



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0002710192** | File Number: **CPR-144262** | Submit Date: **07/10/2013** | Call Sign: **KRTV** | Facility ID: **35567** | City: **GREAT FALLS** | State: **MT**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **07/10/2013** | Filing Status: **Active**

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## 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	CBS/CW
	Nielsen DMA	Great Falls
	Web Home Page Address	http://www.krtv.com

**Digital Core  
Programming**

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	3.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	168.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	3.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

**Digital Core Programs(14)**

Digital Core Program (1 of 14)	Response
Program Title	DOODLEBOPS - I Ch. 3.1
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8-8:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The Doodlebops is a live action show designed to teach life lessons to children under elementary school age, and is intended to promote social and academic readiness. The main characters are the three members of the Doodlebops musical band, their jazzy neighbor MAZZ and their driver Bus Driver Bob. Each episode explores social issues, such as the importance of persistence or the value of openness to new things. The program emphasizes an appreciation of music, and integrates the social lessons into original songs that are repeated through the episodes. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 14)	Response
Program Title	DOODLEBOPS - II Ch. 3.1
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:30-9am
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 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The Doodlebops is a live action show designed to teach life lessons to children under elementary school age, and is intended to promote social and academic readiness. The main characters are the three members of the Doodlebops musical band, their jazzy neighbor MAZZ and their driver Bus Driver Bob. Each episode explores social issues, such as the importance of persistence or the value of openness to new things. The program emphasizes an appreciation of music, and integrates the social lessons into original songs that are repeated through the episodes. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 14)	Response
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Program Title	BUSYTOWN MYSTERIES - I Ch. 3.1
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9-9:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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	BUSYTOWN MYSTERIES - II Ch. 3.1
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Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:30-10am
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 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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	LIBERTY'S KIDS - I Ch. 3.1
Origination	Network



Days/Times Program Regularly Scheduled	Saturday 10-10:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The purpose of this series is to introduce viewers aged 9-11 to the period leading up to, during and immediately following the American Revolution. Each episode focuses on placing historical events and pivotal figures within an age appropriate context that provides young people with an exciting opportunity to experience this period of history through the eyes of a similar demographic. The programs also include interstitial segments that provide facts in both a newscast and game format, reinforcing the topic of the episode. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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	LIBERTY'S KIDS - II Ch. 3.1
Origination	Network

Days/Times Program Regularly Scheduled	Saturday 10:30-11am
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	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The purpose of this series is to introduce viewers aged 9-11 to the period leading up to, during and immediately following the American Revolution. Each episode focuses on placing historical events and pivotal figures within an age appropriate context that provides young people with an exciting opportunity to experience this period of history through the eyes of a similar demographic. The programs also include interstitial segments that provide facts in both a newscast and game format, reinforcing the topic of the episode. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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	THE ADVENTURES OF NANOBOY Ch. 3.2
Origination	Network

Days/Times Program Regularly Scheduled	Saturday 7-7:30am 4/6/13-4/20/13 and 7:30-8am 4/6/13-6/29/13
Total times aired at regularly scheduled time	16
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 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The audience for Nanoboy is made up of 5-9 year old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. On an episode by episode basis, Oscar, in the roll of his alter ego, Nanoboy, harnesses and uses the power of science and technology to save his world from the meanest and ugliest villains around. In doing so, he teaches target viewers the elements of science and enticingly demonstrates how knowledge can be used to solve difficult problems and meet important aims. This learning becomes all the more impactful because young viewers can readily relate to Oscar. He's bright and fun-loving, and like all kids, he's not perfect. Oscars is small for his age, athletically challenged, and perhaps even a bit nerdy. But when Oscar and his friends are faced with peril, Oscar magically transforms from "every kid" into amazing Nanoboy. Through observation, viewers gain motivation to use learning, knowledge, and action to transform them to meet challenges in their own lives.
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	RESCUE HEROS Ch. 3.2
Origination	Network

Days/Times Program Regularly Scheduled	Saturday 7-7:30am 4/27/13-6/29/13
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	4 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes is designed to serve the educational and informational needs of children ages 4-7. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips and information relating to the educational message portrayed in the story.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (9 of 14)**

**Response**

Program Title	CHAT ROOM Ch. 3.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12-12:30pm
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.	Chat Room is an educational and informational series designed to inform, educate, and entertain children 16 and under. (Specific target audience is 13-16) through teen oriented dilemmas and discussing them in an open and honest format. More than any other age's group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. Chat Room may not have all the answers but it offers a place where young people can watch and discuss the problems they face. An adult host and a teen panel discuss the issues presented in a direct and forthright manner. The goal is to present issues that are real and raw and discuss the pros and cons of each situation.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (10 of 14) Response**

Program Title	ON THE SPOT Ch. 3.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12:30-1pm
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 content of On the Spot, a 30 minute E/I program for teens ages 13-16 is based on the Common Core Standards released by the National Governors Association and the Council of Chief State Officers. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music and technology and then teaches them explains the answer to each question.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (11 of 14)</b>	<b>Response</b>
Program Title	ANIMAL SCIENCE Ch. 3.2
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 11-11:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Science is an FCC friendly, educational and informational series with a uniquely scientific approach. The series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals, Animal Science goes one step further to look at the how and the why an animal is able to excel in its environment. Animal Science uses animation, graphics, and scientific analysis from animal experts to give teen audiences more understanding of these amazing creatures
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (12 of 14)</b>	<b>Response</b>
Program Title	GREAT BIG WORLD Ch. 3.2
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 11:30am-12pm
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.	Great Big World provides core programming in areas of concern to teens including global, social, educational, and wellness issues. Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need, ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced hi rates of hearing loss. Various age appropriate global issues are introduced to the viewing audience through in-depth and thoughtful interviews with Elizabeth, her travel companions and friends they meet along their journey. In addition Elizabeth and friends' personal hands-on experiences in the field inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

<b>Digital Core Program (13 of 14)</b>	<b>Response</b>
Program Title	LIVE LIFE & WIN Ch. 3.2
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12-12:30pm
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.	Live Life & Win recognizes the physical, emotional, mental, and social challenges faced by adolescents as they negotiate their newfound independence and the concomitant decisions they make. The series features inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community: considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the 13-16 year old audience to explore, discover and learn strategies to achieve personal dreams, learn about the personal attributes important for achieving dreams, explore volunteerism as an opportunity to build character and to uncover personal passions an in the process gain knowledge about life skills necessary to Life Life and Win.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (14 of 14)</b>	<b>Response</b>
Program Title	MADE IN HOLLYWOOD TEEN EDITION Ch. 3.2
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12:30-1pm
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.	Made in Hollywood Teen Edition-It is during the adolescent years that career exploration, planning, education and decision making begin. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious on-camera career in acting, there are also a number of behind the screen pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition was created to provide career information and advice from top Hollywood professionals to 13-16 year old viewers so they can explore and learn about the technical, artistic, creative, business and administrative careers that are a part of the motion picture, television, music video and home entertainment industries.
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	Roxanna Rattray
Address	P.O. Box 2989
City	Great Falls
State	MT
Zip	59403
Telephone Number	(406)791-5400
Email Address	roxie@krtv.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.	After due review of internal station records and documentation provided to us by program suppliers, the licensee hereby certifies as follows: (i) the only programs specifically designed for children ages twelve and under that the station broadcast this quarter are disclosed in this report (including in this question 17) and (ii) the licensee fully complied with the FCC commercial limits, as specified at 47 C.F.R. Section 73.670, with respect to these programs. In addition to the educational or informational programs listed in this report, the station broadcast the following programs specifically designed for children ages twelve and under Sonic X (Ch. 2.2 Sat. 8-8:30am 4/6/13-6/29/13) Sonic X (Ch. 2.2 Sat. 8:30-9am 4/6/13-6/29/13) Transformers Prime (Ch. 2.2 Sat. 9-9:30am 4/6/13-6/1/13) Justice League (Ch. 2.2 Sat. 9-9:30am 6/9-6/29/13) Justice League (Ch. 2.2 Sat. 9:30-10am 4/6/13-6/29/13) Dragonball Z Kai (Ch. 2.2 Sat. 10-10:30am 4/6/13-6/29/13) WWE Saturday Morning (Ch. 2.2 Sat. 10-10:30am 4/6/13-5/11/13, 5/25/13-6/29/13) Dragonball Z Kai (Ch. 2.2 Sat. 10-10:30am 5/18/13) Yu Gi Oh (Ch. 2.2 11-11:30am -4/6/13-6/29/13) Yu Gi Oh! Zexal (Ch. 2.2 Sat. 11:30am-12:00pm 4/6/13-6/1/13, 6/15/13-6/29/13) Yu Gi Oh! (Ch. 2.2 Sat. 11:30am-12:00pm 6/9/13) On June 12, 2009 the station stopped broadcast of the analog signal and therefore 7B and 7C no longer apply.

**Other Matters (14)**

<b>Other Matters (1 of 14)</b>	<b>Response</b>
Program Title	DOODLEBOPS - I Ch. 3.1
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8-8:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Doodlebops is a live action show designed to teach life lessons to children under elementary school age, and is intended to promote social and academic readiness. The main characters are the three members of the Doodlebops musical band, their jazzy neighbor MAZZ and their driver Bus Driver Bob. Each episode explores social issues, such as the importance of persistence or the value of openness to new things. The program emphasizes an appreciation of music, and integrates the social lessons into original songs that are repeated through the episodes. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (2 of 14)</b>	<b>Response</b>
Program Title	DOODLEBOPS - II Ch. 3.1
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:30-9am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Doodlebops is a live action show designed to teach life lessons to children under elementary school age, and is intended to promote social and academic readiness. The main characters are the three members of the Doodlebops musical band, their jazzy neighbor MAZZ and their driver Bus Driver Bob. Each episode explores social issues, such as the importance of persistence or the value of openness to new things. The program emphasizes an appreciation of music, and integrates the social lessons into original songs that are repeated through the episodes. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (3 of 14)**

**Response**

Program Title	BUSYTOWN MYSTERIES - I Ch. 3.1
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 9-9:30am
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	3 years to 7 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (4 of 14)**

**Response**

Program Title	BUSYTOWN MYSTERIES - II Ch. 3.1
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 9:30-10am
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Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

**Other Matters (5 of 14)**

**Response**

Program Title	LIBERTY'S KIDS - I Ch. 3.1
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10-10:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The purpose of this series is to introduce viewers aged 9-11 to the period leading up to, during and immediately following the American Revolution. Each episode focuses on placing historical events and pivotal figures within an age appropriate context that provides young people with an exciting opportunity to experience this period of history through the eyes of a similar demographic. The programs also include interstitial segments that provide facts in both a newscast and game format, reinforcing the topic of the episode. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

**Other Matters (6 of 14)**

**Response**



Program Title	LIBERTY'S KIDS - II Ch. 3.1
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:30-11am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The purpose of this series is to introduce viewers aged 9-11 to the period leading up to, during and immediately following the American Revolution. Each episode focuses on placing historical events and pivotal figures within an age appropriate context that provides young people with an exciting opportunity to experience this period of history through the eyes of a similar demographic. The programs also include interstitial segments that provide facts in both a newscast and game format, reinforcing the topic of the episode. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (7 of 14)</b>	<b>Response</b>
Program Title	RESCUE HEROS Ch. 3.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7-7:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes is designed to serve the educational and informational needs of children ages 4-7. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips and information relating to the educational message portrayed in the story.

<b>Other Matters (8 of 14)</b>		<b>Response</b>
Program Title	THE ADVENTURES OF NANOBOY Ch. 3.2	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday 7:30-8am	
Total times aired at regularly scheduled time	13	
Length of Program	30 mins	
Age of Target Child Audience from	5 years to 9 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The audience for Nanoboy is made up of 5-9 year old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. On an episode by episode basis, Oscar, in the roll of his alter ego, Nanoboy, harnesses and uses the power of science and technology to save his world from the meanest and ugliest villains around. In doing so, he teaches target viewers the elements of science and enticingly demonstrates how knowledge can be used to solve difficult problems and meet important aims. This learning becomes all the more impactful because young viewers can readily relate to Oscar. He's bright and fun-loving, and like all kids, he's not perfect. Oscars is small for his age, athletically challenged, and perhaps even a bit nerdy. But when Oscar and his friends are faced with peril, Oscar magically transforms from "every kid" into amazing Nanoboy. Through observation, viewers gain motivation to use learning, knowledge, and action to transform them to meet challenges in their own lives.</p>	

<b>Other Matters (9 of 14)</b>		<b>Response</b>
Program Title	CHAT ROOM Ch. 3.2	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday 12-12;30pm	
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.	Chat Room is an educational and informational series designed to inform, educate, and entertain children 16 and under. (Specific target audience is 13-16) through teen oriented dilemmas and discussing them in an open and honest format. More than any other age's group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. Chat Room may not have all the answers but it offers a place where young people can watch and discuss the problems they face. An adult host and a teen panel discuss the issues presented in a direct and forthright manner. The goal is to present issues that are real and raw and discuss the pros and cons of each situation.
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Other Matters (10 of 14)	Response
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Program Title	ON THE SPOT Ch. 3.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12:30-1pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The content of On the Spot, a 30 minute E/I program for teens ages 13-16 is based on the Common Core Standards released by the National Governors Association and the Council of Chief State Officers. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music and technology and then teaches them explains the answer to each question.
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Other Matters (11 of 14)	Response
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Program Title	ANIMAL SCIENCE Ch. 3.2
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 11-11:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Science is an FCC friendly, educational and informational series with a uniquely scientific approach. The series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals, Animal Science goes one step further to look at the how and the why an animal is able to excel in its environment. Animal Science uses animation, graphics, and scientific analysis from animal experts to give teen audiences more understanding of these amazing creatures.
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Other Matters (12 of 14)	Response
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Program Title	GGEAT BIG WORLD Ch. 3.2
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Origination	Network
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Days/Times Program Regularly Scheduled	Sunday 11:30am-12pm
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	13 years to 16 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Elizabeth Stanton's Great Big World provides core programming in areas of concern to teens including global, social, educational, and wellness issues. Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need, ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced hi rates of hearing loss. Various age appropriate global issues are introduced to the viewing audience through in-depth and thoughtful interviews with Elizabeth, her travel companions and friends they meet along their journey. In addition Elizabeth and friends' personal hands-on experiences in the field inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities.
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Other Matters (13 of 14)	Response
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Program Title	LIVE LIFE & WIN Ch. 3.2
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Origination	Network
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Days/Times Program Regularly Scheduled	Sunday 12-12:30pm
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Total times aired at regularly scheduled time	13
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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.	Live Life & Win recognizes the physical, emotional, mental, and social challenges faced by adolescents as they negotiate their newfound independence and the concomitant decisions they make. The series features inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community: considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the 13-16 year old audience to explore, discover and learn strategies to achieve personal dreams, learn about the personal attributes important for achieving dreams, explore volunteerism as an opportunity to build character and to uncover personal passions and in the process gain knowledge about life skills necessary to Live Life and Win.

Other Matters (14 of 14)	Response
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Program Title	MADE IN HOLLYWOOD TEEN EDITION Ch. 3.2
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12:30-1pm
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.	Made in Hollywood Teen Edition, it is during the adolescent years that career exploration, planning, education and decision making begin. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious on-camera career in acting, there are also a number of behind the screen pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition was created to provide career information and advice from top Hollywood professionals to 13-16 year old viewers so they can explore and learn about the technical, artistic, creative, business and administrative careers that are a part of the motion picture, television, music video and home entertainment industries.

**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>KTVQ Communications, Inc.</b></p>

## Attachments

No Attachments.