



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0001547462** | File Number: **CPR-178068** | Submit Date: **01/08/2016** | Call Sign: **KOTI** | Facility ID: **8284** | City:  
**KLAMATH FALLS** | State: **OR**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**01/08/2016** | 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    | NBC                   |
|              | Nielsen DMA           | Medford-Klamath Falls |
|              | Web Home Page Address | www.kobi5.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  | 168.0    |
| 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:  | 3.0      |
| 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(12)

| Digital Core<br>Program (1<br>of 12)   | Response   |
|--|--|
| Program Title  | Ruff, Ruff, Tweet & Dave   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 8:00-8:30am 2.1  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Ruff Ruff, Tweet, and Dave [RRTD] is a preschool adventure/activity show where the lead characters travel to faraway lands to have adventures with their guide, a hamster named Hatty. Ruff Ruff, the dog, is the most playful of the three; Tweet is a little bird who loves to fly and get creative with her suggestions; and Dave the Panda has a thing for bananas. RRTD might go to the beach, or the mountains, or to strange lands with pillows everywhere; just the sort of place where imagination and logic come together. The settings are always brightly colored and beautiful. And their transport vehicles are Roly-pods, artful go-carts that fit on a spiral ramp that folds in and out of the Spin-Again, a colorful round spinning top with special compartments designed to anchor each vehicle right on the outside rim during the journey. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core Program (2 of 12)   | Response   |
|--|--|
| Program Title  | Astroblast   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturdays 8:30-9:00am 2.1  |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Astroblast! is the space station and home of six animal characters in Bob Colar's book series of the same name. The space station is managed by an over-confident and exuberant commander, Comet the dog. The crew includes, Sputnik the pig, a very knowledgeable reader; Haley, a rabbit, Comet's true peer and an athlete; Radar, the monkey, who is somewhat self-involved, Jet, a silent alligator whose gestures and expressions are his mode of communication, and Sal, a congenial 3-eyed octopus who runs the counter in the Smoothie Shack, the space station cafe. While the space station supports the missions of a bizarre and diverse array of aliens, the Smoothie Shack is the hub of social interaction for the galaxy. There is always something happening at Astroblast! And everyone on the crew has plenty to learn to keep the community happy and on an even keel. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (3 of 12) | Response |
|--------------------------------|----------|
|--------------------------------|----------|

|  |  |
|--|--|
| Program Title  | Clangers   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 9:00-9:30am 2.1  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 11   |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 2  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 2  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouse-like creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and the Clangers have to figure out who and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space; meteors and comets and eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

Digital Preemption Programs #1

| Questions                      | Response         |
|--------------------------------|------------------|
| Title of Program               | Clangers         |
| List date and time rescheduled | Sun 10/11/15 7am |

|  |            |
|--|------------|
| Is the rescheduled date the second home?   | No         |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes        |
| Date Preempted   | 2015-10-10 |
| Episode #  |            |
| Reason for Preemption  | Sports     |

Digital Preemption Programs #2

| Questions  | Response           |
|--|--------------------|
| Title of Program   | Clangers           |
| List date and time rescheduled   | Sat 10/31/15 430pm |
| Is the rescheduled date the second home?   | Yes                |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   | 2015-10-01         |
| Episode #  |                    |
| Reason for Preemption  | Sports             |

| Digital Core Program (4 of 12)                     | Response                  |
|--|---------------------------|
| Program Title                                      | Earth to Luna             |
| Origination  | Network                   |
| Days/Times Program Regularly Scheduled             | Saturdays 4:30-5:00pm 2.1 |
| Total times aired at regularly scheduled time      | 8                         |
| Total times aired                                  | 14                        |
| Number of Preemptions                              | 6                         |
| Number of Preemptions for other than Breaking News |                           |
| Number of Preemptions Rescheduled                  | 6                         |
| Length of Program                                  | 30 mins                   |



|  |   |
|--|---|
| Age of Target Child Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Earth To Luna: Earth to Luna is a Brazilian animated series specifically aimed at teaching 2-5 year old children how to ask questions about nature and science and vigorously pursue the answers. The show encourages curiosity, research, and critical thinking. Each episode of the show is focused on a particular creature, object, or phenomenon that would be of interest to the target audience. For example, Luna might wonder how she can grow a plant without a seed and finds the answer through her inquiry process. The characters, Luna, Jupiter (her brother), and Clive (their pet ferret) embark on a research effort that takes the audience through each step that answers their overarching question. The show uses recurring features, signature phrases, and songs to cue the audience when they need to do research, when they transition to the adventure, and when they have reached the ending to review all they've learned. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

#### Digital Preemption Programs #1

| Questions  | Response         |
|--|------------------|
| Title of Program   | Earth to Luna    |
| List date and time rescheduled   | Sun 12/13/15 9am |
| Is the rescheduled date the second home?   | Yes              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   | 2015-12-12       |
| Episode #  |                  |
| Reason for Preemption  | Sports           |

#### Digital Preemption Programs #2

| Questions  | Response                    |
|--|-----------------------------|
| Title of Program   | Earth to Luna               |
| List date and time rescheduled   | 2nd airing Sun 12/27/15 9am |
| Is the rescheduled date the second home?   | Yes                         |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                         |
| Date Preempted   | 2015-12-26                  |
| Episode #  |                             |
| Reason for Preemption  | Sports                      |

#### Digital Preemption Programs #3

| Questions        | Response      |
|------------------|---------------|
| Title of Program | Earth to Luna |

|  |                  |
|--|------------------|
| List date and time rescheduled   | Sun 12/20/15 9am |
| Is the rescheduled date the second home?   | Yes              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   | 2015-12-19       |
| Episode #  |                  |
| Reason for Preemption  | Sports           |

#### Digital Preemption Programs #4

| Questions  | Response         |
|--|------------------|
| Title of Program   | Earth to Luna    |
| List date and time rescheduled   | Sat 10/31/15 5pm |
| Is the rescheduled date the second home?   | No               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   | 2015-10-31       |
| Episode #  |                  |
| Reason for Preemption  | Sports           |

#### Digital Preemption Programs #5

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Earth to Luna       |
| List date and time rescheduled   | Sun 10/11/15 7:30am |
| Is the rescheduled date the second home?   | No                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2015-10-10          |
| Episode #  |                     |
| Reason for Preemption  | Sports              |

#### Digital Preemption Programs #6

| Questions  | Response         |
|--|------------------|
| Title of Program   | Earth to Luna    |
| List date and time rescheduled   | Sun 10/18/15 7am |
| Is the rescheduled date the second home?   | No               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   | 2015-10-17       |
| Episode #  |                  |
| Reason for Preemption  | Sports           |

|  |
|--|
| <div> <div>Digital Core</div> <div>Program (5</div> <div>of 12)</div> </div> <div>Response</div> |
|--|

|  |  |
|--|--|
| Program Title  | Lazy Town  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturdays 5:00-5:30pm 2.1  |
| Total times aired at regularly scheduled time  | 7  |
| Total times aired  | 13   |
| Number of Preemptions  | 6  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  | 6  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

Digital Preemption Programs #1

| Questions                      | Response         |
|--------------------------------|------------------|
| Title of Program               | Lazy Town        |
| List date and time rescheduled | Sat 10/10/15 7am |

|  |            |
|--|------------|
| Is the rescheduled date the second home?   | No         |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes        |
| Date Preempted   | 2015-10-10 |
| Episode #  |            |
| Reason for Preemption  | Sports     |

#### Digital Preemption Programs #2

| Questions  | Response           |
|--|--------------------|
| Title of Program   | Lazy Town          |
| List date and time rescheduled   | Sun 12/20/15 930am |
| Is the rescheduled date the second home?   | Yes                |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   | 2015-12-19         |
| Episode #  |                    |
| Reason for Preemption  | Sports             |

#### Digital Preemption Programs #3

| Questions  | Response           |
|--|--------------------|
| Title of Program   | Lazy Town          |
| List date and time rescheduled   | Sun 12/27/15 930am |
| Is the rescheduled date the second home?   | Yes                |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   | 2015-12-26         |
| Episode #  |                    |
| Reason for Preemption  | Sports             |

#### Digital Preemption Programs #4

| Questions  | Response           |
|--|--------------------|
| Title of Program   | Lazy Town          |
| List date and time rescheduled   | Sun 12/13/15 930am |
| Is the rescheduled date the second home?   | Yes                |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   | 2015-12-12         |
| Episode #  |                    |
| Reason for Preemption  | Sports             |

#### Digital Preemption Programs #5

| Questions        | Response  |
|------------------|-----------|
| Title of Program | Lazy Town |

|  |                  |
|--|------------------|
| List date and time rescheduled   | Sat 10/31/15 7am |
| Is the rescheduled date the second home?   | No               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   | 2015-10-31       |
| Episode #  |                  |
| Reason for Preemption  | Sports           |

Digital Preemption Programs #6

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Lazy Town           |
| List date and time rescheduled   | Sun 10/18/15 7:30am |
| Is the rescheduled date the second home?   | No                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2015-10-17          |
| Episode #  |                     |
| Reason for Preemption  | Sports              |

| Digital Core Program (6 of 12)                     | Response               |
|--|------------------------|
| Program Title                                      | Tree Fu Tom            |
| Origination  | Network                |
| Days/Times Program Regularly Scheduled             | Saturdays 7:30-8am 2.1 |
| Total times aired at regularly scheduled time      | 12                     |
| Total times aired                                  | 13                     |
| Number of Preemptions                              | 1                      |
| Number of Preemptions for other than Breaking News |                        |
| Number of Preemptions Rescheduled                  | 1                      |
| Length of Program                                  | 30 mins                |

|  |  |
|--|--|
| Age of Target Child Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Tree Fu Tom. This series focuses on the amazing adventures of a young boy called Tom who, with the power of 'movement magic' called 'Tree Fu', can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods. During each program he calls upon the audience to follow his moves to send him the magic he needs to solve a problem encountered by Tom and his friends. . These include Ariella, a butterfly who is also a rancher and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green tree frog and the resident genius inventor. In each episode there are an action adventure sequences that are key to resolving the challenge of the day. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

Digital Preemption Programs #1

| Questions  | Response         |
|--|------------------|
| Title of Program   | Tree Fu Tom      |
| List date and time rescheduled   | Sat 11/14/15 5pm |
| Is the rescheduled date the second home?   | Yes              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   | 2015-11-14       |
| Episode #  |                  |
| Reason for Preemption  | Sports           |

| Digital Core Program (7 of 12)                | Response             |
|---|----------------------|
| Program Title                                 | Wild About Animals   |
| Origination                                   | Network              |
| Days/Times Program Regularly Scheduled        | Sundays 7-7:30am 2.2 |
| 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. | Wild About Animals is a reality science series that is produced for children in the 13-16 age group, and is designed to educate, inform and entertain those viewers. This program fulfills its purpose by providing a high level of educational value. The structure of each show consists of four (4) different segments/stories which make for a varied, fast paced program. Through the use of dramatic, stunning footage combined with an engaging and entertaining narrative, the show creates a general tone that is particularly effective in connecting to the target audience. The level of detail in each show is also appropriate and the segments move quickly from one topic to the next. The host, Mariette Hartley who is an animal rights activist and Emmy award winning actress, creates a bond with the viewer through her pleasing delivery. Coupled with a very conversational style is the MTV shooting style. The program open is visually engaging, featuring scenes of animals in their habitats in the form of a teaser for the audience. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (8 of 12)                | Response             |
|---|----------------------|
| Program Title                                 | Wild About Animals   |
| Origination                                   | Network              |
| Days/Times Program Regularly Scheduled        | Sundays 7:30-8am 2.2 |
| 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. | Wild About Animals is a reality science series that is produced for children in the 13-16 age group, and is designed to educate, inform and entertain those viewers. This program fulfills its purpose by providing a high level of educational value. The structure of each show consists of four (4) different segments/stories which make for a varied, fast paced program. Through the use of dramatic, stunning footage combined with an engaging and entertaining narrative, the show creates a general tone that is particularly effective in connecting to the target audience. The level of detail in each show is also appropriate and the segments move quickly from one topic to the next. The host, Mariette Hartley who is an animal rights activist and Emmy award winning actress, creates a bond with the viewer through her pleasing delivery. Coupled with a very conversational style is the MTV shooting style. The program open is visually engaging, featuring scenes of animals in their habitats in the form of a teaser for the audience. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (9 of 12)                | Response             |
|---|----------------------|
| Program Title                                 | Awesome Adventures   |
| Origination                                   | Network              |
| Days/Times Program Regularly Scheduled        | Sundays 8-8:30am 2.2 |
| 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>Awesome Adventures is an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program. The host Mystro, probably in his mid twenties, is engaging, and his delivery is both gritty and welcoming for an audience used to YouTube videos. Coupled with a very conversational style is the MTV shooting technique. The program's opening is visually engaging, featuring scenes of upcoming adventures in the form of a teaser for the audience. In the program about Puerto Rico, the teen team provides some humor while also detailing history. The visualization is excellent-camera angles and action shots make the viewer feel a part of the experience. The use of subjective camera angles further contributes to the "feeling of being there." The natural sounds on location further emphasize the on-site experience for the viewer. The historical content grounds the program, framing location and history of the region for the viewer. The music selection adds to the overall experience. Along with some creative camera angles, the editing is representative of an exceptional craft. The viewer becomes immersed into the history and flavor of the location in a short period of time, which is an important part of the learning experience. The show always combines fun with facts. For instance, explaining the science behind the rainforest, and then introducing a segment connected to this with body sliding and rock climbing, entertains viewers while educating them about a new culture and community.</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (10 of 12)        | Response             |
|--|----------------------|
| Program Title                          | Awesome Adventures   |
| Origination                            | Network              |
| Days/Times Program Regularly Scheduled | Sundays 8:30-9am 2.2 |

|  |   |
|--|---|
| 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>Awesome Adventures is an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program. The host Mystro, probably in his mid twenties, is engaging, and his delivery is both gritty and welcoming for an audience used to YouTube videos. Coupled with a very conversational style is the MTV shooting technique. The program's opening is visually engaging, featuring scenes of upcoming adventures in the form of a teaser for the audience. In the program about Puerto Rico, the teen team provides some humor while also detailing history. The visualization is excellent-camera angles and action shots make the viewer feel a part of the experience. The use of subjective camera angles further contributes to the "feeling of being there." The natural sounds on location further emphasize the on-site experience for the viewer. The historical content grounds the program, framing location and history of the region for the viewer. The music selection adds to the overall experience. Along with some creative camera angles, the editing is representative of an exceptional craft. The viewer becomes immersed into the history and flavor of the location in a short period of time, which is an important part of the learning experience. The show always combines fun with facts. For instance, explaining the science behind the rainforest, and then introducing a segment connected to this with body sliding and rock climbing, entertains viewers while educating them about a new culture and community.</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (11 of 12) | Response  |
|---------------------------------|-----------|
| Program Title                   | WHADDYADO |

|  |   |
|--|---|
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sundays 9-9:30am 2.2  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Total times<br>aired   |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | <p>WHADDYADO, a half-hour weekly series designed to educate, inform, inspire and entertain, does an exceptional job educating teenagers. The show's target audience is between 13 and 16 years of age, the time period when children are making the transition to becoming adults. Both theory and research demonstrate that this is the stage of life where children begin to experiment with who they are who they want to be. It's a time which is typified by feeling invincible. This sense of invulnerability is commonly coupled with withdraw from parents and authority figures which leaves teenagers susceptible to poor decision making. Therefore, this time where insight and judgment are developing, but adult influence is limited, educational programming can make an immense impact on a child's decisions. WHADDYADO provides an excellent opportunity for teenagers to learn life lessons they likely are otherwise not open to receiving. What makes WHADDYADO such a valuable resource for teenagers is that it exposes them to real life situations. The reenactments give the audience the opportunity to develop important life saving skills. By exposing the audience to perilous situations that have actually occurred, then, using interviews with the participants, and instructions from experts, teenagers are shown what the proper reaction should be when faced with similar life-threatening circumstances this show is perfectly positioned to educate its audience. Because research demonstrates that teenagers learn best from children their own age, this show is uniquely designed to get its lessons through to teenagers. It is likely that in addition to learning the life saving lessons contained in each episode, the show will also work to minimize a viewer's belief in their immortality, a priceless lesson for all teenagers. WHADDYADO's moral dilemma segment is an invaluable addition to the series. In these segments, teenagers are given a scenario which raises moral questions. They are then provided with an expert's analysis of the costs and benefits of various courses of action. This portion of the show touches on sensitive areas that I have yet to find in other television shows being dealt with in such an up front, open nature. By tackling these challenging issues head on, WHAADYADO works to help develop the moral fiber of our nation's teenagers. These segments are a welcome educational opportunity for teenagers who are working to define themselves.</p> |

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

| Digital Core Program (12 of 12)                    | Response              |
|--|-----------------------|
| Program Title                                      | WHADDYADO             |
| Origination  | Network               |
| Days/Times Program Regularly Scheduled             | Sundays 9:30-10am 2.2 |
| 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>WHADDYADO, a half-hour weekly series designed to educate, inform, inspire and entertain, does an exceptional job educating teenagers. The show's target audience is between 13 and 16 years of age, the time period when children are making the transition to becoming adults. Both theory and research demonstrate that this is the stage of life where children begin to experiment with who they are who they want to be. It's a time which is typified by feeling invincible. This sense of invulnerability is commonly coupled with withdraw from parents and authority figures which leaves teenagers susceptible to poor decision making. Therefore, this time where insight and judgment are developing, but adult influence is limited, educational programming can make an immense impact on a child's decisions. WHADDYADO provides an excellent opportunity for teenagers to learn life lessons they likely are otherwise not open to receiving. What makes WHADDYADO such a valuable resource for teenagers is that it exposes them to real life situations. The reenactments give the audience the opportunity to develop important life saving skills. By exposing the audience to perilous situations that have actually occurred, then, using interviews with the participants, and instructions from experts, teenagers are shown what the proper reaction should be when faced with similar life-threatening circumstances this show is perfectly positioned to educate its audience. Because research demonstrates that teenagers learn best from children their own age, this show is uniquely designed to get its lessons through to teenagers. It is likely that in addition to learning the life saving lessons contained in each episode, the show will also work to minimize a viewer's belief in their immortality, a priceless lesson for all teenagers. WHADDYADO's moral dilemma segment is an invaluable addition to the series. In these segments, teenagers are given a scenario which raises moral questions. They are then provided with an expert's analysis of the costs and benefits of various courses of action. This portion of the show touches on sensitive areas that I have yet to find in other television shows being dealt with in such an up front, open nature. By tackling these challenging issues head on, WHAADYADO works to help develop the moral fiber of our nation's teenagers. These segments are a welcome educational opportunity for teenagers who are working to define themselves.</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

Non-Core Educational and Informational Programming (3)

| Non-Core Educational and Informational Programming (1 of 3)  | Response  |
|--|---|
| Program Title  | Missing   |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled:  | Sundays 3:00-3:30 pm 2.1  |
| Total times aired at regularly scheduled time:   | 11  |
| Number of Preemptions  | 2   |
| 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.   | MISSING features actual cases of missing individuals, both adult and juvenile, from across the United States. The program includes tips and information to keep children safe. The show displays the E/I icon and the age range is 13-16 year olds. |
| Does the program have educating and informing children ages 16 and under as a significant purpose?   | Yes   |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?  | Yes   |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | Yes   |

Date and Time Aired:

| Questions | Response  |
|-----------|---|
| Date Time | 11/8 JIP'd at 3:08pm due to long running NASCAR |
| Date Time | 11/22 Preempted and not rescheduled             |

| Non-Core Educational and Informational Programming (2 of 3)  | Response   |
|--|--|
| Program Title  | Dog Tales  |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled:  | Sundays 3:30-4:00pm 2.1  |
| Total times aired at regularly scheduled time:   | 12   |
| Number of Preemptions  | 1  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dog Tales showcases dogs and dog lovers of all types, providing valuable information about canine health, training, grooming and overall dog care Series is E/I rated and is suitable for family viewing |
| Does the program have educating and informing children ages 16 and under as a significant purpose?                       | Yes  |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?

Yes

Date and Time Aired:

| Questions | Response                            |
|-----------|-------------------------------------|
| Date Time | 11/22 Preempted and not rescheduled |

| Non-Core Educational and Informational Programming (3 of 3)  | Response  |
|--|---|
| Program Title  | Missing   |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled:  | Saturdays 4:30-5am (Friday log) 2.1   |
| Total times aired at regularly scheduled time:   | 13  |
| Number of Preemptions  | 0   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming.   | MISSING features actual cases of missing individuals, both adult and juvenile, from across the United States. The program includes tips and information to keep children safe. The show displays the E/I icon and the age range is 13-16 year olds. |
| Does the program have educating and informing children ages 16 and under as a significant purpose?   | Yes   |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?  | Yes   |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | Yes   |

Date and Time Aired:

| Questions | Response |
|-----------|----------|
|-----------|----------|

**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  | Donna Rodriguez  |
| Address   | 125 So. Fir Street   |
| City  | Medford  |
| State   | OR   |
| Zip   | 97501  |
| Telephone Number  | 541 779 5555   |
| Email Address   | program@kobi5.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. | <p>KOTI-TV is very active in the community. Our staff regularly offers tours of the station and speaks to students at their schools, career days, etc. *****</p> <p>Southern Oregon Meth Project: Created by NBC 5 and NBC 2, our main goal is to considerably decrease the prevalence of first time Meth users in Southern Oregon, with the primary focus being children. This initiative has won an Emmy, the National Association of Broadcasters Service to America Award, along with several state and regional awards. Visit <a href="http://www.southernoregonmeth.org">www.southernoregonmeth.org</a> ***** YES (Youth, Education, Success): KOB1-TV/NBC5, KOTI-TV/NBC2 and their partners launched YES (Youth Education Success) in January of 2012. Participating businesses will donate a portion of their earnings one day a month to fund extracurricular activities, classroom supplies and programs for public schools in our region. Through YES, schools can access a portion of the overall collected funds by applying for YES Grants. ***** KOTI2 DT1: KOB1 /KOTI/K32DY: Earth to Luna (Core pgrm #4 on 2.1) aired 14 times during the quarter due to a scheduling error. It aired twice on the weekend of 12/26-12/27/15.</p> |

Other Matters (17)

| Other Matters (1 of 17)  | Response   |
|--|--|
| Program Title  | Nina's World   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sat 8:00-8:30am 1/2-1/309/16 2.1   |
| Total times aired at regularly scheduled time  | 5  |
| 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. | Nina's World is an animated show based on a six year old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela (grandmother). Her Tio (Uncle) Javier lives nearby and there are lots of different children and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina's best friend is Star, a stuffed starfish pillow character brought to life by Nina's imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her "work," take responsibility for her actions, and correct her mistakes. |

| Other Matters (2 of 17)                       | Response                        |
|---|---------------------------------|
| Program Title                                 | Floogals                        |
| Origination                                   | Network                         |
| Days/Times Program Regularly Scheduled        | Sat 8:00-8:30am 2/6-3/26/16 2.1 |
| Total times aired at regularly scheduled time | 8                               |
| 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. | Floogals provides a unique visual experience where computer generated animated space aliens are juxtaposed against a real-world background that perplexes them and sets them off on exploratory adventures. Their goal is to learn everything they can about this "Hooman" world. They take daring adventures to gathering facts while hoping to avoid detection by the Hoomans. Led by Captain Fleeker, the research team consists of an astronaut Floogal, Flo and a junior Floogal, Boomer. Together they discover that the mundane (ice-cubes and umbrellas for example) is the basis for transformative experiences that help us all better understand the world they (and we) inhabit. |
|--|--|

| Other Matters (3 of 17)  | Response   |
|--|--|
| Program Title  | Ruff, Ruff, Tweet & Dave   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sat 8:30-9:00am 1/2-1/30/16 2.1  |
| Total times aired at regularly scheduled time  | 5  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Ruff Ruff, Tweet, and Dave [RRTD] is a preschool adventure/activity show where the lead characters travel to faraway lands to have adventures with their guide, a hamster named Hatty. Ruff Ruff, the dog, is the most playful of the three; Tweet is a little bird who loves to fly and get creative with her suggestions; and Dave the Panda has a thing for bananas. RRTD might go to the beach, or the mountains, or to strange lands with pillows everywhere; just the sort of place where imagination and logic come together. The settings are always brightly colored and beautiful. And their transport vehicles are Roly-pods, artful go-carts that fit on a spiral ramp that folds in and out of the Spin-Again, a colorful round spinning top with special compartments designed to anchor each vehicle right on the outside rim during the journey. |

| Other Matters (4 of 17)                       | Response                        |
|---|---------------------------------|
| Program Title                                 | Nina's World                    |
| Origination                                   | Network                         |
| Days/Times Program Regularly Scheduled        | Sat 8:30-9:00am 2/6-3/26/16 2.1 |
| Total times aired at regularly scheduled time | 8                               |

|  |  |
|--|--|
| 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. | Nina's World is an animated show based on a six year old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela (grandmother). Her Tio (Uncle) Javier lives nearby and there are lots of different children and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina's best friend is Star, a stuffed starfish pillow character brought to life by Nina's imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her "work," take responsibility for her actions, and correct her mistakes. |

| Other Matters (5 of 17)  | Response   |
|--|--|
| Program Title  | Astroblast   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sat 9:00-9:30am 1/2-1/30/16 2.1  |
| Total times aired at regularly scheduled time  | 5  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Astroblast! is the space station and home of six animal characters in Bob Colar's book series of the same name. The space station is managed by an over-confident and exuberant commander, Comet the dog. The crew includes, Sputnik the pig, a very knowledgeable reader; Haley, a rabbit, Comet's true peer and an athlete; Radar, the monkey, who is somewhat self-involved, Jet, a silent alligator whose gestures and expressions are his mode of communication, and Sal, a congenial 3-eyed octopus who runs the counter in the Smoothie Shack, the space station cafe. While the space station supports the missions of a bizarre and diverse array of aliens, the Smoothie Shack is the hub of social interaction for the galaxy. There is always something happening at Astroblast! And everyone on the crew has plenty to learn to keep the community happy and on an even keel. |

| Other Matters (6 of 17) | Response                   |
|-------------------------|----------------------------|
| Program Title           | Ruff Ruff, Tweet, and Dave |
| Origination             | Network                    |

|  |  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 9:00-9:30am 2/6-3/26/16 2.1  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 8  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Ruff Ruff, Tweet, and Dave [RRTD] is a preschool adventure/activity show where the lead characters travel to faraway lands to have adventures with their guide, a hamster named Hatty. Ruff Ruff, the dog, is the most playful of the three; Tweet is a little bird who loves to fly and get creative with her suggestions; and Dave the Panda has a thing for bananas. RRTD might go to the beach, or the mountains, or to strange lands with pillows everywhere; just the sort of place where imagination and logic come together. The settings are always brightly colored and beautiful. And their transport vehicles are Roly-pods, artful go-carts that fit on a spiral ramp that folds in and out of the Spin-Again, a colorful round spinning top with special compartments designed to anchor each vehicle right on the outside rim during the journey. |

| Other<br>Matters (7 of<br>17)                             | Response                         |
|---|----------------------------------|
| Program Title   | Clangers                         |
| Origination   | Network                          |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | Sat 9:30-10:00am 1/2-1/30/16 2.1 |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 5                                |
| Length of<br>Program                                      | 30 mins                          |
| Age of<br>Target Child<br>Audience<br>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 Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouse-like creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and the Clangers have to figure out who and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space; meteors and comets and eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place. |
|--|--|

| Other Matters (8 of 17)  | Response   |
|--|--|
| Program Title  | Astroblast   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sat 9:30-10:00am 2/6-3/26/16 2.1   |
| Total times aired at regularly scheduled time  | 8  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Astroblast! is the space station and home of six animal characters in Bob Colar's book series of the same name. The space station is managed by an over-confident and exuberant commander, Comet the dog. The crew includes, Sputnik the pig, a very knowledgeable reader; Haley, a rabbit, Comet's true peer and an athlete; Radar, the monkey, who is somewhat self-involved, Jet, a silent alligator whose gestures and expressions are his mode of communication, and Sal, a congenial 3-eyed octopus who runs the counter in the Smoothie Shack, the space station cafe. While the space station supports the missions of a bizarre and diverse array of aliens, the Smoothie Shack is the hub of social interaction for the galaxy. There is always something happening at Astroblast! And everyone on the crew has plenty to learn to keep the community happy and on an even keel. |

| Other Matters (9 of 17)                | Response                          |
|--|-----------------------------------|
| Program Title                          | Earth to Luna                     |
| Origination                            | Network                           |
| Days/Times Program Regularly Scheduled | Sat 10:00-10:30am 1/2-1/30/16 2.1 |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 5   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Earth To Luna: Earth to Luna is a Brazilian animated series specifically aimed at teaching 2-5 year old children how to ask questions about nature and science and vigorously pursue the answers. The show encourages curiosity, research, and critical thinking. Each episode of the show is focused on a particular creature, object, or phenomenon that would be of interest to the target audience. For example, Luna might wonder how she can grow a plant without a seed and finds the answer through her inquiry process. The characters, Luna, Jupiter (her brother), and Clive (their pet ferret) embark on a research effort that takes the audience through each step that answers their overarching question. The show uses recurring features, signature phrases, and songs to cue the audience when they need to do research, when they transition to the adventure, and when they have reached the ending to review all they've learned. |

| Other Matters (10 of 17)   | Response   |
|--|--|
| Program Title  | Clangers   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sat 10:00-10:30am 2/6-3/26/16 2.1  |
| Total times aired at regularly scheduled time  | 8  |
| 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 Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouse-like creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and the Clangers have to figure out who and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space; meteors and comets and eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place. |

| Other Matters (11 of 17)   | Response   |
|--|--|
| Program Title  | Lazy Town  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sat 7:30-8:00am 1/2-3/26/16 2.1  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures. |

| Other Matters (12 of 17)                      | Response             |
|---|----------------------|
| Program Title                                 | Wild About Animals   |
| Origination                                   | Network              |
| Days/Times Program Regularly Scheduled        | Sun 7:00-7:30am 2.2  |
| 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. | Wild About Animals is a reality science series that is produced for children in the 13-16 age group, and is designed to educate, inform and entertain those viewers. This program fulfills its purpose by providing a high level of educational value. The structure of each show consists of four (4) different segments/stories which make for a varied, fast paced program. Through the use of dramatic, stunning footage combined with an engaging and entertaining narrative, the show creates a general tone that is particularly effective in connecting to the target audience. The level of detail in each show is also appropriate and the segments move quickly from one topic to the next. The host, Mariette Hartley who is an animal rights activist and Emmy award winning actress, creates a bond with the viewer through her pleasing delivery. Coupled with a very conversational style is the MTV shooting style. The program open is visually engaging, featuring scenes of animals in their habitats in the form of a teaser for the audience. |
|--|---|

| Other Matters (13 of 17)                      | Response             |
|---|----------------------|
| Program Title                                 | Wild About Animals   |
| Origination                                   | Network              |
| Days/Times Program Regularly Scheduled        | Sun 7:30-8:00am 2.2  |
| 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. | Wild About Animals is a reality science series that is produced for children in the 13-16 age group, and is designed to educate, inform and entertain those viewers. This program fulfills its purpose by providing a high level of educational value. The structure of each show consists of four (4) different segments/stories which make for a varied, fast paced program. Through the use of dramatic, stunning footage combined with an engaging and entertaining narrative, the show creates a general tone that is particularly effective in connecting to the target audience. The level of detail in each show is also appropriate and the segments move quickly from one topic to the next. The host, Mariette Hartley who is an animal rights activist and Emmy award winning actress, creates a bond with the viewer through her pleasing delivery. Coupled with a very conversational style is the MTV shooting style. The program open is visually engaging, featuring scenes of animals in their habitats in the form of a teaser for the audience. |
|--|---|

| Other Matters (14 of 17)               | Response            |
|--|---------------------|
| Program Title                          | Awesome Adventures  |
| Origination                            | Network             |
| Days/Times Program Regularly Scheduled | Sun 8:00-8:30am 2.2 |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Awesome Adventures is an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program. |

| Other Matters (15 of 17)   | Response   |
|--|--|
| Program Title  | Awesome Adventures   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sun 8:30-9:00am 2.2  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Awesome Adventures is an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program. |

| Other Matters (16 of 17) | Response  |
|--------------------------|-----------|
| Program Title            | WHADDYADO |
| Origination              | Network   |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sun 9:00-9:30am 2.2   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 13 years to 16 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | <p>WHADDYADO, a half-hour weekly series designed to educate, inform, inspire and entertain, does an exceptional job educating teenagers. The show's target audience is between 13 and 16 years of age, the time period when children are making the transition to becoming adults. Both theory and research demonstrate that this is the stage of life where children begin to experiment with who they are who they want to be. It's a time which is typified by feeling invincible. This sense of invulnerability is commonly coupled with withdraw from parents and authority figures which leaves teenagers susceptible to poor decision making. Therefore, this time where insight and judgment are developing, but adult influence is limited, educational programming can make an immense impact on a child's decisions. WHADDYADO provides an excellent opportunity for teenagers to learn life lessons they likely are otherwise not open to receiving. What makes WHADDYADO such a valuable resource for teenagers is that it exposes them to real life situations. The reenactments give the audience the opportunity to develop important life saving skills. By exposing the audience to perilous situations that have actually occurred, then, using interviews with the participants, and instructions from experts, teenagers are shown what the proper reaction should be when faced with similar life-threatening circumstances this show is perfectly positioned to educate its audience. Because research demonstrates that teenagers learn best from children their own age, this show is uniquely designed to get its lessons through to teenagers. It is likely that in addition to learning the life saving lessons contained in each episode, the show will also work to minimize a viewer's belief in their immortality, a priceless lesson for all teenagers. WHADDYADO's moral dilemma segment is an invaluable addition to the series. In these segments, teenagers are given a scenario which raises moral questions. They are then provided with an expert's analysis of the costs and benefits of various courses of action. This portion of the show touches on sensitive areas that I have yet to find in other television shows being dealt with in such an up front, open nature. By tackling these challenging issues head on, WHAADYADO works to help develop the moral fiber of our nation's teenagers. These segments are a welcome educational opportunity for teenagers who are working to define themselves.</p> |

| Other<br>Matters (17<br>of 17)                            | Response             |
|---|----------------------|
| Program Title   | WHADDYADO            |
| Origination   | Network              |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | Sun 9:30-10:00am 2.2 |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 13                   |
| Length of<br>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. | <p>WHADDYADO, a half-hour weekly series designed to educate, inform, inspire and entertain, does an exceptional job educating teenagers. The show's target audience is between 13 and 16 years of age, the time period when children are making the transition to becoming adults. Both theory and research demonstrate that this is the stage of life where children begin to experiment with who they are who they want to be. It's a time which is typified by feeling invincible. This sense of invulnerability is commonly coupled with withdraw from parents and authority figures which leaves teenagers susceptible to poor decision making. Therefore, this time where insight and judgment are developing, but adult influence is limited, educational programming can make an immense impact on a child's decisions. WHADDYADO provides an excellent opportunity for teenagers to learn life lessons they likely are otherwise not open to receiving. What makes WHADDYADO such a valuable resource for teenagers is that it exposes them to real life situations. The reenactments give the audience the opportunity to develop important life saving skills. By exposing the audience to perilous situations that have actually occurred, then, using interviews with the participants, and instructions from experts, teenagers are shown what the proper reaction should be when faced with similar life-threatening circumstances this show is perfectly positioned to educate its audience. Because research demonstrates that teenagers learn best from children their own age, this show is uniquely designed to get its lessons through to teenagers. It is likely that in addition to learning the life saving lessons contained in each episode, the show will also work to minimize a viewer's belief in their immortality, a priceless lesson for all teenagers. WHADDYADO's moral dilemma segment is an invaluable addition to the series. In these segments, teenagers are given a scenario which raises moral questions. They are then provided with an expert's analysis of the costs and benefits of various courses of action. This portion of the show touches on sensitive areas that I have yet to find in other television shows being dealt with in such an up front, open nature. By tackling these challenging issues head on, WHAADYADO works to help develop the moral fiber of our nation's teenagers. These segments are a welcome educational opportunity for teenagers who are working to define themselves.</p> |

Certification

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

**Attachments**

No Attachments.