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# Children's Television Programming Report

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**EVANSVILLE** | State: **IN**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**07/09/2013** | Filing Status: **Active**

Report reflects information for : **Second Quarter of 2013**

General Information

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

**Applicant  
Information**

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

Applicant	Address	Phone	Email	Applicant Type
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Contact  
Representatives  
(0)

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

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	NBC
	Nielsen DMA	Evansville IN
	Web Home Page Address	www.14news.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	4.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	336.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	6.0
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(20)

Digital Core Program (1 of 20)	Response
Program Title	The Chica Show (primary)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9 a.m. (primary) (4/6/13-6/29/13)
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Chica is a five-year-old chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	The Chica Show (primary)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	Saturday, June 8 / TCS004
Reason for Preemption	Sports

Digital Core Program (2 of 20)	Response
Program Title	Pajanimals (primary)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9:30 a.m. (primary) (4/6/13-6/29/13)
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Pajanimals" is an original, full-length series for preschoolers designed to help parents and caregivers establish a bedtime routine for their children. From the comfort of their magical bedroom, the Pajanimals share with our audience the last moments of play before the day ends. This special time together leads to different discoveries, but one thing is always clear -- the world around them is welcoming and safe, and nighttime is a cozy, special time when accompanied by friendship and a song. The series follows the amazing adventures of four sweet and gentle characters-Sweet Pea Sue the pony, the excitable duck Squacky, the creative cow CowBella and the optimistic puppy Apollo Through their imaginary journeys, these cuddly musical puppets venture out on amazing adventures of discovery, modeling the skills preschoolers need to move through their days successfully.
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	Pajanimals (primary)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	Saturday, June 8 / PAJ107
Reason for Preemption	Sports

Digital Core Program (3 of 20)	Response
Program Title	Poppy Cat(primary)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10 a.m. (primary) (4/6/13-6/29/13)
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Poppy Cat" is an adorable and curious feline who loves to explore with her colorful mix of animal friends. First published in 2003 in the UK (with over 2.5 million copies sold worldwide since then), "Poppy Cat" was specifically written, and now animated, for a preschool audience. Each adventure is told from the point-of-view of Lara, a young girl with a vivid imagination and extraordinary storytelling ability who talks to her faithful cat Poppy. They travel to destinations full of fantasy and magic for fun-filled adventures in pirate ships, hot air balloons and rocket rides.
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	Poppy Cat(primary)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	Saturday, June 8 / PCT103
Reason for Preemption	Sports

Digital Core Program (4 of 20)	Response
Program Title	Justin Time (primary)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10:30 a.m. (primary) (4/6/13-6/29/13)
Total times aired at regularly scheduled time	12
Total times aired	12



Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Justin Time" is a new animated program for preschoolers that brings motion picture size imagination and creativity to the small screen. The show centers on Justin, a young boy who imagines himself traveling around the world at different points in world history. "Justin Time" focuses on imagination, history and travel and introduces audiences to Justin, his imaginary friend Squidy and his time traveling pal Olive. Imagination and transformation take center stage in each episode when Justin gets excited about a new adventure his bedroom transforms into the destination of the far reaches of his imagination. Adventuring to the ends of the earth throughout human history, Justin and his two pals Olive and Squidgy engage bite-sized historical events while learning the necessities of social interaction and cognition.
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	Justin Time (primary)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	Saturday, June 8 / JTM110
Reason for Preemption	Sports

Digital Core Program (5 of 20)	Response
Program Title	LazyTown (primary)
Origination	Network

Days/Times Program Regularly Scheduled	Saturday, 11 a.m. (primary)(4/6/13-6/29/13)
Total times aired at regularly scheduled time	10
Total times aired	12
Number of Preemptions	3
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
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.	"LazyTown" is designed to encourage healthy eating and exercise. "LazyTown" is a mix of live and animated characters that come to life in an energetic and colorful world motivating kids through play to be active and make positive life choices. LazyTown is the fictional home of Sportacus, Stephanie, Trixie, Pixel, Ziggy, Stingy and Robbie Rotten. The four puppet characters - Ziggy, Pixel, Stingy and Trixie - represent some of the challenges all kids face in daily life: making healthy choices, sharing, making friends, and more. Sportacus is the larger-than-life action hero, who is the flipside of Robbie Rotten, representing positive and negative approaches to life. Stephanie is visiting LazyTown and her enthusiasm about making healthy choices helps pull it all together. "LazyTown" takes the important lessons of eating right and exercising and makes them simple and fun for both parents and preschoolers.
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	LazyTown (primary)
List date and time rescheduled	Saturday, June 15 at 8 a.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes

Date Preempted	
Episode #	Saturday, June 15 / LZT109
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	LazyTown (primary)
List date and time rescheduled	Saturday, June 1 at 8 a.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Saturday, June 1 / LZT104
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	LazyTown (primary)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	Saturday, June 8 / LZT107
Reason for Preemption	Sports

Digital Core Program (6 of 20)	Response
Program Title	Noodle and Doodle (primary)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 11:30 a.m. (primary)(4/6/13-6/29/13)
Total times aired at regularly scheduled time	9
Total times aired	12
Number of Preemptions	4

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
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.	"Noodle and Doodle" is a full-length, live-action series featuring arts, crafts and cooking for preschoolers and their families. "Noodle and Doodle" features arts, crafts and healthy recipes inspired by real preschoolers' experiences. With his new friends Noodle, a loveable puppet who likes to help in the kitchen, and Doodle, a virtual, electronic friend, Sean leads real preschoolers and viewers at home to make all kinds of kid-friendly creations. Viewers will discover healthy recipes and clever crafts that families can create together using materials from around the home. All of the cooking and crafting takes place inside a whimsical double-decker bus where Sean and his helpers demonstrate step-by-step "how to" creations in an engaging, simple way that families can recreate at home. Also along for the ride is Sean's dog Doggity, an adorable beagle with the special ability to take viewers into his imaginary, animated world where culinary canines use teamwork to solve problems and cook up treats in their own kitchen.
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	Noodle and Doodle (primary)
List date and time rescheduled	Saturday, June 1 at 8:30 a.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Saturday, June 1 / NAD104
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Noodle and Doodle (primary)
List date and time rescheduled	Saturday, May 4 at 8:30 a.m.
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Saturday, May 4 / NAD109
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Noodle and Doodle (primary)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	Saturday, June 8 / NAD106
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	Noodle and Doodle (primary)
List date and time rescheduled	Saturday, June 15 at 8:30 a.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Saturday, June 15 / NAD108
Reason for Preemption	Sports

Digital Core Program (7 of 20)	Response
Program Title	Animal Atlas (primary)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 9 a.m. (primary) (4/7/13-6/30/13)
Total times aired at regularly scheduled time	11
Total times aired	11
Number of Preemptions	2

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ANIMAL ATLAS is an entertaining and educational half-hour program that explores the world of animal wildlife, promoting a better understanding of how various animal species live and what they need to survive. With an entertaining narrative, the series combines focused examinations of certain topics such as Animal Appetites (which explores the various diets of animals along with information about how animals catch and eat their food, how diets determine their lifestyle, etc.), Animal Antics, (a hilarious look at the crazy physical antics and talents of certain species), Animal Babies (an intimate look at babies of various species, how they are born, how they are raised and the difficulties and delights of growing up), along with shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows a thorough and entertaining exploration of the specific animal takes the viewer into that animals world as we see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival. Animal Atlas also promotes responsibility toward wildlife issues by educating the viewer about endangered species and wildlife habits, as well as informing viewers how to support wildlife conservation.
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	Animal Atlas (primary)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	Sunday, June 9 / 917R
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Animal Atlas (primary)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No

Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	Sunday, May 26 / 915R
Reason for Preemption	Sports

Digital Core Program (8 of 20)	Response
Program Title	Teen Kids News (primary)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 9:30 a.m. (primary) (4/7/13-6/30/13)
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	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.	TEEN KIDS NEWS covers a wide range of topics -- from hard-hitting facts about the Iraq war and life after Sept. 11 to ways to tell whether a boy or girl is right for you that are usually specifically tailored toward the teen audience. The show is anchored and reported completely by teens (both boys and girls) from a range of diverse backgrounds. Some topics may be difficult for sensitive younger teens, and some mature teens may find the format corny -- but for most, this series presents a peer-oriented opportunity for them to learn about real happenings in their world. Families can talk about the specific stories that are covered in each episode. Teens interested in a particular topic may want to dig up more information through the Internet or via a trip to the library.

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

Questions	Response
Title of Program	Teen Kids News (primary)
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	Sunday, June 9 / TKN1039
Reason for Preemption	Sports

Digital Core Program (9 of 20)	Response
Program Title	Green Screen Adventures (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9 a.m. (THIS TV) (4/6/13-6/29/13)
Total times aired at regularly scheduled time	13
Total times aired	26
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	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Utilizing humor as a powerful learning tool, GREEN SCREEN ADVENTURES sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, children get the message that their words have power, and that their voices are being heard. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing.



Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (10 of 20)	Response
Program Title	The Busy World of Richard Scarry (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9:30 a.m. (THIS TV) (4/6/13-6/29/13)
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.	THE BUSY WORLD OF RICHARD SCARRY is a fully animated series based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 20)	Response
Program Title	Wimzie's House (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10 a.m. (THIS TV) (4/6/13-6/29/13)

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	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside. After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rouso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (12 of 20)	Response
Program Title	Wimzie's House (THIS TV)
Origination	Network

Days/Times Program Regularly Scheduled	Saturday, 10:30 a.m. (THIS TV)(4/6/13-6/29/13)
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	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside. After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rouso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Program Title	Country Mouse, City Mouse (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 11 a.m. (THIS TV) (4/6/13-6/29/13)
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	4 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 20)	Response
Program Title	Danger Rangers (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 11:30 a.m. (THIS TV)(4/6/13-6/29/13)
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	5 years to 7 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Danger Rangers teach the importance of safety and how to prevent accidents while still having fun.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 20)	Response
Program Title	Green Screen Adventures (14 Xtra)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday, 10 a.m. (14 Xtra) (4/7/13-6/30/13)
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Utilizing humor as a powerful learning tool, GREEN SCREEN ADVENTURES sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, children get the message that their words have power, and that their voices are being heard. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (16 of 20)	Response
Program Title	The Busy World of Richard Scarry (14 Xtra)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday, 10:30 a.m. (14 Xtra) (4/7/13-6/30/13)
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	THE BUSY WORLD OF RICHARD SCARRY is a fully animated series based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 20)	Response
Program Title	Wimzie's House (14 Xtra)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday, 11 a.m. (14 Xtra) (4/7/13-6/30/13)
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	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside. After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rousso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (18 of 20)	Response
Program Title	Wimzie's House (14 Xtra)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday, 11:30 a.m. (14 Xtra) (4/7/13-6/30/13)
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	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside. After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rousso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (19 of 20)		Response
Program Title		Country Mouse, City Mouse (14 Xtra)
Origination		Network
Days/Times Program Regularly Scheduled		Sunday, 12 noon (14 Xtra) (4/7/13-6/30/13)
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	4 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (20 of 20)	Response
Program Title	Danger Rangers (14 Xtra)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday, 12:30 p.m. (14 Xtra) (4/7/13-6/30/13)
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	5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Danger Rangers teach the importance of safety and how to prevent accidents while still having fun.
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	Kirk A. Williams
Address	1115 Mt. Auburn Road
City	Evansville
State	IN
Zip	47720
Telephone Number	812-426-1414
Email Address	kwilliams@14news.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>As indicated above, WFIE utilizes the same shows to fulfill FCC Children's Core Programming requirements on both WFIE DT2 (14 Xtra) and WFIE DT3 (THIS TV). Episodes airing on THIS TV are re-broadcast on 14 Xtra on a three-week delay. Because station WFIE ceased analog operations and converted to digital-only operations prior to the start of the reporting period, Questions 7(b) and 7(c) are no longer applicable. See public file for public service announcements designed specifically for children. "The More You Know's" comprehensive website (<a href="http://www.themoreyouknow.com">www.themoreyouknow.com</a>) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, message boards, press releases, kids pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed. WFIE Meteorologist's Jeff Lyons and Byron Douglas visit area schools to discuss weather-related studies. See public file for list of schools and organizations visited. Numerous other 14 News Anchors and other personnel speak to local organizations as well. See public file for listing. WFIE conducts station tours and participates in "job shadow" days to give groups, individuals and organizations a "behind-the-scenes" look at broadcasting. Visitors see the various departments in the station and explain their functions, as well as the various jobs available in each department and the education needed to secure a job in broadcasting. Groups sit in on a newscast and are provided the opportunity to ask questions. See public file for listing of tour groups and job shadow participants.</p>

Other Matters (20)

Other Matters (1 of 20)	Response
Program Title	The Chica Show (primary)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9 a.m. (primary) (7/6/13-9/28/13)
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.	Chica is a five-year-old chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.

Other Matters (2 of 20)	Response
Program Title	Pajanimals (primary)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9:30 a.m. (primary)(7/6/13-9/28/13)
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.	"Pajanimals" is an original, full-length series for preschoolers designed to help parents and caregivers establish a bedtime routine for their children. From the comfort of their magical bedroom, the Pajanimals share with our audience the last moments of play before the day ends. This special time together leads to different discoveries, but one thing is always clear -- the world around them is welcoming and safe, and nighttime is a cozy, special time when accompanied by friendship and a song. The series follows the amazing adventures of four sweet and gentle characters-Sweet Pea Sue the pony, the excitable duck Squacky, the creative cow CowBella and the optimistic puppy Apollo Through their imaginary journeys, these cuddly musical puppets venture out on amazing adventures of discovery, modeling the skills preschoolers need to move through their days successfully.
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Other Matters (3 of 20)	Response
Program Title	Justin Time (primary)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10 a.m. (primary) (7/6/13-9/28/13)
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.	"Justin Time" is a new animated program for preschoolers that brings motion picture size imagination and creativity to the small screen. The show centers on Justin, a young boy who imagines himself traveling around the world at different points in world history. "Justin Time" focuses on imagination, history and travel and introduces audiences to Justin, his imaginary friend Squidy and his time traveling pal Olive. Imagination and transformation take center stage in each episode when Justin gets excited about a new adventure his bedroom transforms into the destination of the far reaches of his imagination. Adventuring to the ends of the earth throughout human history, Justin and his two pals Olive and Squidgy engage bite-sized historical events while learning the necessities of social interaction and cognition.

Other Matters (4 of 20)	Response
Program Title	Tree Fu Tom (primary)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10:30 a.m. (primary) (7/6/13-9/28/13)
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.

"Tree Fu Tom" is all about the amazing adventures of a young boy called Tom in the sondrous, enchanged kingdom of Treetopolis, where movement creates magic and the audience can be superheroes too.

Other  
Matters (5 of  
20)

Response

Program Title      Lazytown (primary)

Origination        Network

Days/Times        Saturday, 11 a.m. (primary) (7/6/13-9/28/13)  
Program  
Regularly  
Scheduled

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.

"LazyTown" is designed to encourage healthy eating and exercise. "LazyTown" is a mix of live and animated characters that come to life in an energetic and colorful world motivating kids through play to be active and make positive life choices. LazyTown is the fictional home of Sportacus, Stephanie, Trixie, Pixel, Ziggy, Stingy and Robbie Rotten. The four puppet characters - Ziggy, Pixel, Stingy and Trixie - represent some of the challenges all kids face in daily life: making healthy choices, sharing, making friends, and more. Sportacus is the larger-than-life action hero, who is the flipside of Robbie Rotten, representing positive and negative approaches to life. Stephanie is visiting LazyTown and her enthusiasm about making healthy choices helps pull it all together. "LazyTown" takes the important lessons of eating right and exercising and makes them simple and fun for both parents and preschoolers.

Other  
Matters (6 of  
20)

Response

Program Title      Noodle and Doodle (primary)

Origination        Network

Days/Times        Saturday, 11:30 a.m. (primary) (7/6/13-9/28/13)  
Program  
Regularly  
Scheduled

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.	"Noodle and Doodle" is a full-length, live-action series featuring arts, crafts and cooking for preschoolers and their families. "Noodle and Doodle" features arts, crafts and healthy recipes inspired by real preschoolers' experiences. With his new friends Noodle, a loveable puppet who likes to help in the kitchen, and Doodle, a virtual, electronic friend, Sean leads real preschoolers and viewers at home to make all kinds of kid-friendly creations. Viewers will discover healthy recipes and clever crafts that families can create together using materials from around the home. All of the cooking and crafting takes place inside a whimsical double-decker bus where Sean and his helpers demonstrate step-by-step "how to" creations in an engaging, simple way that families can recreate at home. Also along for the ride is Sean's dog Doggity, an adorable beagle with the special ability to take viewers into his imaginary, animated world where culinary canines use teamwork to solve problems and cook up treats in their own kitchen.

Other Matters (7 of 20)	Response
Program Title	Animal Atlas (primary)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 9 a.m. (primary) (7/7/13-9/29/13)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ANIMAL ATLAS is an entertaining and educational half-hour program that explores the world of animal wildlife, promoting a better understanding of how various animal species live and what they need to survive. With an entertaining narrative, the series combines focused examinations of certain topics such as Animal Appetites (which explores the various diets of animals along with information about how animals catch and eat their food, how diets determine their lifestyle, etc.), Animal Antics, (a hilarious look at the crazy physical antics and talents of certain species), Animal Babies (an intimate look at babies of various species, how they are born, how they are raised and the difficulties and delights of growing up), along with shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows a thorough and entertaining exploration of the specific animal takes the viewer into that animals world as we see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival. Animal Atlas also promotes responsibility toward wildlife issues by educating the viewer about endangered species and wildlife habits, as well as informing viewers how to support wildlife conservation.

Other Matters (8 of 20)	Response
Program Title	Teen Kids News (primary)
Origination	Syndicated



Days/Times Program Regularly Scheduled	Sunday, 9:30 a.m. (primary)(7/7/13-9/29/13)
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.	TEEN KIDS NEWS covers a wide range of topics -- from hard-hitting facts about the Iraq war and life after Sept. 11 to ways to tell whether a boy or girl is right for you that are usually specifically tailored toward the teen audience. The show is anchored and reported completely by teens (both boys and girls) from a range of diverse backgrounds. Some topics may be difficult for sensitive younger teens, and some mature teens may find the format corny -- but for most, this series presents a peer-oriented opportunity for them to learn about real happenings in their world. Families can talk about the specific stories that are covered in each episode. Teens interested in a particular topic may want to dig up more information through the Internet or via a trip to the library.

Other Matters (9 of 20)	Response
Program Title	Green Screen Adventures (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9 a.m. (THIS TV) (7/6/13-9/28/13)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Utilizing humor as a powerful learning tool, GREEN SCREEN ADVENTURES sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, children get the message that their words have power, and that their voices are being heard. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing.

Other Matters (10 of 20)	Response
Program Title	The Busy World of Richard Scarry (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 9:30 a.m. (THIS TV) (7/6/13-9/28/13)

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.	THE BUSY WORLD OF RICHARD SCARRY is a fully animated series based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.

Other Matters (11 of 20)	Response
Program Title	Wimzie's House (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10 a.m. (THIS TV) (7/6/13-9/28/13)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside.After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rouso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.

Other Matters (12 of 20)	Response
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Program Title	Wimzie's House (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10:30 a.m. (THIS TV) (7/6/13-9/28/13)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside.After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rouso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.

Other Matters (13 of 20)	Response
Program Title	Country Mouse, City Mouse (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 11 a.m. (THIS TV) (7/6/13-9/28/13)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 9 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century.
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Other Matters (14 of 20)	Response
Program Title	Danger Rangers (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 11:30 a.m. (THIS TV) (7/6/13-9/28/13)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Danger Rangers teach the importance of safety and how to prevent accidents while still having fun.

Other Matters (15 of 20)	Response
Program Title	Green Screen Adventures (14 Xtra)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday, 10 a.m. (14 Xtra) (7/7/13-9/29/13)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Utilizing humor as a powerful learning tool, GREEN SCREEN ADVENTURES sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, children get the message that their words have power, and that their voices are being heard. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing.

Other Matters (16 of 20)	Response
Program Title	The Busy World of Richard Scarry (14 Xtra)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday, 10:30 a.m. (14 Xtra) (7/7/13-9/29/13)
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.	THE BUSY WORLD OF RICHARD SCARRY is a fully animated series based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.

Other Matters (17 of 20)	Response
Program Title	Wimzie's House (14 Xtra)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday, 11 a.m. (14 Xtra) (7/7/13-9/29/13)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside.After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rouso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.

Other Matters (18 of 20)	Response
Program Title	Wimzie's House (14 Xtra)
Origination	Network

Days/Times Program Regularly Scheduled	Sunday, 11:30 a.m. (14 Xtra) (7/7/13-9/29/13)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside.After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rouso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.

Other Matters (19 of 20)	Response
Program Title	Country Mouse, City Mouse (14 Xtra)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday, 12 p.m. (14 Xtra) (7/7/13-9/29/13)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century.

Other Matters (20 of 20)	Response
Program Title	Danger Rangers (14 Xtra)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday, 12:30 p.m. (14 Xtra) (7/7/13-9/29/13)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Danger Rangers teach the importance of safety and how to prevent accidents while still having fun.

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>WFIE License Subsidiary, LLC</b></p>



**Attachments**

No Attachments.