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Children's Television Programming Report

FRN: **0033615618** | File Number: **CPR-167246** | Submit Date: **04/08/2015** | Call Sign: **WBBH-TV** | Facility ID: **71085** |

City: **FORT MYERS** | State: **FL**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:

04/08/2015 | Filing Status: **Active**

Report reflects information for : **First Quarter of 2015**

General Information

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

Applicant
Information

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type
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Contact
Representatives
(0)

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

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	NBC
	Nielsen DMA	Ft. Myers-Naples
	Web Home Page Address	www.nbc-2.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	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:	4.0
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(14)

Digital Core Program (1 of 14)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 11-11:30a ET (Main Digital)
Total times aired at regularly scheduled time	13
Total times aired	12
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.	<p>The Chica Show is an educational and informational program for a young pre-school audience, ages 2 to 5, that addresses cognitive reasoning skills and personal interaction to resolve a problem or situation. Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. 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 Stiches 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. Lessons learned this quarter include when you do something for another person you need to think what will work for the person you are helping and make adjustments to fit their needs, not yours; sometimes a game is won based on perseverance, not speed; there are many ways to communicate without spoken words, including sign language and body language; even if you are not a doctor, you can always make someone feel better by being helpful, kind and supportive when another person is hurt or sick.</p>

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (2 of 14)	Response
Program Title	Noodle & Doodle
Origination	Network
Days/Times Program Regularly Scheduled	Sundays, 11-11:30am ET Main Digital
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	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.	Noodle and Doodle is an instructional series targeting a young audience ages 2-5 which features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. Instructional demonstrations and educational messages this quarter include how to make a healthy smoothie and magic-milk pictures using milk; how to make a Valentine's Day card for your parents; ways to celebrate harvest by making a creative apple family tree; making special, themed decorations for a birthday party; you can make your own magic show from items around your home. The last telecast for this program was 3/29. In April NBC Network is adding a new show, Earth to Luna, into the children's lineup.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (3 of 14)	Response
Program Title	Lazy Town
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 12n-12:30p ET Main Digital
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	7
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.	<p>Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. Educational messages this quarter include there are many ways to enjoy being active without sports equipment or toys; it is easy to let arguments create a divide between friends so be quick to apologize and repair your friendship; learn to work together to keep our community clean and help the environment by recycling; if you don't practice for something you will not feel confident; selfishness and greed will prevent friends from having fun. Next quarter Lazy Town is moving to 11:30am on Saturdays.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 14)	Response
Program Title	Wild About Animals
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays, 11:30a-12n ET Main Digital
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	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 half hour animal magazine series targeting a young teen audience, ages 13 to 16 offering insight into the animal kingdom as some of the worlds most fascinating and best known animals are featured in their natural habitats. Each episode consists of multiple stories designed to teach children about exotic and unique animals from the wild, as well as to educate them further about animals they encounter every day. Issues such as conservation, rehabilitation and wildlife protection are also an integral part of the program as the human responsibility to the preservation of the animal kingdom is an underlying theme in this program. This quarter visits include a prison in Philadelphia that allows inmates to train unwanted dogs for adoption; viewers learn more about an invasive species called lionfish; in California a classroom visit where service dogs are helping 3rd graders become better readers; with the help of science how coral reefs are regenerating quicker off the coast of Miami; and from Maui learn about a program designed to help the Hawaiian Green Sea Turtle.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 14)	Response
Program Title	Jack Hanna's Animal Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled	Mondays, 4-4:30p ET secondary digital
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into the various species from dietary needs to extinction concerns. The program is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe. This quarter on Jack Hanna's Wildlife Adventures a drought at safari camp in Phinda makes for some interesting animal viewing because there are less water holes creating a greater concentration of animals. Jack visits Busch Wildlife Sanctuary in Jupiter, Florida specializing in the rehabilitation of native Florida animals; Jack visits the Sao Paulo Zoo, where a small cat-breeding program aims to save many of Brazil's endangered wildcats; butterflies in Costa Rica; Jack's daughter Kathaleen ventures to Surin in northern Thailand to experience the annual elephant festival.; Jack and Kathaleen journey to the Middle East to experience the animals and culture of Israel. Jack returns to the arid landscape at Lewa in central Kenya to check on the conservancy's remarkable progress with breeding and safe-guarding endangered rhinos. Jack also gets involved in field research on the endangered grey zebra.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (6 of 14)	Response
Program Title	Real Life 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 4-4:30p ET secondary digital
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	

Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Real Life 101 presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series to interest and educate a young audience base - targeted 13 to 16 year olds. The series is currently being provided to schools and libraries across the USA by one of the nation's quality educational distributors and was rated high for educational content by the Annenberg Policy Center. This quarter viewers meet a security person who keeps high profile and famous people out of harm's way; take a trip to doggie day care; the staff explains the many opportunities of a calibration engineer from high performance autos to computers, physics and math; meet a veterinary oncologist who diagnoses and treats pets with cancer; and learn what's involved in owning a mobile kitchen and why it's one of the hottest trends in dining.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (7 of 14)	Response
Program Title	Jack Hanna's Animal Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays, 4-4:30p ET secondary digital
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into the various species from dietary needs to extinction concerns. The program is designed to transport viewers around the globe experiencing adventures in a way that presents positive role models and pro-social values within an environmentally responsible universe. This quarter on Jack Hanna's Wildlife Adventures a drought at safari camp in Phinda makes for some interesting animal viewing because there are less water holes creating a greater concentration of animals. Jack visits Busch Wildlife Sanctuary in Jupiter, Florida specializing in the rehabilitation of native Florida animals; Jack visits the Sao Paulo Zoo, where a small cat-breeding program aims to save many of Brazil's endangered wildcats; butterflies in Costa Rica; Jack's daughter Kathaleen ventures to Surin in northern Thailand to experience the annual elephant festival.; Jack and Kathaleen journey to the Middle East to experience the animals and culture of Israel. Jack returns to the arid landscape at Lewa in central Kenya to check on the conservancy's remarkable progress with breeding and safe-guarding endangered rhinos. Jack also gets involved in field research on the endangered grey zebra
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 14)	Response
Program Title	Tree Fu Tom
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 11:30-12n ET Main Digital
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	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.	Tree Fu Tom, is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages for the young audience (ages 2-5) include reinforcing positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying on teamwork in order to accomplish a goal. This quarter young viewers learn you can help a friend overcome his fears by encouraging him and building on his individual strengths; you are most likely to lose something whenever you cheat so it is always more satisfying to win a competition fair and square; try to manage distractions when you take on an important task as it takes more work to fix a problem than it does to do it correctly in the first place; realize the importance of your opportunities and use them for the right reasons - do not abuse your privileges; when you try to do too much too fast you can't do anything well; and a bad attitude can often predict a failure. Next quarter Tree Fu Tom moves to Sundays at 11am.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 14)	Response
Program Title	Poppy Cat
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 12:30-1pm ET Main Digital
Total times aired at regularly scheduled time	8
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.	<p>Poppy Cat is based on the Poppy Cat's Adventures book series authored and illustrated by Lara Jones and targets a preschool audience ages 2 to 5 years old. A narrator, also named Lara, reads a story to her cat in each episode. This story stars the narrator's own Poppy Cat, who envisions and takes his friends on imaginary adventures. The friends are Zuzu, a Dalmatian who zips around on a skateboard; Alma, a southern belle bunny who is ultra-feminine and sweetly dramatic, Mo, a little mouse who tries his best to do as much as everyone else despite his size; Owl, the wise one who is prone to neck rolls and commentary when things irritate him or don't make sense, and the grouchy Egbert, an arrogant and obnoxious badger who refuses to play with the group and invariably attempts to sabotage their adventures. Occasionally Hilda, a forgetful and ditzy pigeon who flies into their adventures, appears to say hello or provide misguided directions to the friends. Once their mission is accomplished, the friends return to their little village and resume their cheerful, active lives. At the conclusion of her story, Lara closes her book and says good-bye to Poppy Cat, who is usually ready for his nap. Educational messages and lessons learned by young viewers this quarter include even someone who is very small can do something very big; it's always good to ask for advice because with a little help you can learn what you need to do and improve upon what you are doing; if a friend breaks something of yours by accident it is important to show forgiveness; by working together friends can solve problems and conquer their fears. During this quarter Poppy Cat was moved to its secondary time period 6 times. The movement was promoted in advance on air and through listing services.</p>
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
List date and time rescheduled	2/7 10AM
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 #	2/7 EPCT206DH
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Poppy Cat
List date and time rescheduled	1/10 10AM
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 #	1/10 EPCT202DH
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Poppy Cat
List date and time rescheduled	1/31 10AM
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 #	1/31 EPCT205DH
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	Poppy Cat
List date and time rescheduled	2/28 10AM
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 #	2/28 EPCT209DH
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Poppy Cat
List date and time rescheduled	1/17 10AM
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 #	1/17 EPCT203DH
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	Poppy Cat
List date and time rescheduled	2/21 10AM

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 #	2/21 EPCT208DH
Reason for Preemption	Sports

Digital Core Program (10 of 14)	Response
Program Title	Xploration Awesome Planet
Origination	Syndicated
Days/Times Program Regularly Scheduled	Tuesdays, 4-4:30pm ET secondary digital
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.	Produced primarily for the 13-16 target audience, Xploration Awesome Planet will inspire and educate anyone interested in earth sciences. Our host, Philippe Cousteau, the grandson of legendary Jacques Cousteau, brings boundless energy to every location we visit. From magnificent mountains to violent volcanoes, this program takes an in-depth look at the unique and distinct features on planet Earth. We not only visit gigantic glaciers and behold their beauty but also discover why they formed, and how they shaped our landscape. Geological experts share their wisdom with Philippe, as we strive to understand places on the earth, inside the earth, and above the earth. Xploration Awesome Planet is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. This quarter Cousteau visits a laboratory that has made groundbreaking discoveries in the ways plants communicate; discover why glaciers are melting and how this will change the sea level; in Utah scientists have unearthed a massive amount fo dinosaur bones; in a visit to Hawaii how the islands evolved from volcanoes; also in Hawaii a visit to the colorful beaches - red, black and green. Cousteau visits the amazing landscape of Croatia which has some of the worlds' most amazing waterfalls and caves. From a lab in Oregon scientists are able to simulate a tsunami and viewers learn of the damage these massive waves cause.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (11 of 14)	Response
Program Title	Xploration Outer Space
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesdays, 4-4:30pm ET secondary digital
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>This new half-hour weekly series produced for the 13-16 target audience will certainly attract viewers of all ages. Each week our host Emily Calandrelli will take viewers on incredible journeys through space that will both entertain and educate. Ever wonder what it would be like to live in space or on a different planet? Watch our host try to perform every day responsibilities while floating in zero gravity. Explore the challenges that come along with living on a different planet as our host lives like an astronaut in a Mars-like habitat. We will have episodes on space robotics, commercial space tourism, asteroids, and our search for life, among many others. When appropriate, the host will highlight NASA related programs and internships for young students that are relevant to the content we have shown. Xploration Outer Space is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. . Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. This quarter the show travels to SETI institute where the age old search continues for intelligent life in our universe and how to host life beyond earth; examining the destructive power of asteroids. Host Emily Calandrelli examines how rockets are made, how they blast off and how they make their way through the Earth's atmosphere; from the Mars Desert Research Station find out what it could be like to live on Mars; and observing the aftermath of the death of massive stars in the Universe in mid-air on board a 747. Plus an inside look at what it takes to be an astronaut.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (12 of 14)	Response
Program Title	Xploration Earth 2050
Origination	Syndicated
Days/Times Program Regularly Scheduled	Thursdays, 4-4:30pm ET secondary digital
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.	What will the world look like in 2050? Where will advancements in science, technology, engineering, and mathematics lead us? Xploration Earth 2050 strives to answer these questions and more with scientists, inventors, doctors, science fiction writers, and creative thinkers. This half hour weekly series, produced primarily for the 13-16 year old target audience will appeal to the whole family. Viewers are taken on an educational adventure as the show tackles future challenges in everything from transportation to health care to the environment. Xploration Earth 2050 is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. During this quarter the series explores law enforcement of the future talking to designers who have created a robotic security guard and scanning brain waves to see if people are telling the truth, or not; from the field of medicine Host Joe Penna examines electronic skin that keeps tabs of your vital functions and warns of trouble and the latest in robotic surgery; a high tech skeleton that helps the handicapped walk again; home sweet home of the future, a neighborhood that runs on solar power, planning future communities underwater and city dwellers moving to converted parking garages; and virtual reality games are virtual no more, and when simulated environments become real they affect everything from how we make movies to how we fight wars.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (13 of 14)	Response
Program Title	Xploration Animal Sciences
Origination	Syndicated
Days/Times Program Regularly Scheduled	Fridays, 4-4:30pm ET secondary digital
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.	Produced specifically for the 13-16 demographic, this is an animal series with a uniquely scientific approach. While most animal shows look at the behavior of animals, Xploration Animal Science goes one step further to look at how and why an animal is able to excel in its environment. This series uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. This is a program that all animal lovers will watch and learn from. Xploration Animal Science is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. . Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. Topics and educational lessons this quarter include the science behind man's best friend; what makes a greyhound so fast; how a bloodhound's nose really works and the reason border collies are so intelligent; on a visit to South America why the Galapagos Tortoise can grow to nearly one thousand pounds; why 80% of the dragonfly's brain is used to process what it sees; why the seahorse swims like an underwater hummingbird; how the badger is able to dig tunnels up to 13 feet deep and why the red lionfish is considered one of the most dangerous animals in the world.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (14 of 14)	Response
Program Title	AstroBlast
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 10:30-11am ET Main Digital
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.	<p>Astroblast!, is an animated series targeting the preschool audience ages 2-5 and is based on the book series by author and illustrator Bob Kolar. The series is set on a space station in an unknown solar system. The station is populated by five animal characters and one three-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or an embarrassing incident, or resist the urge to blame others for your mistakes. This quarter young viewers learn we all have different talents and to work together to best use each person's talents and overcome differences; it feels just as good to give presents as it does to receive them; always try new foods because you may discover that you like the new taste; faster isn't always better so take your time and do it right; you don't have to be a super hero to save people and it is more fun for people to find things out for themselves instead of listening to a show-off share too much information, ruining their experience.</p>
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	Deborah Abbott
Address	3719 Central Avenue
City	Ft Myers
State	FL
Zip	33901
Telephone Number	239-939-2020
Email Address	dabbott@water.net

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>Station WBBH promotes positive reinforcement to the young viewing audience through the embrace of NBC network campaign, The More You Know, and expanding the national franchise to a local base. The More You Know PSA effort features messages of developing and maintaining self-esteem, the importance of education, diversity, anti-prejudice, mentoring, being socially and environmentally responsible, the dangers of smoking, and engaging in internet safety. Positive reinforcement of health related issues such as prevention of childhood obesity, nutrition and physical activity are also a part of our on-going public service commitment. Since 1989, The More You Know has brought the nation's most important social issues to the forefront, and remains a trusted voice for sharing knowledge to improve lives and inspire action. The More You Know comprehensive website (themoreyouknow.com) includes in-depth resource and referral information on the campaign's important focus issues including: HEALTH - fighting childhood obesity, encouraging nutrition and physical fitness ENVIRONMENT - encouraging everyday actions that reduce environmental impact EDUCATION - recruiting new teachers and promoting their long-lasting impact DIGITAL LITERACY & INTERNET SAFETY - sharing online safety tips and information DIVERSITY - embracing differences and promoting inclusion, tolerance and respect Also featured on site is The More You Know Learning series' Growing Up Online, a free eBook on digital literacy and Internet Safety. Growing Up Online is an important tool to initiate conversation with children about online safety. The eBook is a media-rich, two-part learning resource that provides easy-to-use information about navigating the digital world in a unique and engaging way. Part one includes safety tips, discussion questions and key takeaways for parents and teachers. Part two features four entertaining video comic books for children, focused on real situations that come up when kids go online. Additional content on the site includes public service announcements, behind-the-scenes videos, a general overview, a talent directory, and a list of the campaign's accolades such as the prestigious Emmy and Peabody awards. WBBH on air talent and management personnel continue to give their individual support on behalf of the station as special guests, lecturers, and hosts to area youth events, organizations and in the classrooms throughout the market. Beginning in January and throughout the quarter, Senior Chief Meteorologist Robert Van Winkle devoted a few hours each week to the Lee County Schools Foundation serving as host for the A Team Challenge. Now in its 26th year, this high school quiz show recognizes the academic achievements of area students. Many staffers serve on committees or boards of organizations that target services to the youngsters in our area from mentoring to allocations of financial assistance.. The station is an active business participant in the STEM community project. This program in conjunction with the area educational systems promotes the advancement of Science, Technology, Engineering and Math educations. In October WBBH launched stem related educational and informational programming to support the interest in and advancement of STEM related studies.</p>
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Other Matters (14)

Other Matters (1 of 14)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 11-11:30am ET Main Digital
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 Chica Show is an educational and informational program for a young pre-school audience, ages 2 to 5, that addresses cognitive reasoning skills and personal interaction to resolve a problem or situation. Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. 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 Stiches 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 14)	Response
Program Title	Earth to Luna
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 12n-12:30pm ET Main Digital
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.	(series premiere 4/4) Earth to Luna is a Brazilian animated series about 12 year old girl, Luna, who loves science and the outdoors. There is nothing she doesn't question, and she shares everything she learns with her little brother, Jupiter, her parents or her friend Alice, and Clive, her pet ferret. In each episode Luna and her brother develop questions about whatever they find curious, e.g., what goes on inside the snails' shell?" or "Why does a firefly blink?" In pursuit of answers, Luna, Jupiter and Clive go off on an imaginary adventure to do their research. They transform into the object or creature they are studying so they can personally experience the answers to their questions. When the threesome is finished with the "field trip" Luna summarizes everything they have learned with a show and a song.
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Other Matters (3 of 14)	Response
Program Title	Tree Fu Tom
Origination	Network
Days/Times Program Regularly Scheduled	Sundays, 11-11:30a ET Main Digital
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.	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.

Other Matters (4 of 14)	Response
Program Title	Lazy Town
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 11:30a-12pm ET Main Digital

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 encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures.

Other Matters (5 of 14)	Response
Program Title	Poppy Cat
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 12:30-1pm ET Main Digital
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Poppy Cat is based on the Poppy Cat's Adventures book series authored and illustrated by Lara Jones. A narrator, also named Lara, reads a story to her cat in each episode. This story stars the narrator's own Poppy Cat, who envisions and takes his friends on imaginary adventures. The friends are Zuzu, a Dalmatian who zips around on a skateboard; Alma, a southern belle bunny who is ultra-feminine and sweetly dramatic, Mo, a little mouse who tries his best to do as much as everyone else despite his size; Owl, the wise one who is prone to neck rolls and commentary when things irritate him or don't make sense, and the grouchy Egbert, an arrogant and obnoxious badger who refuses to play with the group and invariably attempts to sabotage their adventures. Occasionally Hilda, a forgetful and ditzy pigeon who flies into their adventures, appears to say hello or provide misguided directions to the friends. Once their mission is accomplished, the friends return to their little village and resume their cheerful, active lives. At the conclusion of her story, Lara closes her book and says good-bye to Poppy Cat, who is usually ready for his nap. Due to Soccer and other live sporting events, Poppy Cat will have several telecasts in its secondary time period, Saturdays at 10am.

Other Matters (6 of 14)	Response
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Program Title	Astroblast
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 10:30-11am ET Main Digital
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Astroblast 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 (7 of 14)	Response
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Program Title	Wild About Animals
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays,11:30a-12n ET Main Digital
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 half hour animal magazine series targeting a young teen audience, ages 13 to 16 offering insight into the animal kingdom as some of the worlds most fascinating and best known animals are featured in their natural habitats. Each episode consists of multiple stories designed to teach children about exotic and unique animals from the wild, as well as to educate them further about animals they encounter every day. Issues such as conservation and wildlife protection are also an integral part of the program as the human responsibility to the preservation of the animal kingdom is an underlying theme in this program.
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Other Matters (8 of 14)	Response
Program Title	Jack Hanna's Animal Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled	Mondays, 4-4:30pm ET Secondary Digital
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.	Jack Hanna's Animal Adventures- The primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into the various species from dietary needs to extinction concerns. The program is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe.

Other Matters (9 of 14)	Response
Program Title	Xploration Awesome Planet
Origination	Syndicated
Days/Times Program Regularly Scheduled	Tuesdays, 4-4:30p ET Secondary Digital
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.	Produced primarily for the 13-16 target audience, Xploration Awesome Planet will inspire and educate anyone interested in earth sciences. Our host, Philippe Cousteau, the grandson of legendary Jacques Cousteau, brings boundless energy to every location we visit. From magnificent mountains to violent volcanoes, this program takes an in-depth look at the unique and distinct features on planet Earth. We not only visit gigantic glaciers and behold their beauty but also discover why they formed, and how they shaped our landscape. Geological experts share their wisdom with Philippe, as we strive to understand places on the earth, inside the earth, and above the earth. Xploration Awesome Planet is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions.

Other Matters (10 of 14)	Response
Program Title	Xploration Outer Space
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesdays, 4-4:30p ET Secondary Digital
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.	<p>This new half-hour weekly series produced for the 13-16 target audience will certainly attract viewers of all ages. Each week our host Emily Calandrelli will take viewers on incredible journeys through space that will both entertain and educate. Ever wonder what it would be like to live in space or on a different planet? Watch our host try to perform every day responsibilities while floating in zero gravity. Explore the challenges that come along with living on a different planet as our host lives like an astronaut in a Mars-like habitat. We will have episodes on space robotics, commercial space tourism, asteroids, and our search for life, among many others. When appropriate, the host will highlight NASA related programs and internships for young students that are relevant to the content we have shown. Xploration Outer Space is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. . Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions.</p>

Other Matters (11 of 14)	Response
Program Title	Xploration: Animal Sciences
Origination	Syndicated

Days/Times Program Regularly Scheduled	Fridays, 4-4:30p ET Secondary Digital
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.	Produced specifically for the 13-16 demographic, this is an animal series with a uniquely scientific approach. While most animal shows look at the behavior of animals, Xploration Animal Science goes one step further to look at how and why an animal is able to excel in its environment. This series uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. This is a program that all animal lovers will watch and learn from. Xploration Animal Science is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. . Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions.

Other Matters (12 of 14)	Response
Program Title	Real Life 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 4-4:30p ET Secondary Digital
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.	Real Life 101 presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series to interest and educate a young audience base - targeted 13 to 16 year olds. The series is currently being provided to schools and libraries across the USA by one of the nation's quality educational distributors.

Other Matters (13 of 14)	Response
Program Title	Jack Hanna's Animal Adventures
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sundays, 4-4:30p ET Secondary Digital
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.	Jack Hanna's Animal Adventures- The primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into the various species from dietary needs to extinction concerns. The program is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe
<div> <div>Other Matters (14 of 14)</div> <div>Response</div> </div>	
Program Title	Xploration Earth 2050
Origination	Syndicated
Days/Times Program Regularly Scheduled	Thursdays, 4-4:30pm ET Secondary Digital
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.	What will the world look like in 2050? Where will advancements in science, technology, engineering, and mathematics lead us? Xploration Earth 2050 strives to answer these questions and more with scientists, inventors, doctors, science fiction writers, and creative thinkers. This half hour weekly series, produced primarily for the 13-16 year old target audience will appeal to the whole family. Viewers are taken on an educational adventure as the show tackles future challenges in everything from transportation to health care to the environment. Xploration Earth 2050 is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions.

Certification

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

Attachments

No Attachments.