



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0002710192** | File Number: **CPR-119750** | Submit Date: **04/08/2011** | Call Sign: **WSFL-TV** | Facility ID: **10203** |

City: **MIAMI** | State: **FL**

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

04/08/2011 | Filing Status: **Active**

Report reflects information for : First Quarter of 2011

General Information

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

**Applicant
Information**

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type

Contact
Representatives
(0)

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

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	CW
	Nielsen DMA	Miami-Ft. Lauderdale
	Web Home Page Address	www.southflorida.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	504.0
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:	14.0
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(19)

Digital Core Program (1 of 19)	Response
Program Title	Cubix: Robots For Everyone
Origination	Network
Days/Times Program Regularly Scheduled	01/01-02/12: Sat/7-730a, 730-8a
Total times aired at regularly scheduled time	14
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.1) Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same reallife conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes.

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 19)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	02/19-03/26: Sat/7-730a, 730-8a
Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.1) For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving -- how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger. "Magi-Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 19)	Response
Program Title	Eco Company
Origination	Syndicated
Days/Times Program Regularly Scheduled	01/02-03/27: Sun/730-8a
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.	(Digital 39.1) Eco Company provides CORE programming in the area of the environment and preservation of the earth's resources. Eco Company explores all aspects of being green and understanding how our actions impact the world. The E-Co team learns about global warming by asking questions to discover the truths and myths of the global warming issue. They learn about alternative energies by visiting wind farms and solar installations and discovering new energy technologies currently under development. They learn more about recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference, young entrepreneurs who are taking their passion for green to develop new ideas, and new products for a sustainable future. Most importantly, each story and each feature is reported by teens and told from their perspective. Additionally the show provides weekly practical tips that teens, and people of all ages can use in their daily lives. Eco Company uses the technique of peer reporting. The diverse and dynamic cast of teens who make up Eco Company combine their natural curiosity with their enthusiasm to report the informational stories to teens and their families. Each episode employs Eco Company members or hosts who conduct interviews of peers and adults, and experience first hand the demonstration and explanation of the topic.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 19)	Response
Program Title	Career Day
Origination	Syndicated
Days/Times Program Regularly Scheduled	01/02-03/27: Sun/12-1230p
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.	(Digital 39.1) The purpose of this program is to provide a safe learning environment for our viewers to become more informed about the gamut of possible careers available for them to explore. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 years and older. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perserverance children can apply to their lives.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 19)	Response
Program Title	Mad About...
Origination	Syndicated
Days/Times Program Regularly Scheduled	01/02-03/27: Sun/1230-1p
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.	(Digital 39.1) Mad About...provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. Mad About...explores being "green" and understanding how our actions impact the world. The Mad About...team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. Mad About...uses the technique of sketch comedy, music videos, animation and kid on the street interviews to teach, entertain and inspire teens to make quality life decisions. The diverse and dynamic cast of young people who make up the Mad About...cast combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills. The Mad About...website that can be easily accessed by parents and educators providing a clear description of the program and types of topics covered. It will also provide a listing of the days and times shows are aired on broadcasting stations through the USA. Advanced notice of programming will also be available to parents and consumers by the website.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 19)		Response
Program Title		Young Icons
Origination		Syndicated
Days/Times Program Regularly Scheduled		01/02-03/27: Sun/1-130p
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.		(Digital 39.1) The Young Icons gives you a glimpse inside the lives of the brightest and the best of America's youth, including world-class athletes, accomplished artists, scholars, philanthropists, and entrepreneurs. These extraordinary young people are making a real difference in the world, and prove that children really can accomplish amazing and inspirational things.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (7 of 19)		Response
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Program Title	Super Libro
Origination	Network
Days/Times Program Regularly Scheduled	01/03-02/11: M-F/8-830a
Total times aired at regularly scheduled time	30
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 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.2) This animated children's series transports two curious children and their robot, who, after accidentally discovering an antique book with magical power, find themselves caught up in adventure after adventure. In each episode, they are transported back in time, right in the middle of ancient, biblical stories. Children of all ages enjoy experiencing first-hand their favorite Bible adventures.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 19)	Response
Program Title	Cybercuates
Origination	Network
Days/Times Program Regularly Scheduled	01/03-02/7: Mon/830-9a; 01/01-03/26: Sat/8-830a, 830-9a; 01/02-03/27: Sun/8-830a, 830-9a
Total times aired at regularly scheduled time	58
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 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.2) This show is about Joel and Sabina, two children who are "cyber-transformed" by a planetary ray. This event has changed them forever, giving them special knowledge. Daily, they use their power to take kids on journey into uncovering the mysteries of science, technology and nature in a fun and amusing way. Each half-hour episode is truly an adventure.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 19)	Response
Program Title	Reino Animal
Origination	Network
Days/Times Program Regularly Scheduled	01/01-03/26: Sat/9-930a; 01/02-03/27: Sun/9-930a
Total times aired at regularly scheduled time	26
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 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.2) Reino Animal is an amusing and informative 30 minute program about Flora and Fauna. The program introduces to the audience all kinds of animals that you can imagine, from the common to the amazing animals, including monkeys, gigantic lizards, sharks and tigers, and the remainder of the animals of the Americas, Africa, Asia, Australia, and all the places in between. Each episode is independently an amusing view and adventure in the animal world. In this committed world to the preservation of its resources, Reino Animal is captivating, culturally prominent, and important.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 19)	Response
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Program Title	Mustard Pancakes
Origination	Network
Days/Times Program Regularly Scheduled	01/01-03/26: Sat/10-1030a, 1030-11a
Total times aired at regularly scheduled time	26
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.	(Digital 39.3) Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from problems to celebrations and everything in between. Mustard Pancake is designed to contribute to preschool children's social and emotional development, with a secondary focus on literacy and storytelling. It supports and nutures a sense of self-esteem and self-efficacy.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 19)		Response
Program Title	Critter Gitters	
Origination	Network	
Days/Times Program Regularly Scheduled	01/01-03/26: Sat/11-1130a, 1130a-12n	
Total times aired at regularly scheduled time	26	
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	1 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.3) Series features a non-violent, adventurous format that can be enjoyed by the entire family while stimulating creativity, promoting team work, and showcasing moral dilemmas and social values. A search and rescue, animal adventure-themed series with an entertaining twist of investigative and detective "super sleuthing" by a group of neighborhood kids, a verternarian, a marine biologist, a zany professor, and colorful neighborhood characters. Action and stimulating story lines combined with compelling situations along with kids' natural curiosity and a love for animals. Series features a diverse cast providing positive role models.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 19)	Response
Program Title	Curiosity Quest
Origination	Network
Days/Times Program Regularly Scheduled	01/01-03/26: Sat/12-1230p, 1230-1p
Total times aired at regularly scheduled time	26
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	1 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.3) Curiosity Quest is an upbeat, family, educational program that explores what viewers are curious about. In each show, host Joel Greene ventures on a quest to answer viewer's letters of curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. Joel's enthusiastic personality often lands him in hilarious situations in pursuit of the answer.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 19)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	01/03-03/31: M-F/930-10a; 01/02-03/27: Sun/1030-11a
Total times aired at regularly scheduled time	77
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving -- how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger. "Magi-Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 19)		Response
Program Title		Green Screen Adventures
Origination		Network
Days/Times Program Regularly Scheduled		01/01-03/26: Sat/10-1030a
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		7 years to 9 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students. Children get the message that their words have power and their voices are being heard. The Green Screen company of performers and writers are diverse and reinforce critical writing skills and share positive social messages. The educational mission also emphasizes curiosity, confidence, citizenship and compassion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 19)	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	01/01-03/26: Sat/1030-11a
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.	(Digital 39.4) Curiosities are everywhere in Busytown and so are Huckle Cat, Lowly Worm, Sally Cat, Hilda Hippo plus Pig Will and Pig Won't. Each episode is an innovative blend of humor and learning based around six unforgettable friends and many other colorful characters from the amazing world of Richard Scarry's books. Viewers follow the friends as they scour Busytown looking for the answer to the episode's mystery.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (16 of 19)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network

Days/Times Program Regularly Scheduled	01/01-03/26: Sat/11-1130a, 1130a-12n
Total times aired at regularly scheduled time	26
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.	(Digital 39.4) This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 19)	Response
Program Title	Cake
Origination	Network
Days/Times Program Regularly Scheduled	01/01-03/26: Sat/12-1230p
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	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) Cake, super creative teen, hosts a cable access show, "Cake TV", with the help of her three best friends, Miracle, Amy and Benjamin. The show is produced out of Cake's garage and co-hosted by the three girls who show their audience how to take ordinary, everyday items (t-shirts, CD cases, plush toys) and make them extraordinary using a little imagination, and a glue gun!

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (18 of 19)	Response
Program Title	Dance Revolution
Origination	Network
Days/Times Program Regularly Scheduled	01/01-03/26: Sat/1230-1p
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	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) The goal of Dance Revolution is to teach and promote dance as a means of excercise and an avenue to good health for 10-12 year olds.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (19 of 19)	Response
Program Title	Stargate Infinity
Origination	Network
Days/Times Program Regularly Scheduled	01/02-03/27: Sun/10-1030a
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.	(Digital 39.4) This series is designed to encourage young viewers to accept and value diversity. Each week the team of young Stargate trainees enter a new world. As they encounter cultures, races, and life forms foreign to any they have ever dreamed of, they also face life-threatening problems that require each member of the team to contribute to the well-being of all. As the young cadets learn to interact with and value "people" from different backgrounds and cultures, so too will the viewing audience. The trainees model many of the attitudes and behaviors that today's young people must learn in order to function well in a highly diverse society. The episodes emphasize getting along with others who are very different from oneself, working well with one's own team, and the individual character traits and abilities that go into the making of a good Stargate warrior and, of course, a good person.
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	Susie Maleszewski
Address	200 E. Las Olas Blvd., 11th Floor
City	Ft. Lauderdale
State	FL
Zip	33301
Telephone Number	(954) 627-7308
Email Address	smaleszewski@tribune.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.	Various Public Service Announcements that are educational and informational to children are attached to this report in the public file. WSFL digital broadcasts of Azteca America Network are carried on a second program stream (39.2). WSFL launched digital broadcasts of Antenna TV Network on a third program stream (39.3) effective Saturday, January 01, 2011. WSFL digital broadcasts of This TV Network moved to our fourth program stream (39.4), effective Saturday, January 01, 2011. Different episodes of MAGI-NATION aired on channel 39.1 each week than aired on channel 39.4. WSFL ceased analog broadcasts on June 12, 2009. Thus, there were no analog broadcasts during the reporting period.

Other Matters (18)

Other Matters (1 of 18)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/7-730a, 730-8a
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.1) For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving -- how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger. "Magi-Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.

Other Matters (2 of 18)	Response
Program Title	Eco Company
Origination	Syndicated
Days/Times Program Regularly Scheduled	04/03-06/26: Sun/730-8a
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.	(Digital 39.1) Eco Company provides CORE programming in the area of the environment and preservation of the earth's resources. Eco Company explores all aspects of being green and understanding how our actions impact the world. The E-Co team learns about global warming by asking questions to discover the truths and myths of the global warming issue. They learn about alternative energies by visiting wind farms and solar installations and discovering new energy technologies currently under development. They learn more about recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference, young entrepreneurs who are taking their passion for green to develop new ideas, and new products for a sustainable future. Most importantly, each story and each feature is reported by teens and told from their perspective. Additionally the show provides weekly practical tips that teens, and people of all ages can use in their daily lives. Eco Company uses the technique of peer reporting. The diverse and dynamic cast of teens who make up Eco Company combine their natural curiosity with their enthusiasm to report the informational stories to teens and their families. Each episode employs Eco Company members or hosts who conduct interviews of peers and adults, and experience first hand the demonstration and explanation of the topic.

Other Matters (3 of 18)	Response
Program Title	Career Day
Origination	Syndicated
Days/Times Program Regularly Scheduled	04/03-06/26: Sun/12-1230p
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.	(Digital 39.1) The purpose of this program is to provide a safe learning environment for our viewers to become more informed about the gamut of possible careers available for them to explore. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 years and older. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perserverance children can apply to their lives.

Other Matters (4 of 18)	Response
Program Title	Mad About...
Origination	Syndicated
Days/Times Program Regularly Scheduled	04/03-06/26: Sun/1230-1p
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.	(Digital 39.1) Mad About...provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. Mad About...explores being "green" and understanding how our actions impact the world. The Mad About...team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. Mad About...uses the technique of sketch comedy, music videos, animation and kid on the street interviews to teach, entertain and inspire teens to make quality life decisions. The diverse and dynamic cast of young people who make up the Mad About...cast combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills. The Mad About...website that can be easily accessed by parents and educators providing a clear description of the program and types of topics covered. It will also provide a listing of the days and times shows are aired on broadcasting stations through the USA. Advanced notice of programming will also be available to parents and consumers by the website.

Other Matters (5 of 18)	Response
Program Title	Young Icons
Origination	Syndicated
Days/Times Program Regularly Scheduled	04/03-06/26: Sun/1-130p
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.	(Digital 39.1) The Young Icons gives you a glimpse inside the lives of the brightest and the best of America's youth, including world-class athletes, accomplished artists, scholars, philanthropists, and entrepreneurs. These extraordinary young people are making a real difference in the world, and prove that children really can accomplish amazing and inspirational things.

Other Matters (6 of 18)	Response
Program Title	Super Libro
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/7-730a; 04/03-06/26: Sun/7-730a
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.2) This animated children's series transports two curious children and their robot, who, after accidentally discovering an antique book with magical power, find themselves caught up in adventure after adventure. In each episode, they are transported back in time, right in the middle of ancient, biblical stories. Children of all ages enjoy experiencing first-hand their favorite Bible adventures.

Other Matters (7 of 18)	Response
Program Title	Safari Tracks
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/730-8a; 04/03-06/26: Sun/730-8a
Total times aired at regularly scheduled time	26
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.	(Digital 39.2) Safari Tracks is a program with content grounded in the natural world and delivered using an approach that, while entertaining to a young audience, highlights the informational and educational aspects of the animal kingdom in the given environment of Africa. Young audiences will gain worthwhile information and concepts delivered with an enlightened attitude toward nature and the environment. Viewers receive topic points that help build the ethical decision-making necessary to becoming a citizen of the planet.

Other Matters (8 of 18)	Response
Program Title	Reino Animal
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/8-830a; 04/03-06/26: Sun/8-830a
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	5 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.2) Reino Animal is an amusing and informative 30 minute program about Flora and Fauna. The program introduces to the audience all kinds of animals that you can imagine, from the common to the amazing animals, including monkeys, gigantic lizards, sharks and tigers, and the remainder of the animals of the Americas, Africa, Asia, Australia, and all the places in between. Each episode is independently an amusing view and adventure in the animal world. In this committed world to the preservation of its resources, Reino Animal is captivating, culturally prominent, and important.

Other Matters (9 of 18)	Response
Program Title	Mustard Pancake
Origination	Network

Days/Times Program Regularly Scheduled	04/02-06/25: Sat/10-1030a, 1030-11a
Total times aired at regularly scheduled time	26
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.	(Digital 39.3) Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from problems to celebrations and everything in between. Mustard Pancake is designed to contribute to preschool children's social and emotional development, with a secondary focus on literacy and storytelling. It supports and nutures a sense of self-esteem and self-efficacy.

Other Matters (10 of 18)	Response
Program Title	Critter Gritters
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/11-1130a, 1130a-12n
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	1 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.3) Series features a non-violent, adventurous format that can be enjoyed by the entire family while stimulating creativity, promoting team work, and showcasing moral dilemmas and social values. A search and rescue, animal adventure-themed series with an entertaining twist of investigative and detective "super sleuthing" by a group of neighborhood kids, a verternarian, a marine biologist, a zany professor, and colorful neighborhood characters. Action and stimulating story lines combined with compelling situations along with kids' natural curiosity and a love for animals. Series features a diverse cast providing positive role models.

Other Matters (11 of 18)	Response
Program Title	Curiosity Quest
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/12-1230p, 1230-1p
Total times aired at regularly scheduled time	26

Length of Program	30 mins
Age of Target Child Audience from	1 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.3) Curiosity Quest is an upbeat, family, educational program that explores what viewers are curious about. In each show, host Joel Greene ventures on a quest to answer viewer's letters of curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. Joel's enthusiastic personality often lands him in hilarious situations in pursuit of the answer.

Other Matters (12 of 18)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	04/01-06/30: M-F/930-10a; 01/02-03/27: Sun/1030-11a
Total times aired at regularly scheduled time	65
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving -- how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger. "Magi-Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.

Other Matters (13 of 18)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/10-1030a

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students. Children get the message that their words have power and their voices are being heard. The Green Screen company of performers and writers are diverse and reinforce critical writing skills and share positive social messages. The educational mission also emphasizes curiosity, confidence, citizenship and compassion.

Other Matters (14 of 18)	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/1030-11a
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.	(Digital 39.4) Curiosities are everywhere in Busytown and so are Huckle Cat, Lowly Worm, Sally Cat, Hilda Hippo plus Pig Will and Pig Won't. Each episode is an innovative blend of humor and learning based around six unforgettable friends and many other colorful characters from the amazing world of Richard Scarry's books. Viewers follow the friends as they scour Busytown looking for the answer to the episode's mystery.

Other Matters (15 of 18)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/11-1130a, 1130a-12n
Total times aired at regularly scheduled time	26
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.	(Digital 39.4) This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.

Other Matters (16 of 18)	Response
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Program Title	Cake
Origination	Network
Days/Times Program Regularly Scheduled	04/02-06/25: Sat/12-1230p
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	(Digital 39.4) Cake, super creative teen, hosts a cable access show, "Cake TV", with the help of her three best friends, Miracle, Amy and Benjamin. The show is produced out of Cake's garage and co-hosted by the three girls who show their audience how to take ordinary, everyday items (t-shirts, CD cases, plush toys) and make them extraordinary using a little imagination, and a glue gun!

Other Matters (17 of 18)		Response
Program Title		Dance Revolution
Origination		Network
Days/Times Program Regularly Scheduled		04/02-06/25: Sat/1230-1p
Total times aired at regularly scheduled time		13
Length of Program		30 mins
Age of Target Child Audience from		10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		(Digital 39.4) The goal of Dance Revolution is to teach and promote dance as a means of excercise and an avenue to good health for 10-12 year olds.

Other Matters (18 of 18)		Response
Program Title		Stargate Infinity
Origination		Network
Days/Times Program Regularly Scheduled		04/03-06/26: Sun/10-1030a
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.	(Digital 39.4) This series is designed to encourage young viewers to accept and value diversity. Each week the team of young Stargate trainees enter a new world. As they encounter cultures, races, and life forms foreign to any they have ever dreamed of, they also face life-threatening problems that require each member of the team to contribute to the well-being of all. As the young cadets learn to interact with and value "people" from different backgrounds and cultures, so too will the viewing audience. The trainees model many of the attitudes and behaviors that today's young people must learn in order to function well in a highly diverse society. The episodes emphasize getting along with others who are very different from oneself, working well with one's own team, and the individual character traits and abilities that go into the making of a good Stargate warrior and, of course, a good person.
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Certification

Question	Response
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. FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID 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. 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).	
I certify that this application includes all required and relevant attachments.	
I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.	Channel 39, Inc., Debtor-in Possession

Attachments

No Attachments.