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Children's Television Programming Report

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KNOXVILLE | State: **TN**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
07/09/2012 | Filing Status: **Active**

Report reflects information for : **Second Quarter of 2012**

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	FOX
	Nielsen DMA	Knoxille
	Web Home Page Address	www.wtnzfox43.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:	7.0
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(11)

Digital Core Program (1 of 11)	Response
Program Title	Jack Hanna's Animal Adventures (Main Digital Channel 43.1)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 7a, 830a, 930a
Total times aired at regularly scheduled time	39
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.	Jack Hanna's Animal Adventure takes viewers on exciting journeys to learn about animals and the places they live. Jack Hanna's Animal Adventure gives him the platform to excite people and get them to care about animals. Children learn about animal habitats through an "outdoor classroom" that conveys a sense of hands on and experiential learning essential to a positive learning experience. Jack Hanna offers children a chance to learn about their environment. As a result, the program stimulates critical and creative thinking, develops their ability to make informed decisions about environmental issues and instills a commitment to take responsible action on behalf of the environment.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 11)	Response
Program Title	Animal Atlas Classics (Main Digital Channel 43.1)
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sat. 7:30a
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 Atlas Classics is an entertaining and educational half-hour program that explores the world of animal wildlife, promoting a better understanding of how various animal species live and what they need to survive. With an entertaining narrative, the series combines focused examinations of certain topics such as Animal Appetites(which explores the various diets of animals along with information about how animals catch and eat their food, how diets determine their lifestyle, etc.), Animal Antics(a hilarious look at the crazy physical antics and talents of certain species), Animal Babies(an intimate look at babies of various species, how they are born, how they are raised and the difficulties and delights of growing up), along with shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows a thorough and entertaining exploration of the specific animal takes the viewer into that animal's world as we see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival. Animal Atlas Classics also promotes responsibility toward wildlife issues by educating the viewer about endangered species and wildlife habits, as well as informing viewers how to support wildlife conservation.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (3 of 11)	Response
Program Title	Animal Atlas (Main Digital Channel 43.1)
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sat. 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.	Animal Atlas is an entertaining and educational half-hour program that explores the world of animal wildlife, promoting a better understanding of how various animal species live and what they need to survive. With an entertaining narrative, the series combines focused examinations of certain topics such as Animal Appetites (which explores the various diets of animals along with information about how animals catch and eat their food, how diets determine their lifestyle, etc.), Animal Antics(a hilarious look at the crazy physical antics and talents of certain species), Animal Babies(an intimate look at babies of various species, how they are born, how they are raised and the difficulties and delights of growing up), along with shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows a thorough and entertaining exploration of the specific animal takes the viewer into that animal's world as we see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival. Animal Atlas also promotes responsibility toward wildlife issues by educating the viewer about endangered species and wildlife habits, as well as informing viewers how to support wildlife conservation.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (4 of 11)	Response
Program Title	On the Spot (Main Digital Channel 43.1)
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sat. 9a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Last year, the National Governors Association and Council of Chief State Officers released the Common Core State Standards Initiative, an attempt to set a national curriculum to bridge the standards gap between states. The content of On the Spot, a 30-minute E/I program for teens ages 13+, is based on the Common Core State Standards. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. 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 the answer. The series also succeeds in modeling all ages, ethnicities, and both genders as successful, knowledgeable individuals. Although there are right and wrong answers, there are right answers from people that every audience member can identify with. This is of too-often misunderstood importance for the targeted 13-16 year-old age. Identifying with a successful representative of your own group is extremely important. But it is also very important to learn respect for those outside your own group---and this series does that very well. Beyond the correct or incorrect answers presented by the series is a follow-up for deeper understanding. A question on evolution will lead to an expanded look at Charles Darwin in the way that touches on the pivotal Galapagos Island visit, and the fact that Darwin was 25 when he made the voyage there. Similarly, a question on government leads to a deeper look at James Madison, the man, and the revelation that he was the primary author of the US Constitution---something worth knowing for the targeted group.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 11)	Response
Program Title	Green Screen Adventures (Digital Channel 43.2-This TV)
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students, ages 7 -13, children get the message that their words have power, and that their voices are being heard. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills and share positive social messages.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (6 of 11)	Response
Program Title	Busytown Mysteries (Digital Channel 43.2-This TV)
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 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	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Busytown Mysteries" is an investigative learning show for young children based on the questions and conundrums relevant to this "ready to learn" audience and geared to their unique level of understanding. The show's educational content includes a range of meaningful metacognitive, social-emotional and core-knowledge learning goals aimed at promoting school readiness. The series gives children an understanding and appreciation of the critical thinking skills involved in scientific inquiry. It brings them a broad base of interesting knowledge on which to practice this developing skills as well as the psycho-social abilities to effectively do so. The primary educational objectives of the program include metacognitive learning which includes development of critical thinking and problem solving skills, social-emotional learning and core knowledge learning, primarily in the areas of language, math and science. Additional objectives include inquiry and discovery skills, development of logic and judgment, positive pro-social behaviors and general foundational core knowledge.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (7 of 11)	Response
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Program Title	The Busy World of Richard Scarry (Digital Channel 43.2-This TV)
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11a and 1130a
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.	The Busy World of Richard Scarry, like the Scarry books themselves, uses themes that are congruent with preschool and early elementary children. These include love of parents, mastery of all the motor, language and social skills that they see in the world around them, possession (it's mine!) personal routines such as eating, dressing, sleeping, and family living. The aim of the series is to stimulate imagination and foster vicarious play, to teach pro-social behavior (generosity, friendliness, persistence, understanding of others points of view) to help children move beyond family attachments to world of friendships and community, and to help children develop skills on which academic learning depends. Each story has a simple plot line, enough continuity to facilitate understanding, but includes scene changes that allow children to develop early TV literacy skills - to understand and distinguish between scene changes that indicate simultaneous happenings in other locations; and those that indicate temporal sequences. Keeping track of characters and holding events in memory through changes of scene requires considerable cognitive processing in a young children. Interstitials provide explicit educational elements, including safety tips and information on how things work. The How Things Work segment are to help children notice and think about relations of parts to whole objects in their world, to wonder how things are made and where they come from.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Program Title	Dino Squad (Digital Channel 43.2-This TV)
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 12a and 1230a
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	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dino Squad promotes positive social learning using the principles of social learning theory. It portrays attractive and engaging young role-models enacting the kinds of positive social behavior and values we would like our audience to adopt. The series combines children's fascination with dinosaurs, their attraction to science-fiction or superhero characters who have the ability to "morph" from human status into super beings, and the appeal of a group of five, highly individualistic and appealing teens, to attract and engage young viewers. Each episode portrays these teens facing and finding solutions to problems that are relevant to contemporary youngsters. In so doing, each episode provides young viewers templates and/or standards that they can employ to navigate issues they typically encounter in their own, daily lives. Each week five, highly disparate teenagers, who have been thrown together because they have accidentally acquired the power to morph into dinosaurs, must fend off the efforts of a mad scientist (actually a prehistoric dinosaur in human disguise) who plots to return the world to his own kind...the dinosaurs! If not for the accident, our five teens are not likely ever to have become friends, let alone a close-knit team of secret heroes who must learn to work together in order to save earth and humankind. Their problem is how to stop the plot to return the world to its prehistoric state, while keeping their identity and morphing capabilities secret, getting along with each other, and leading the lives that any "normal" teenager dreams of. They must deal not only with finding a way to keep a mad scientist from mutating earth's present-day animals into new forms of dinosaurs (imagine an earth swarming with chickenasauruses, cockroachasauruses, and sharkasauruses), while they also struggle with such interpersonal questions as how and why to work with people they do not really understand and confront issues such as sharing credit, using each person's strengths while ignoring weaknesses, and getting along in highly frustrating situations. And this while simultaneously dealing with such intrapersonal issues as the meaning and value of honesty, perseverance, self-confidence and over-confidence, and myriad other challenges so common to young adolescents.

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (9 of 11)	Response
Program Title	Doodlebops Rockin' Road Show (Digital Channel 43.2-This TV)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 10a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Doodlebops Rockin' Road Show" is intended to promote academic and social readiness in order to help young viewers toward ultimate competence and success in their future school and extracurricular environments. By means of fantasy, fun, music and adventure, the Doodlebops Band teaches kids about their world and gives them the vital understanding and behavioral tools to explore it. The show's major educational goals lie in the all-important psycho-social arena. Largely through targeted modeling, the show aids in the enhancement of viewers' personal character and pro-social behavior. Viewers come to see the value of honesty, integrity, the joy that can come from sharing, and so much more. The show's focus on feelings and emotions gives viewers an opportunity to make gains in their own emotional intelligence. They learn to effectively express themselves and "read" the expressions of others. The show also provides a template that youngsters can use to face situations and solve problems with the use of courage, inventiveness, and logical reasoning. The series secondarily addresses complementary core-knowledge goals. The show encourages an understanding and appreciation of music, leading to creative development and gains in multiple other subject areas; and provides practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, colors, vocabulary, sequences, and directions. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Doodlebops Rockin' Road Show" furthermore helps to engage kids in new learning, and gives them a chance to hone and develop their burgeoning sense of humor.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 11)	Response
Program Title	Doodlebops (Digital Channel 43.2-This TV)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>"The Doodlebops" is primarily intended to promote social and academic readiness - thereby helping young viewers toward ultimate competence and success in their future school environment. By means of music, fantasy and fun, "The Doodlebops" encourages an understanding and appreciation of music, leading to creative development and gains in multiple other subject areas; aids in the enhancement of viewers' personal character and pro-social behavior; and teaches basic knowledge-based information. On an episode by episode basis, Deedee, Roonie, Moe and their cohorts foster valuable learning along with a great deal of joy. Educational objectives include: To provide viewers with a basic understanding of the elements of music and an appreciation of music itself. This learning is geared to foster creativity and enhance learning in a number of other subject areas, notably including mathematics, language and literature. To encourage viewers to develop positive personal qualities and pro-social behaviors, including honesty, kindness, initiative, earnestness, compassion, cooperation, helpfulness, sharing and leadership. To assist viewers to generate techniques associated with critical thinking in goal-setting, decision-making and problem-solving, bringing them to an appropriate sense of self-reliance and an understanding of the consequences of their actions. To help viewers to gain meaningful life skills and behaviors, such as following directions, being a member of a team, and making new friends - intended to better equip them to take on a functional role in school. To teach and provide practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, vocabulary, colors, sequences, and directions. Meaningful recent studies have highlighted the importance of social and academic readiness for youngsters' ultimate school success and ongoing life achievement. Studies completed by the National Center for Early Development and Learning among others have clearly pointed up the fact that children who come to school armed with characteristics that are important to a child's early learning are far more likely to enjoy school and achieve success in school and after-school environments. Characteristics noted include: physical well-being and motor development, creativity, the ability to think logically and solve simple problems, social and emotional literacy, numeracy and language fluency. "The Doodlebops" three-pronged educational mission consisting of music education, pro-social learning and knowledge-based learning, have a firm foundation in learning theory and developmental psychology, geared toward impacting target viewers' social and academic readiness. The music education component of "The Doodlebops" provides a unique, lively and engaging central core for the series' educational content. Each episode is filled with music, rhythms, rhymes, dance and songs as the Doodlebops band goes from one adventure to the next. Music serves to attract young viewers, welcome them to participate, and provide them with important learning. Music is essential to the overall educational value of the series.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 11)		Response
Program Title		Liberty's Kids
Origination		Network
Days/Times Program Regularly Scheduled		M-F 930a
Total times aired at regularly scheduled time		65

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.	This exciting series thrusts the viewer into the dramatic fray of the War of Independence, as seen through the eyes of two kids who've been taken in and given jobs as roving reporters by the Renaissance man of the Revolution, Ben Franklin. British teen Sarah sees both sides of the war and doesn't like either, while American teen Gregory is a passionate defender of freedom and liberty. French orphan Henri, who's also taken in by Ben, may be younger than his new "big brother" and "big sister", but he often sees most clearly. The series is packed with action, yet it confronts moral decisions head on. It's not concerned with the politics of history, but uses the drama of the events as a backdrop for the conflicts faced by its protagonists.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Non-Core Educational and Informational Programming (2)

Non-Core Educational and Informational Programming (1 of 2)	Response
Program Title	Animal Rescue (Main Digital Channel 43.1)
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Sat. 530a, 6a
Total times aired at regularly scheduled time:	26
Number of Preemptions	-1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series focuses on the dedicated people around the world who help sick, injured or abused animals. The program also instructs children on the proper care of animals and provides safety tips on how to care for all kinds of creatures in the animal kingdom. The show is aimed at children and families who want to learn about animal treatment, care, and protection.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

Non-Core Educational and Informational Programming (2 of 2)	Response
Program Title	Animal Atlas Classics (Main Digital Channel 43.1)
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Sat. 630a
Total times aired at regularly scheduled time:	13

Number of Preemptions	-1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Animal Atlas Classics is an entertaining and educational half-hour program that explores the world of animal wildlife, promoting a better understanding of how various animal species live and what they need to survive. With an entertaining narrative, the series combines focused examinations of certain topics such as Animal Appetites(which explores the various diets of animals along with information about how animals catch and eat their food, how diets determine their lifestyle, etc.), Animal Antics(a hilarious look at the crazy physical antics and talents of certain species), Animal Babies(an intimate look at babies of various species, how they are born, how they are raised and the difficulties and delights of growing up), along with shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows a thorough and entertaining exploration of the specific animal takes the viewer into that animal's world as we see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival. Animal Atlas Classics also promotes responsibility toward wildlife issues by educating the viewer about endangered species and wildlife habits, as well as informing viewers how to support wildlife conservation.</p>
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F. R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
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Date Time	
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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	Ni Qiu
Address	9000 Executive Park Dr.Building D. Ste 300
City	Knoxville
State	TN
Zip	37923
Telephone Number	865-684-1306
Email Address	nqiu@wtzfox43.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.	Non-Core Children's programming included Animal Atlas Classics on Sat. at 630am-7am and Animal Rescue on Sat. 530-6am and 6-630am. Both shows are targeted at kids 13-16 of age but outside the 7am-10 airing windows to be qualified as Core Children's programming.

Other Matters (11)

Other Matters (1 of 11)	Response
Program Title	On the Spot (Main Digital Channel 43.1)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 9-930am
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.	Last year, the National Governors Association and Council of Chief State Officers released the Common Core State Standards Initiative, an attempt to set a national curriculum to bridge the standards gap between states. The content of On the Spot, a 30-minute E/I program for teens ages 13+, is based on the Common Core State Standards. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum.Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. 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 the answer. The series also succeeds in modeling all ages, ethnicities, and both genders as successful,knowledgeable individuals. Although there are right and wrong answers, there are right answers from people that every audience member can identify with. This is of too-often misunderstood importance for the targeted 13-16 year-old age. Identifying with a successful representative of your own group is extremely important. But it is also very important to learn respect for those outside your own group---and this series does that very well. Beyond the correct or incorrect answers presented by the series is a follow-up for deeper understanding. A question on evolution will lead to an expanded look at Charles Darwin in the way that touches on the pivotal Galapagos Island visit, and the fact that Darwin was 25 when he made the voyage there. Similarly, a question on government leads to a deeper look at James Madison, the man,and the revelation that he was the primary author of the US Constitution-something worth knowing for the targeted group.

Other Matters (2 of 11)	Response
Program Title	Jack Hanna's Animal Adventures (Main Digital Channel 43.1)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 7a, 8:30a, 9:30a
Total times aired at regularly scheduled time	39
Length of Program	30 mins

Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jack Hanna's Animal Adventure takes viewers on exciting journeys to learn about animals and the places they live. Jack Hanna's Animal Adventure gives him the platform to excite people and get them to care about animals. Children learn about animal habitats through an "outdoor classroom" that conveys a sense of hands on and experiential learning essential to a positive learning experience. Jack Hanna offers children a chance to learn about their environment. As a result, the program stimulates critical and creative thinking, develops their ability to make informed decisions about environmental issues and instills a commitment to take responsible action on behalf of the environment.

Other Matters (3 of 11)	Response
Program Title	Animal Atlas Classics (Main Digital Channel 43.1)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 730a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas Classics is an entertaining and educational half-hour program that explores the world of animal wildlife, promoting a better understanding of how various animal species live and what they need to survive. With an entertaining narrative, the series combines focused examinations of certain topics such as Animal Appetites(which explores the various diets of animals along with information about how animals catch and eat their food, how diets determine their lifestyle, etc.), Animal Antics(a hilarious look at the crazy physical antics and talents of certain species), Animal Babies(an intimate look at babies of various species, how they are born, how they are raised and the difficulties and delights of growing up), along with shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows a thorough and entertaining exploration of the specific animal takes the viewer into that animal's world as we see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival. Animal Atlas Classics also promotes responsibility toward wildlife issues by educating the viewer about endangered species and wildlife habits, as well as informing viewers how to support wildlife conservation.

Other Matters (4 of 11)	Response
Program Title	Animal Atlas (Main Digital Channel 43.1)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 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.	Animal Atlas is an entertaining and educational half-hour program that explores the world of animal wildlife, promoting a better understanding of how various animal species live and what they need to survive. With an entertaining narrative, the series combines focused examinations of certain topics such as Animal Appetites (which explores the various diets of animals along with information about how animals catch and eat their food, how diets determine their lifestyle, etc.), Animal Antics(a hilarious look at the crazy physical antics and talents of certain species), Animal Babies(an intimate look at babies of various species, how they are born, how they are raised and the difficulties and delights of growing up), along with shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows a thorough and entertaining exploration of the specific animal takes the viewer into that animal's world as we see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival. Animal Atlas also promotes responsibility toward wildlife issues by educating the viewer about endangered species and wildlife habits, as well as informing viewers how to support wildlife conservation.
Other Matters (5 of 11)	
Program Title	Green Screen Adventures (Digital Channel 43.2-This TV)
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theater. By basing the stories on the writing of elementary school students,ages 7 -13, children get the message that their words have power, and that their voices are being heard. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills.

Other Matters (6 of 11)	Response
Program Title	BusyTown Mysteries (Digital Channel 43.2-This TV)
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 1030a
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.	Busytown Mysteries" is an investigative learning show for young children based on the questions and conundrums relevant to this "ready to learn" audience and geared to their unique level of understanding. The show's educational content includes a range of meaningful metacognitive, social-emotional and core-knowledge learning goals aimed at promoting school readiness. The series gives children an understanding and appreciation of the critical thinking skills involved in scientific inquiry. It brings them a broad base of interesting knowledge on which to practice this developing skills as well as the psycho-social abilities to effectively do so. he primary educational objectives of the program include metacognitive learning which includes development of critical thinking and problem solving skills, social-emotional learning and core knowledge learning, primarily in the areas of language, math and science. Additional objectives include inquiry and discovery skills, development of logic and judgment, positive pro-social behaviors and general foundational core knowledge.

Other Matters (7 of 11)	Response
Program Title	The Busy World of Richard Scarry (Digital Channel 43.2-This TV)
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11a and 1130a
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.	The Busy World of Richard Scarry, like the Scarry books themselves, uses themes that are congruent with pre-school and early elementary children. These include love of parents, mastery of all the motor, language and social skills that they see in the world around them, possession (it's mine!) personal routines such as eating, dressing, sleeping, and family living. The aim of the series is to stimulate imagination and foster vicarious play, to teach pro-social behaviour (generosity, friendliness, persistence, understanding of others points of view) to help children move beyond family attachments to world of friendships and community, and to help children develop skills on which academic learning depends. Each story has a simple plot line, enough continuity to facilitate understanding, but includes scene changes that allow children to develop early TV literacy skills - to understand and distinguish between scene changes that indicate simultaneous happenings in other locations; and those that indicate temporal sequences. Keeping track of characters and holding events in memory through changes of scene requires considerable cognitive processing in a young children. Interstitials provide explicit educational elements, including safety tips and information on how things work. The How Things Work segment are to help children notice and think about relations of parts to whole objects in their world, to wonder how things are made and where they come from.
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Other Matters (8 of 11)	Response
Program Title	Dino Squad (Digital Channel 43.2-This TV)
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 12p and 1230p
Total times aired at regularly scheduled time	26
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.	Dino Squad promotes positive social learning using the principles of social learning theory. It portrays attractive and engaging young role-models enacting the kinds of positive social behavior and values we would like our audience to adopt. The series combines children's fascination with dinosaurs, their attraction to science-fiction or superhero characters who have the ability to "morph" from human status into super beings, and the appeal of a group of five, highly individualistic and appealing teens, to attract and engage young viewers. Each episode portrays these teens facing and finding solutions to problems that are relevant to contemporary youngsters. In so doing, each episode provides young viewers templates and/or standards that they can employ to navigate issues they typically encounter in their own, daily lives. Each week five, highly disparate teenagers, who have been thrown together because they have accidentally acquired the power to morph into dinosaurs, must fend off the efforts of a mad scientist (actually a prehistoric dinosaur in human disguise) who plots to return the world to his own kind...the dinosaurs! If not for the accident, our five teens are not likely ever to have become friends, let alone a close-knit team of secret heroes who must learn to work together in order to save earth and humankind. Their problem is how to stop the plot to return the world to its prehistoric state, while keeping their identity and morphing capabilities secret, getting along with each other, and leading the lives that any "normal" teenager dreams of. They must deal not only with finding a way to keep a mad scientist from mutating earth's present-day animals into new forms of dinosaurs (imagine an earth swarming with chickenasauruses, cockroachasauruses, and sharkasauruses), while they also struggle with such interpersonal questions as how and why to work with people they do not really understand and confront issues such as sharing credit, using each person's strengths while ignoring weaknesses, and getting along in highly frustrating situations. And this while simultaneously dealing with such intrapersonal issues as the meaning and value of honesty, perseverance, self-confidence and over-confidence, and myriad other challenges so common to young adolescents.

Other Matters (9 of 11)		Response
Program Title	Doodlebops Rockin' Road Show (Digital Channel 43.2-This TV)	
Origination	Network	
Days/Times Program Regularly Scheduled	Sun 10a	
Total times aired at regularly scheduled time	13	
Length of Program	30 mins	
Age of Target Child Audience from	2 years to 5 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>"Doodlebops Rockin' Road Show" is intended to promote academic and social readiness in order to help young viewers toward ultimate competence and success in their future school and extracurricular environments. By means of fantasy, fun, music and adventure, the Doodlebops Band teaches kids about their world and gives them the vital understanding and behavioral tools to explore it. The show's major educational goals lie in the all-important psycho-social arena. Largely through targeted modeling, the show aids in the enhancement of viewers' personal character and pro-social behavior. Viewers come to see the value of honesty, integrity, the joy that can come from sharing, and so much more. The show's focus on feelings and emotions gives viewers an opportunity to make gains in their own emotional intelligence. They learn to effectively express themselves and "read" the expressions of others. The show also provides a template that youngsters can use to face situations and solve problems with the use of courage, inventiveness, and logical reasoning. The series secondarily addresses complementary core-knowledge goals. The show encourages an understanding and appreciation of music, leading to creative development and gains in multiple other subject areas; and provides practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, colors, vocabulary, sequences, and directions. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Doodlebops Rockin' Road Show" furthermore helps to engage kids in new learning, and gives them a chance to hone and develop their burgeoning sense of humor.</p>	
Other Matters (10 of 11)		Response
Program Title	Doodlebops (Digital Channel 43.2-This TV)	
Origination	Network	
Days/Times Program Regularly Scheduled	Sun 1030a	
Total times aired at regularly scheduled time	13	
Length of Program	30 mins	

Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"The Doodlebops" is primarily intended to promote social and academic readiness - thereby helping young viewers toward ultimate competence and success in their future school environment. By means of music, fantasy and fun, "The Doodlebops" encourages an understanding and appreciation of music, leading to creative development and gains in multiple other subject areas; aids in the enhancement of viewers' personal character and pro-social behavior; and teaches basic knowledge-based information. On an episode by episode basis, Deedee, Roonie, Moe and their cohorts foster valuable learning along with a great deal of joy. Educational objectives include: To provide viewers with a basic understanding of the elements of music and an appreciation of music itself. This learning is geared to foster creativity and enhance learning in a number of other subject areas, notably including mathematics, language and literature. To encourage viewers to develop positive personal qualities and pro-social behaviors, including honesty, kindness, initiative, earnestness, compassion, cooperation, helpfulness, sharing and leadership. To assist viewers to generate techniques associated with critical thinking in goal-setting, decision-making and problem-solving, bringing them to an appropriate sense of self-reliance and an understanding of the consequences of their actions. To help viewers to gain meaningful life skills and behaviors, such as following directions, being a member of a team, and making new friends - intended to better equip them to take on a functional role in school. To teach and provide practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, vocabulary, colors, sequences, and directions. Meaningful recent studies have highlighted the importance of social and academic readiness for youngsters' ultimate school success and ongoing life achievement. Studies completed by the National Center for Early Development and Learning among others have clearly pointed up the fact that children who come to school armed with characteristics that are important to a child's early learning are far more likely to enjoy school and achieve success in school and after-school environments. Characteristics noted include: physical well-being and motor development, creativity, the ability to think logically and solve simple problems, social and emotional literacy, numeracy and language fluency. "The Doodlebops" three-pronged educational mission consisting of music education, pro-social learning and knowledge-based learning, have a firm foundation in learning theory and developmental psychology, geared toward impacting target viewers' social and academic readiness. The music education component of "The Doodlebops" provides a unique, lively and engaging central core for the series' educational content. Each episode is filled with music, rhythms, rhymes, dance and songs as the Doodlebops band goes from one adventure to the next. Music serves to attract young viewers, welcome them to participate, and provide them with important learning. Music is essential to the overall educational value of the series.
Other Matters (11 of 11)	
Program Title	Liberty's Kids
Origination	Network
Days/Times Program Regularly Scheduled	M-F 930a
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.

This exciting series thrusts the viewer into the dramatic fray of the War of Independence, as seen through the eyes of two kids who've been taken in and given jobs as roving reporters by the Renaissance man of the Revolution, Ben Franklin. British teen Sarah sees both sides of the war and doesn't like either, while American teen Gregory is a passionate defender of freedom and liberty. French orphan Henri, who's also taken in by Ben, may be younger than his new "big brother" and "big sister", but he often sees most clearly. The series is packed with action, yet it confronts moral decisions head on. It's not concerned with the politics of history, but uses the drama of the events as a backdrop for the conflicts faced by its protagonists.

Certification

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

Attachments

No Attachments.