Approved by OMB (Office of Management and Budget) 3060-0928
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Federal Communications Commission

(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0030297451** | File Number: **CPR-176430** | Submit Date: **01/05/2016** | Call Sign: **WPXJ-TV** | Facility ID: **2325** | City: **BATAVIA** | State: **NY**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **01/05/2016** | Filing Status: **Active**

## Report reflects information for : Fourth 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 |
|---|---|---|---|---|

## Contact Representatives (0)

| Contact Name | Address | Phone | Email | Contact Type |
|---|---|---|---|---|

## Children's Television Information

| Section | Question | Response |
|---|---|---|
| **Station Type** | Station Type | Network Affiliation |
| | Affiliated network | ION |
| | Nielsen DMA | Buffalo |
| | Web Home Page Address | |

## Digital Core Programming

| Question | Response |
|---|---|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream | 3.0 |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream | 840.0 |
| 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: | 87.0 |
| 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(25)

| Digital Core Program (1 of 25) | Response |
|---|---|
| Program Title | Choo Choo Bob Show E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sundays / 9:00 am and 9:30 ET/PT or 8:00 am or 8:30 am CT/MT |
| Total times aired at regularly scheduled time | 26 |
| 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 | 4 years to 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land' where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situation that require thoughtful choices and provides resolution geared to the unique concerns and abilities of young children. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (2 of 25) | Response |
|---|---|
| Program Title | Dive Olly Dive E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sundays / 10:00 am and 10:30 am ET/PT or 9:00 am and 9:30 am CT/MT |

| | |
|---|---|
| Total times aired at regularly scheduled time | 26 |
| 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 | 4 years to 7 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics and strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The team is supportive of one another and lessons of predicting, considering and discovering are cleverly interwoven into an entertaining storyline. Although the series is standard in terms of story telling, that is, it does not incorporate some of the elements that we know extend a series' power in terms of teaching, Dive Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting a child's learning. In particular this series supports a child's social development and problem solving skills. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (3 of 25)** | **Response** |
|---|---|
| Program Title | Doke E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sundays / 11:00 am and 11:30 am ET/PT or 10:00 am and 10:30 am CT/MT |
| Total times aired at regularly scheduled time | 26 |

| | |
|---|---|
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (4 of 25)** | **Response** |
|---|---|
| Program Title | Timothy Goes to School E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 7:00 am and 7:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The program's primary focus is on events at an elementary school filed with animal children and their teachers. The title character and his classmates are a recurring group of diverse creatures. The challenges in each episode are usually social or ethical dilemma with viewers learning about honesty, responsibility, friendship and other prosocial behavior. The programs illustrate that children can overcome new obstacles, accept the difference of others, become aware of their responsibilities and support and help those in need. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (5 of 25)** | **Response** |
|---|---|
| Program Title | Todd World E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 9:00 am and 9:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Todd World uses the real-life experiences of a preschool-aged boy and his friends to offer lessons of acceptance, tolerance and diversity to the child-at-home. It is a program perfect for the pre-school and early elementary age group (2-5 years) and an excellent use of the television medium to support the social/emotional development of kids. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (6 of 25) | Response |
|---|---|
| Program Title | Dive Olly Dive E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 10:00 am and 10:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| 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 | 4 years to 7 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics and strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The team is supportive of one another and lessons of predicting, considering and discovering are cleverly interwoven into an entertaining storyline. Although the series is standard in terms of story telling, that is, it does not incorporate some of the elements that we know extend a series' power in terms of teaching, Dive Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting a child's learning. In particular this series supports a child's social development and problem solving skills. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (7 of 25) | Response |
|---|---|
| Program Title | Doki E/I Qubo |

| | |
|---|---|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 11:00 am and 11:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (8 of 25)** | **Response** |
|---|---|
| Program Title | Raggs E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 12:00 pm and 12:30 pm ET |

| | |
|---|---|
| Total times aired at regularly scheduled time | 130 |
| 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 | 3 years to 6 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (9 of 25)** | **Response** |
|---|---|
| Program Title | Guess with Jess E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 2:00 pm and 2:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| 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 | 4 years to 8 years |

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|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animated barnyard animals encounter everyday situations that raise a "question of the day." Their problem solving is similar to the standard scientific inquiry "asking, testing, and finding a way." The characters focus is on science and nature teaching the program's preschool audience about the world and about how to go about answering everyday questions. The series carefully builds the child viewer's knowledge by offering a question and then little by little adding to the information necessary to answer that question. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (10 of 25)** | **Response** |
|---|---|
| Program Title | Harry and His Bucket Full of Dinosaurs E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 3:00 pm and 3:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemma or challenge and finds his answers in Dinoworld. It is here far from the real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being part of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (11 of 25) | Response |
|---|---|
| Program Title | This is Daniel Cook E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 4:00 pm and 4:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A totally improvised program featuring a six year old boy, Daniel Cook, the main character (non-actor), who interviews people on a variety of subjects. He shows his excitement, boredom or puzzlement. Daniel visits various locations and interacts with others in learning about the world and how it works showing that learning can be a real adventure filled with moments of discovery when you ask (the right) questions. Daniel relates well and quickly to his pre-school and early elementary school audience. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (12 of 25) | Response |
|---|---|
| Program Title | The Choo Choo Bob Show E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 5:00 pm and 5:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| 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 | 4 years to 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land' where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situation that require thoughtful choices and provides resolution geared to the unique concerns and abilities of young children. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program** | |
|---|---|
| **(13 of 25)** | **Response** |
| Program Title | Fishtronaut E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / 8:00 am and 8:30 am ET |
| Total times aired at regularly scheduled time | 182 |
| 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 | 3 years to 6 years |

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|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Fishronaut is a secret agent fish that wears a spacesuit so he can leave his home in Quiet Lake and explore the world outside the water in Smiling Trees Park. All sorts of environmental and nature-related mysteries pop up. With his friends, Marina (an 8 year old girl) and Zeek (a pre-teen monkey), the mysteries are always solved. In each episode, viewers are invited to clap and dance along with the cast to help reveal clues locked inside a magical multicolored ball. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (14 of 25)** | **Response** |
|---|---|
| Program Title | Jakers E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / 7:00 pm and 7:30 pm ET |
| Total times aired at regularly scheduled time | 182 |
| Total times aired | |
| Number of Preemptions for other than Breaking News | 0 |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is "knowing stuff in our power." The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (15 of 25) | Response |
|---|---|
| Program Title | Babar E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 9:00 am and 9:30 am ET |
| Total times aired at regularly scheduled time | 52 |
| 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 | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Babar, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (16 of 25) | Response |
|---|---|
| Program Title | Busy World of Richard Scarry E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 10:00 am and 10:30 am ET |
| Total times aired at regularly scheduled time | 52 |
| 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 | 6 years to 9 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The series is specifically designed for preschool and elementary children and each program contains three ten minute stories. These stories are told thru animated animals usually on a quest to solve a mystery while also passing along informational and educational lessons. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (17 of 25)** | **Response** |
|---|---|
| Program Title | Marvin the Tap Dancing Horse E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 11:00 am and 11:30 am ET |
| Total times aired at regularly scheduled time | 52 |
| 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 | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Marvin the Tap Dancing Horse captures the hearts of kids with its charming tales of life in the carnival. Created by Betty and Michael Paraskevas, the series looks at nine year-old Eddy Largo's adventures after he lands a summer job at the local carnival. He soon meets the stars of the show Marvin the Tap-Dancing Horse, Diamonds the Elephant, Elizabeth the Pig and Stripes the Tiger, and discovers that they can communicate with one another. Together, they overcome many obstacles while enjoying the excitement of carnival life. Children learn the valuable lessons of friendship and family, and believing in themselves. |

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

| **Digital Core Program (18 of 25)** | **Response** |
|---|---|
| Program Title | My Friend Rabbit E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 2:00 pm and 2:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| 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 | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (19 of 25)** | **Response** |
|---|---|
| Program Title | Jacob Two Two E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 3:00 pm and 3:30 pm ET |

| | |
|---|---|
| Total times aired at regularly scheduled time | 52 |
| 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 | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Based on Mordecai Richler's books, Jacob Two-Two is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (20 of 25)** | **Response** |
|---|---|
| Program Title | Pearlie E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 5:00 pm and 5:30 pm ET |

| | |
|---|---|
| Total times aired at regularly scheduled time | 52 |
| 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 | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pearlie is an animated comedy series based on the children's book series, Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 6 to 10 year old range, episodes focus on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin, Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, Pearlie approaches new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (21 of 25)** | **Response** |
|---|---|
| Program Title | Willa's Wild Life E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 6:00 pm and 6:30 pm ET |

| | |
|---|---|
| Total times aired at regularly scheduled time | 52 |
| 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 | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Willa is an animated series centered on a six-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets: an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find way to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realized that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (22 of 25)** | **Response** |
|---|---|
| Program Title | Animal Atlas E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 8:00 pm and 8:30 pm ET |

| | |
|---|---|
| Total times aired at regularly scheduled time | 52 |
| 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 provides visual information from original and detailed footage of animals. The fast moving clips of a variety of species allows viewers to compare and contrast differing physiologies and habitats. The animal subjects are presented as they move informally and comfortably through their living activities, and the narration is well informed and unobtrusive. The program uses an interactive segment with multiple choice questions about the animals covered. These questions have just the right level of engagement and are a worthwhile component of the program. The program's constant reinforcement of species differentiation will facilitate learning for young people between the ages of 13 to 16. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (23 of 25)** | **Response** |
|---|---|
| Program Title | Mickey's Farm E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 1:00 pm and 1:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| 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 | 2 years to 6 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mickey, a curious and adventurous Shetland Sheepdog, is a city dog who has just moved to a farm with his best friend, 14-year-old Megan. Each episode follows Mickey as he experiences new things on the farm. Often Mickey gets confused or into a bind, but with the help of Megan, his friends Guy (a wise goat) and Fiona (an energetic ferret), and their Magic Book, a solution is always found and Mickey learns something new. The show is narrated by Sunny (the sun) who is always watching over the activities on the farm. Episodes end with an original song, which reiterates new things learned. The show is intended to motivate children to explore new things, ask questions, problem-solve and make new friends. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (24 of 25)** | **Response** |
|---|---|
| Program Title | Meteor and the Mighty Monster Trucks E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Monday - Fridays / 6:00 pm and 6:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| 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 | 3 years to 5 years |

| | |
|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A group of trucks that live/go to school in a monster truck arena called Crushington Park deal with winning and losing graciously and overcoming obstacles. Narrator brings us into the action and tells us what's going on during the episode in the voice of a sports announcer. Characters repeat from episode to episode and are predominantly male. However, all characters look very different and have different abilities. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (25 of 25)** | **Response** |
|---|---|
| Program Title | Jane and the Dragon E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Satudays and Sundays / 12:00 pm and 12:30 pm ET |
| Total times aired at regularly scheduled time | 26 |
| 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 | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved. |

| | |
|---|---|
| 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 | Barbara Lipka |
| Address | 726 Exchange Street, Suite 819 |
| City | Buffalo |
| State | NY |
| Zip | 14210 |
| Telephone Number | 800-380-2658 |
| Email Address | barbaralipka@ionmedia.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. | |

## Other Matters (25)

| Other Matters (1 of 25) | Response |
|---|---|
| Program Title | Doki E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Wednesdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT |
| Total times aired at regularly scheduled time | 26 |
| 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. | Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on-screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning. |

| Other Matters (2 of 25) | Response |
|---|---|
| Program Title | The Choo Choo Bob Show E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Thursdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land' where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situation that require thoughtful choices and provides resolution geared to the unique concerns and abilities of young children. |

| Other Matters (3 of 25) | Response |
|---|---|
| Program Title | Raggs E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Fridays / 8:00 am and 8:30 am ET or 7:00 am and 7:30 am CT/MT |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 6 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics. |

| Other Matters (4 of 25) | Response |
|---|---|
| Program Title | Timothy Goes to School E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 7:00 am and 7:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| 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 program's primary focus is on events at an elementary school filed with animal children and their teachers. The title character and his classmates are a recurring group of diverse creatures. The challenges in each episode are usually social or ethical dilemma with viewers learning about honesty, responsibility, friendship and other prosocial behavior. The programs illustrate that children can overcome new obstacles, accept the difference of others, become aware of their responsibilities and support and help those in need. |

| Other Matters (5 of 25) | Response |
|---|---|
| Program Title | Todd World E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 9:00 am and 9:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| 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. | Todd World uses the real-life experiences of a preschool-aged boy and his friends to offer lessons of acceptance, tolerance and diversity to the child-at-home. It is a program perfect for the pre-school and early elementary age group (2-5 years) and an excellent use of the television medium to support the social/emotional development of kids. |

| **Other Matters (6 of 25)** | **Response** |
|---|---|
| Program Title | Dive Olly Dive E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 10:00 am and 10:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 7 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics and strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The team is supportive of one another and lessons of predicting, considering and discovering are cleverly interwoven into an entertaining storyline. Although the series is standard in terms of story telling, that is, it does not incorporate some of the elements that we know extend a series' power in terms of teaching, Dive Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting a child's learning. In particular this series supports a child's social development and problem solving skills. |

| **Other Matters (7 of 25)** | **Response** |
|---|---|
| Program Title | Doki E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 11:00 am and 11:30 am ET |
| Total times aired at regularly scheduled time | 130 |
| 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. | Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning. |

| **Other Matters (8 of 25)** | **Response** |
|---|---|
| Program Title | Raggs E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 12:00 pm and 12:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 6 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics. |

| **Other Matters (9 of 25)** | **Response** |
|---|---|
| Program Title | Guess With Jess E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 2:00 pm and 2:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animated barnyard animals encounter everyday situations that raise a "question of the day." Their problem solving is similar to the standard scientific inquiry "asking, testing, and finding a way." The characters focus is on science and nature teaching the program's preschool audience about the world and about how to go about answering everyday questions. The series carefully builds the child viewer's knowledge by offering a question and then little by little adding to the information necessary to answer that question. |

| **Other Matters (10 of 25)** | **Response** |
|---|---|
| Program Title | Harry and His Bucket Full of Dinosaurs E/I Qubo |

| | |
|---|---|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 3:00 pm and 3:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| 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. | This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemma or challenge and finds his answers in Dinoworld. It is here far from the real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being part of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal. |

| **Other Matters (11 of 25)** | **Response** |
|---|---|
| Program Title | This is Daniel Cook E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 4:00 pm and 4:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| 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. | A totally improvised program featuring a six year old boy, Daniel Cook, the main character (non-actor), who interviews people on a variety of subjects. He shows his excitement, boredom or puzzlement. Daniel visits various locations and interacts with others in learning about the world and how it works showing that learning can be a real adventure filled with moments of discovery when you ask (the right) questions. Daniel relates well and quickly to his pre-school and early elementary school audience. |

| **Other Matters (12 of 25)** | **Response** |
|---|---|
| Program Title | The Choo Choo Bob Show |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 5:00 pm and 5:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |

| | |
|---|---|
| Age of Target Child Audience from | 4 years to 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land' where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situation that require thoughtful choices and provides resolution geared to the unique concerns and abilities of young children. |

| **Other Matters (13 of 25)** | **Response** |
|---|---|
| Program Title | Jakers E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / 7:00 pm and 7:30 pm ET |
| Total times aired at regularly scheduled time | 182 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is "knowing stuff in our power." The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children. |

| **Other Matters (14 of 25)** | **Response** |
|---|---|
| Program Title | Babar E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 9:00 am and 9:30 am ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 10 years |

| | |
|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Babar, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. |

| **Other Matters (15 of 25)** | **Response** |
|---|---|
| Program Title | Busy World of Richard Scarry E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 10:00 am and 10:30 am ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 9 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The series is specifically designed for preschool and elementary children and each program contains three ten minute stories. These stories are told thru animated animals usually on a quest to solve a mystery while also passing along informational and educational lessons. |

| **Other Matters (16 of 25)** | **Response** |
|---|---|
| Program Title | Marvin the Tap Dancing Horse E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 11:00 am and 11:30 am ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Marvin the Tap Dancing Horse captures the hearts of kids with its charming tales of life in the carnival. Created by Betty and Michael Paraskevas, the series looks at nine year-old Eddy Largo's adventures after he lands a summer job at the local carnival. He soon meets the stars of the show Marvin the Tap-Dancing Horse, Diamonds the Elephant, Elizabeth the Pig and Stripes the Tiger, and discovers that they can communicate with one another. Together, they overcome many obstacles while enjoying the excitement of carnival life. Children learn the valuable lessons of friendship and family, and believing in themselves. |

| **Other Matters (17 of 25)** | **Response** |
|---|---|
| Program Title | My Friend Rabbit E/I Qubo |
| Origination | Network |

| | |
|---|---|
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 2:00 pm and 2:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails. |

| **Other Matters (18 of 25)** | **Response** |
|---|---|
| Program Title | Jacob Two Two E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 3:00 pm and 3:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Based on Mordecai Richler's books, Jacob Two-Two is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer. |

| **Other Matters (19 of 25)** | **Response** |
|---|---|
| Program Title | Pearlie E/I Qubo |
| Origination | Network |

| | |
|---|---|
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 5:00 pm and 5:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pearlie is an animated comedy series based on the children's book series, Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 6 to 10 year old range, episodes focus on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin, Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, Pearlie approaches new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. |

| **Other Matters (20 of 25)** | **Response** |
|---|---|
| Program Title | Willa's Wild Life E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 6:00 pm and 6:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 10 years |

| | |
|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Willa is an animated series centered on a six-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets: an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find way to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realized that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience. |

| **Other Matters (21 of 25)** | **Response** |
|---|---|
| Program Title | Animal Atlas E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 8:00 pm and 8:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| 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 provides visual information from original and detailed footage of animals. The fast moving clips of a variety of species allows viewers to compare and contrast differing physiologies and habitats. The animal subjects are presented as they move informally and comfortably through their living activities, and the narration is well informed and unobtrusive. The program uses an interactive segment with multiple choice questions about the animals covered. These questions have just the right level of engagement and are a worthwhile component of the program. The program's constant reinforcement of species differentiation will facilitate learning for young people between the ages of 13 to 16. |

| **Other Matters (22 of 25)** | **Response** |
|---|---|
| Program Title | Fishtronaut E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / 8:00 am and 8:30 am ET |
| Total times aired at regularly scheduled time | 182 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 6 years |

| | |
|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Fishronaut is a secret agent fish that wears a spacesuit so he can leave his home in Quiet Lake and explore the world outside the water in Smiling Trees Park. All sorts of environmental and nature-related mysteries pop up. With his friends, Marina (an 8 year old girl) and Zeek (and pre-teen monkey), the mysteries are always solved. In each episode, viewers are invited to clap and dance along with the cast to help reveal clues locked inside a magical multicolored ball. |

| **Other Matters (23 of 25)** | **Response** |
|---|---|
| Program Title | Mickey's Farm E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 1:00 pm and 1:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 6 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mickey, a curious and adventurous Shetland Sheepdog, is a city dog who has just moved to a farm with his best friend, 14-year-old Megan. Each episode follows Mickey as he experiences new things on the farm. Often Mickey gets confused or into a bind, but with the help of Megan, his friends Guy (a wise goat) and Fiona (an energetic ferret), and their Magic Book, a solution is always found and Mickey learns something new. The show is narrated by Sunny (the sun) who is always watching over the activities on the farm. Episodes end with an original song, which reiterates new things learned. The show is intended to motivate children to explore new things, ask questions, problem-solve and make new friends. |

| **Other Matters (24 of 25)** | **Response** |
|---|---|
| Program Title | Meteor and the Mighty Monster Trucks E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 6:00 pm and 6:30 pm ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A group of trucks that live/go to school in a monster truck arena called Crushington Park deal with winning and losing graciously and overcoming obstacles. Narrator brings us into the action and tells us what's going on during the episode in the voice of a sports announcer. Characters repeat from episode to episode and are predominantly male. However, all characters look very different and have different abilities. |

| Other Matters (25 of 25) | Response |
|---|---|
| Program Title | Jane and the Dragon E/I Qubo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 12:00 pm and 12:30 pm ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved. |

## 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.<br>**FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID**<br>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.<br>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. | |
| I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above. | **ION Media Buffalo License, Inc.** |

## Attachments

No Attachments.