled	Sa 11-11:30a
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	2 years to 5 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Lazy Town promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.
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**Other Matters (4 of 22)**

**Response**

Program Title	Earth To Luna (digital only) (digital 32.1)
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Origination	Network
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Days/Times Program Regularly Scheduled	Sa 11:30a-12p
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Total times aired at regularly scheduled time	13
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.	Earth to Luna is a Brazilian animated series specifically aimed at teaching 2-5 year old children how to ask questions about nature and science and vigorously pursue the answers. The show encourages curiosity, research, and critical thinking. Each episode of the show is focused on a particular creature, object, or phenomenon that would be of interest to the target audience. For example, Luna might wonder how she can grow a plant without a seed and finds the answer through her inquiry process. The characters, Luna, Jupiter (her brother), and Clive (their pet ferret) embark on a research effort that takes the audience through each step that answers their overarching question. The show uses recurring features, signature phrases, and songs to cue the audience when they need to do research, when they transition to the adventure, and when they have reached the ending to review all they've learned.

**Other Matters (5 of 22)**

**Response**

Program Title	Poppy Cat (digital only) (digital 32.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sa 12-12:30p
Total times aired at regularly scheduled time	13
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.	Poppy Cat, based on the book series by Lara Jones, models the use of imagination and storytelling to encourage creative thinking in viewers. Each episode features the narrator Lara, reading a story about Poppy Cat, to her own cat (who is also named Poppy). She weaves an exciting tale following her imagination, which leads her to distant lands reached by boat, plane, hot air balloon or train. Each story features Poppy Cat as the leader of a group of animal friends, the resident bully Egbert the badger, and other occasionally recurring characters. A prevailing message emerges within each episode to be nice to your friends and always work together. There remains an overarching implicit message within every episode as well: think creatively and exercise your mind through reading and storytelling - for these activities always lead to enjoyment and adventure.

<b>Other Matters (6 of 22)</b>		<b>Response</b>
Program Title	Tree Fu Tom (digital only) (digital 32.1)	
Origination	Network	
Days/Times Program Regularly Scheduled	Sa 12:30-1p	
Total times aired at regularly scheduled time	13	
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.	<p>Tree Fu Tom. This series focuses on the amazing adventures of a young boy called Tom who, with the power of 'movement magic' called 'Tree Fu', can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods. During each program he calls upon the audience to follow his moves to send him the magic he needs to solve a problem encountered by Tom and his friends. . These include Ariella, a butterfly who is also a rancher and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green tree frog and the resident genius inventor. In each episode there are an action adventure sequences that are key to resolving the challenge of the day.</p>	

<b>Other Matters (7 of 22)</b>		<b>Response</b>
Program Title	The Real Winning Edge (digital only) (digital 32.2)	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Sa 7-7:30a	
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.	The REAL WINNING EDGE series is developed to be an educational/ informational (E/I) program for the 13-16 year age group. It is designed to help youth make winning choices in their lives in order to grow to be productive citizens. This series is based on role models who are making pro-social life choices. Emphasis on being honest, loyal, hard working toward productive goals, and treating others as they would like to be treated, are values emphasized by the positive role models in The Real Winning Edge. Education research indicates that, from preadolescence through the teenage years, youth are most influenced by their peers. Their role model preferences switch from parents to the sports and entertainment icons during these years for most. If the peers and the icons promote antisocial standards and nonconformity to guiding principles honored in our society, youth soon adopt behaviors that not only hurt others but hurt themselves. The Real Winning Edge will go a long way in helping youth to develop character, being the best they can be by seeing their peers and the celebrities whom they admire, who themselves have the character to make winning choices.
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Other Matters (8 of 22)	Response
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Program Title	Sports Stars of Tomorrow A (digital only) (digital 32.2)
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Origination	Syndicated
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Days/Times Program Regularly Scheduled	Sa 7:30-8a
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	13 years to 16 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	SPORTS STARS OF TOMORROW displays the hard work and dedication that it takes to be a true sports star. It chronicles the trials and tribulations of the young athletes as they strive to become a top level performer in the sports arena. The program helps youngsters realize that their full potential in both life and the playing field are attainable with lots of hard work and determination. It reinforces the importance of key values like dedication, discipline, commitment and community involvement. "Sports Stars of Tomorrow" also provides in-depth, human-interest stories that reveal the important challenges and lessons that mold our young athletes. Not everyone is cut out to be a superstar. In Sports Stars of Tomorrow, we recognize those athletes that have learned "life lessons" along the way while battling varying obstacles. These stories inspire and teach our youth that while many desire greatness on the grand stage of competition, much can be learned through the journey that can make a significant difference throughout one's life.
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Other Matters (9 of 22)	Response
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Program Title	State To State (digital only) (digital 32.2)
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Origination	Syndicated
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Days/Times Program Regularly Scheduled	Sa 8-8:30a
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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.	State to State is an educational and informative half-hour, E/I program that travels to every entertaining nook and cranny of America. Viewers will experience the hectic dazzle of the Big Apple, discover the rawhide spirit of Wyoming, learn about the revival of St. Louis, celebrate the innovation of Silicon Valley, hear the music of New Orleans and Austin, understand the history of Hollywood, and learn about America's diverse culture in nearly every state in the union. Viewers will also learn about the country's diverse geography and experience the great outdoors, from Alaska to the Everglades. They'll see the biggest events and discover the hidden gems. Each episode showcases between one and three states and dozens of locations within them. State to State 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 dynamic and diverse country they live in.

<b>Other Matters (10 of 22)</b>	<b>Response</b>
Program Title	Eco Company (digital only) (digital 32.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 8:30-9a
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.	Eco Company provides CORE programming in the area of the environment and preservation of the earth's resources. Eco Company explores all aspects of being "green" and understanding how our actions impact the world. The E-Co team find out about climate change by asking questions to discover the truths and myths of the climate change issue. They 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. Most importantly, each story and each feature is reported by teens and told from their perspective. Additionally Eco Company regularly provides practical tips that teens, and people of all ages can use in their daily lives.

<b>Other Matters (11 of 22)</b>		<b>Response</b>
Program Title	Animal Atlas (digital only) (digital 32.2)	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Sa 9-9:30a	
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 Atlas is an educational and informative half-hour, E/I program that travels the globe to meet every kind of animal imaginable, from the familiar to the astounding. Each episode takes young viewers on a journey through the animal kingdom to learn about the lives, history, and varying adaptations that allow animals to survive and thrive in the wild. The series strives to present a wide variety of information in a number of interactive and poignant sequences to make knowledge of the animal kingdom both simpler and easier to remember. It's through this engaging information and rich visual content that allows viewers to better understand and appreciate the animal world around them.	

<b>Other Matters (12 of 22)</b>		<b>Response</b>
Program Title	Sports Stars of Tomorrow B (digital only) (digital 32.2)	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Sa 9:30-10a	
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.	SPORTS STARS OF TOMORROW displays the hard work and dedication that it takes to be a true sports star. It chronicles the trials and tribulations of the young athletes as they strive to become a top level performer in the sports arena. The program helps youngsters realize that their full potential in both life and the playing field are attainable with lots of hard work and determination. It reinforces the importance of key values like dedication, discipline, commitment and community involvement. "Sports Stars of Tomorrow" also provides in-depth, human-interest stories that reveal the important challenges and lessons that mold our young athletes. Not everyone is cut out to be a superstar. In Sports Stars of Tomorrow, we recognize those athletes that have learned "life lessons" along the way while battling varying obstacles. These stories inspire and teach our youth that while many desire greatness on the grand stage of competition, much can be learned through the journey that can make a significant difference throughout one's life.
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**Other Matters (13 of 22)**

**Response**

Program Title	Green Screen Adventures A (digital only) (digital 32.3)
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Origination	Syndicated
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Days/Times Program Regularly Scheduled	Sa 8-8:30a
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	7 years to 13 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion.
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**Other Matters (14 of 22)**

**Response**

Program Title	Green Screen Adventures B (digital only) (digital 32.3)
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Origination	Syndicated
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Days/Times Program Regularly Scheduled	Sa 8:30-9a
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	7 years to 13 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion.
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Other Matters (15 of 22)	Response
Program Title	Travel Thru History A (digital only) (digital 32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 9-9:30a
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.	Travel Thru History is designed to spark interest and enthusiasm in teens and their families to learn about our country's rich and fascinating history. The series visits diverse locales across the U.S. from Las Vegas to Key West.

Other Matters (16 of 22)	Response
Program Title	Travel Thru History B (digital only) (digital 32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 9:30-10a
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.	Travel Thru History is designed to spark interest and enthusiasm in teens and their families to learn about our country's rich and fascinating history. The series visits diverse locales across the U.S. from Las Vegas to Key West.

Other Matters (17 of 22)	Response
Program Title	Mystery Hunters A (digital only) (digital 32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 10-10:30a
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.	Mystery Hunters is an excellent example of children's programming that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography and international customs.
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Other Matters (18 of 22)	Response
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Program Title	Mystery Hunters B (digital only) (digital 32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sa 10:30-11a
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.	Mystery Hunters is an excellent example of children's programming that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography and international customs.
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Other Matters (19 of 22)	Response
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Program Title	Saved By The Bell A (digital only) (digital 32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Su 10-10:30a
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.	"Saved By The Bell" is a weekly television series targeted to teens 13-16 years of age, which explores social themes and coping strategies through the daily school life of six teen-aged friends at Bayside High who help each other make the most of growing up in a complicated world. The multi-ethnic cast members serve as role models for young teen viewers as they deal with such issues as dealing with the death of a loved one, the right to say "no," the meaning of heroism, teenage alcohol use and other issues of particular concern to young teens.
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Other Matters (20 of 22)	Response
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Program Title	Saved By The Bell B (digital only) (digital 32.3)
Origination	Syndicated



Days/Times Program Regularly Scheduled	Su 10:30-11a
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.	"Saved By The Bell" is a weekly television series targeted to teens 13-16 years of age, which explores social themes and coping strategies through the daily school life of six teen-aged friends at Bayside High who help each other make the most of growing up in a complicated world. The multi-ethnic cast members serve as role models for young teen viewers as they deal with such issues as dealing with the death of a loved one, the right to say "no," the meaning of heroism, teenage alcohol use and other issues of particular concern to young teens.

<b>Other Matters (21 of 22)</b>	<b>Response</b>
Program Title	Saved By The Bell C (digital only) (digital 32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Su 11-11:30a
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.	"Saved By The Bell" is a weekly television series targeted to teens 13-16 years of age, which explores social themes and coping strategies through the daily school life of six teen-aged friends at Bayside High who help each other make the most of growing up in a complicated world. The multi-ethnic cast members serve as role models for young teen viewers as they deal with such issues as dealing with the death of a loved one, the right to say "no," the meaning of heroism, teenage alcohol use and other issues of particular concern to young teens.

<b>Other Matters (22 of 22)</b>	<b>Response</b>
Program Title	Saved By The Bell D (digital only) (digital 32.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Su 11:30a-12p
Total times aired at regularly scheduled time	13
Length of Program	30 mins

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Age of Target Child    13 years to 16 years  
Audience from

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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

"Saved By The Bell" is a weekly television series targeted to teens 13-16 years of age, which explores social themes and coping strategies through the daily school life of six teen-aged friends at Bayside High who help each other make the most of growing up in a complicated world. The multi-ethnic cast members serve as role models for young teen viewers as they deal with such issues as dealing with the death of a loved one, the right to say "no," the meaning of heroism, teenage alcohol use and other issues of particular concern to young teens.

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**Certification**

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

## Attachments

No Attachments.