



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0003742608** | File Number: **CPR-160721** | Submit Date: **10/09/2014** | Call Sign: **WPSG** | Facility ID: **12499** | City:
PHILADELPHIA | State: **PA**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
10/09/2014 | Filing Status: **Active**

Report reflects information for : Third Quarter of 2014

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
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Children's
Television
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	CW
	Nielsen DMA	Philadelphia
	Web Home Page Address	www.cwphilly.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	0.0
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:	0.0
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?	No

Digital Core
Programs(8)

Digital Core Program (1 of 8)	Response
Program Title	Rescue Heroes
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 7:00am
Total times aired at regularly scheduled time	8
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 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 8)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network

Days/Times Program Regularly Scheduled	Saturday, 7:00am
Total times aired at regularly scheduled time	5
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 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Cubix: Robots for Everyone was designed to serve the education and information needs of children ages 6-11. The Series Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real-life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. In order to best develop the skills and values that will produce "socially conscious" and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills -- such as confidence, courage, loyalty, teamwork and problem solving -- provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these "pro-social" behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of age-appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties' experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.</p>

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (3 of 8)	Response
Program Title	Rescue Heroes
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 7:30am
Total times aired at regularly scheduled time	8
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 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (4 of 8)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 7:30am
Total times aired at regularly scheduled time	5
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 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Cubix: Robots for Everyone was designed to serve the education and information needs of children ages 6-11. The Series Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real-life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. In order to best develop the skills and values that will produce "socially conscious" and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills -- such as confidence, courage, loyalty, teamwork and problem solving -- provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these "pro-social" behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of age-appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties' experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 8)	Response
Program Title	Real Life 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 9:00am
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.	Real life jobs and careers are explored in an energetic style. The careers and people chosen to reflect those categories offer a vital inside look at what it would really be like, and what it takes to choose a particular profession.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 8)	Response
Program Title	Whaddyado
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 9:30am
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.	Each week teens will learn lessons about how to react when perilous situations and everyday problems occur. Real footage and re-enactments mix with teen interviews and expert opinions on what to do.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 8)	Response
Program Title	Career Day
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 10:00am
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.	<p>The purpose of Career Day is to provide a safe learning environment for young viewers to become more informed about the gamut of possible careers available for them to explore. Career Day is a television program that introduces young adults to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career Day provides an avenue to view experts in their respective fields as they discuss their work, the education /training to prepare for the job, and experiences that led them to choose their career. To encourage students to make informed decisions, young adults must be introduced to career awareness, such as the concept that success in most careers requires education and training (Fouad, 1995). As the National Alliance of Business recommended in its 1999 publication Preparing Young People for Tomorrow's Workplace, "Middle school is an ideal age at which to expose students to the challenging world of work".</p> <p>The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities, which has been proven to enhance academic performance, facilitate high school completion and encourage postsecondary education (Broadening Career Horizons for Students in At-Risk Environments, O'Brien et al (1999). Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perseverance children can apply to their lives.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 8)	Response
Program Title	Made in Hollywood - Teen Edition
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 10:30am
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.	Behind the scenes look at various jobs in the entertainment industry, focused on educating young adults on how to get into the business, what it takes to succeed. Features interviews and footage with the talent and particularly those off-screen.
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	Shelley Hoffman
Address	1555 Hamilton Street
City	Philadelphia
State	PA
Zip	19130
Telephone Number	215-977-5700
Email Address	shelley.hoffman@wpsg.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 (6)

Other Matters (1 of 6)	Response
Program Title	Dog Whisperer with Cesar Millan: Family Edition
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 7:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dog Whisperer with Cesar Millan: Family Edition is a weekly half-hour series produced for viewers 13-16 and the entire family that educates and informs the audience about canine training techniques and creating healthy environments for dogs. Hosted by renowned dog behaviorist and trainer Cesar Millan, Dog Whisperer with Cesar Millan: Family Edition travels far and wide to help problem pups and teach families to better understand how to better deal with a dog's negative behavior. From Chihuahuas to Great Danes, no job is too big (or small) for Cesar. Viewers will have the chance to witness remarkable transformations first-hand and discover the how to be a responsible pet owner.

Other Matters (2 of 6)	Response
Program Title	Dog Whisperer with Cesar Millan: Family Edition
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 7:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dog Whisperer with Cesar Millan: Family Edition is a weekly half-hour series produced for viewers 13-16 and the entire family that educates and informs the audience about canine training techniques and creating healthy environments for dogs. Hosted by renowned dog behaviorist and trainer Cesar Millan, Dog Whisperer with Cesar Millan: Family Edition travels far and wide to help problem pups and teach families to better understand how to better deal with a dog's negative behavior. From Chihuahuas to Great Danes, no job is too big (or small) for Cesar. Viewers will have the chance to witness remarkable transformations first-hand and discover the how to be a responsible pet owner.
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Other Matters (3 of 6)	Response
Program Title	Calling Dr. Pol
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 8:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Calling Dr. Pol is a weekly half-hour series that explores the fascinating occupation of veterinary medicine. Designed to educate and inform viewers aged 13-16 and the entire family this inspiring series invites viewers to share in the experiences of Dr. Pol. An enthusiastic and naturally-inclined and well-rounded scholar, Dr. Pol has been practicing veterinary medicine for over 35 years. Caring for more than 19,000 patients, Dr. Pol has seen it all. Specializing in large farm animals, Dr. Pol, his family and veterinary staff also care for animals of all shapes and sizes. Each week audiences will have a chance to understand the challenges and rewards of this fulfilling profession and learn that the work doesn't end at the clinic; Dr. Pol often takes his talents to the road by helping sick or injured animals on neighboring farms and ranches. With the added benefit of Dr. Pol's expert analysis and on-screen factoids, viewers will have the opportunity to learn about the biology and behavior of various domesticated animals and livestock. Unstoppable and unflappable, this Doc is a legend in the community and provides an entertaining view of the veterinary profession.

Other Matters (4 of 6)	Response
Program Title	Calling Dr. Pol
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 8:30am

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Calling Dr. Pol is a weekly half-hour series that explores the fascinating occupation of veterinary medicine. Designed to educate and inform viewers aged 13-16 and the entire family this inspiring series invites viewers to share in the experiences of Dr. Pol. An enthusiastic and naturally-inclined and well-rounded scholar, Dr. Pol has been practicing veterinary medicine for over 35 years. Caring for more than 19,000 patients, Dr. Pol has seen it all. Specializing in large farm animals, Dr. Pol, his family and veterinary staff also care for animals of all shapes and sizes. Each week audiences will have a chance to understand the challenges and rewards of this fulfilling profession and learn that the work doesn't end at the clinic; Dr. Pol often takes his talents to the road by helping sick or injured animals on neighboring farms and ranches. With the added benefit of Dr. Pol's expert analysis and on-screen factoids, viewers will have the opportunity to learn about the biology and behavior of various domesticated animals and livestock. Unstoppable and unflappable, this Doc is a legend in the community and provides an entertaining view of the veterinary profession.

Other Matters (5 of 6)	Response
Program Title	The Brady Barr Experience
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Brady Barr Experience is a weekly half-hour series that is designed to inform and educate viewers 13-16 years of age. In this action-packed series viewers will go behind the scenes with Dr. Brady Barr for a captivating ride through the world of wildlife and animal conservation. As a seasoned herpetologist, Dr. Brady Barr has traveled to five continents, worked with hundreds of scientists and has gotten up close and personal with some of the most misunderstood animals on the planet. Brady Barr has made it his life's work to study and protect some of the world's most dangerous and endangered land animals and in this series, he will share is knowledge and passion for the earth's wildlife with the audience.

Other Matters (6 of 6)	Response
Program Title	The Brady Barr Experience

Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Brady Barr Experience is a weekly half-hour series that is designed to inform and educate viewers 13-16 years of age. In this action-packed series viewers will go behind the scenes with Dr. Brady Barr for a captivating ride through the world of wildlife and animal conservation. As a seasoned herpetologist, Dr. Brady Barr has traveled to five continents, worked with hundreds of scientists and has gotten up close and personal with some of the most misunderstood animals on the planet. Brady Barr has made it his life's work to study and protect some of the world's most dangerous and endangered land animals and in this series, he will share his knowledge and passion for the earth's wildlife with the audience.

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>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</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>Philadelphia Television Station WPSG Inc.</p>

Attachments

No Attachments.