



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0026907345** | File Number: **CPR-143528** | Submit Date: **07/08/2013** | Call Sign: **KCEB** | Facility ID: **83913** | City:  
**LONGVIEW** | State: **TX**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**07/08/2013** | Filing Status: **Active**

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

General Information

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

**Applicant  
Information**

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

Applicant	Address	Phone	Email	Applicant Type

Contact  
Representatives  
(0)

Contact Name	Address	Phone	Email	Contact Type
--------------	---------	-------	-------	--------------

Children's  
Television  
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	METV
	Nielsen DMA	Tyler-Longview (Luf. and Nacod.)
	Web Home Page Address	

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	336.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	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(20)

Digital Core Program (1 of 20)	Response
Program Title	Green Screen Adventures (54.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 7a-730a
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.	Green Screen Stories are based on the writing of elementary school students ages 13-17. Children get the message that their voices are being heard. Reinforces critical writing skills and shares positive messages. Educational message emphasizes curiosity, confidence, citizenship, compassion as well as the three "Rs"
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 20)	Response
Program Title	Green Screen Adventures (54.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 730a-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	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Stories are based on the writing of elementary school students ages 13-17. Children get the message that their voices are being heard. Reinforces critical writing skills and shares positive messages. Educational message emphasizes curiosity, confidence, citizenship, compassion as well as the three "Rs"

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
---	-----

Digital Core Program (3 of 20)	Response
Program Title	Children Talk (54.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 8a-830a
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 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
---	-----

Digital Core Program (4 of 20)	Response
Program Title	Workforce (54.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 830a-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.	Workforce (E/I- Target Audience: 13-16) Workforce is a half-hour series designed to help young people make educated decisions about their future careers. In each episode, four teens are catapulted into a job for one day to find out firsthand what different careers are all about. With a good sense of humor and a healthy understanding of humility, these teens take on various jobs including zookeeper, plastic surgeon, private detective, city mayor, veterinarian, crane operator, farmer, web designer, juggler, butcher and everything in between.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 20)	Response
Program Title	Travel Thru History (54.1)
Origination	Network

Days/Times Program Regularly Scheduled	Sat 9a-930a
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.	Travel Thru History (E/I- Target Audience: 13-16) Travel Thru History is designed to spark interest and enthusiasm in teens and their families to learn about our country's rich and fascinating history. The series visits diverse locales across the U.S. from Las Vegas to Key West.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 20)		Response
Program Title	Safari (54.1)	
Origination	Network	
Days/Times Program Regularly Scheduled	Sat 930a-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	13 years to 16 years	



Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Safari (E/I- Target Audience: 13-16) Safari provides core programming in the areas of global ecology, wildlife biology and species conservation and preservation. Emmy award-winning host and wildlife expert John Ross travels to the farthest reaches of the world to bring the viewers face to face with some of the planet's most interesting animals. Safari offers a dynamic television experience for teens - with the exciting experience of exploring the fascinating world of wildlife and at the same time discovering what needs to be done to protect the animals and their habitat so that they can live on in the wild. Various age-appropriate global wildlife and ecology issues are introduced to the viewing audience with in-depth and thoughtful explanations.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 20)	Response
Program Title	Mama Mirabelle (54.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 9a-930a
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 6 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	MAMA MIRABELLE Mama Mirabelle's Home Movies is designed to promote preschool children's appreciation and understanding of animal life and to foster their recognition of ways in which animal and human experiences are similar and different. For ages 2-6, the series has four educational and informational goals: (1) to foster understanding of animal customs and behaviors, (2) to encourage reflection on similarities and differences between their own lives and the animals' lives, (3) to introduce preschool children to an array of different animals in the kingdom and enrich their ability to describe and communicate about them and (4) to motivate preschool children to appreciate the wonder and beauty of animals and animal life. In each episode, children will be immersed in a topic that will be the basis of a compelling story with a problem and resolution. Sample topics include: grooming habits, communication, caring for the young, eating habits, shelter, etc. Children will leave the episode with a simple, clear understanding of how this topic can play out in the animal world. They will be exposed to a variety of situations/customs that will invite them to consider how this topic plays out in their own lives and what it means to them, e.g., what does shelter mean to me? How do I deal with cold weather? How do I communicate? etc.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 20)	Response
Program Title	Toot & Puddle (54.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 930a-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 7 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	TOOT & PUDDLE Toot & Puddle is a story of exploration, both home and afar; it's a story about being yourself and being a good friend. For ages 2-7, the series key educational and informational goals are: (1) to encourage exploration and adventure, exciting kids about the world (2) to teach children about other cultures, including geography, music and history and (3) to provide age-appropriate problem solving behavior for children to model how to be a good friend, how to be yourself and how to celebrate differences. Two friends, Toot and Puddle, live together in Woodcock Pocket. Toot loves to go see the world, Puddle prefers to stay at home. Each episode has one of the friends learning about life--whether it's through Toot's eyes with an international view or through Puddle's experiences back at home with their friends. Children learn about geography, conversational foreign language terms and cultural customs and traditions across the globe.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 20)	Response
Program Title	Are We There Yet World Adventure (54.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 10a-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	4 years to 6 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ARE WE THERE YET? WORLD ADVENTURE Also known as YA LLEGAMOS? AVENTURAS MUNDIALES Are We There Yet? World Adventure is a global adventure series for kids by kids, hosted by very real brother and sister duos. Through journal entries, crayon-drawn travel logs, on-location kid chatter, and voice narration the hosts explore a world of playground-inspired adventures as they celebrate familiar childhood themes and experiences in some truly unfamiliar locations across the globe. For ages 4-8, the series has several educational and informational goals: (1) to teach basic geography and historical context of well-known world sights (2) to develop appreciation for and encourage reflection on similarities and differences between cultures (3) to reinforce the notion that we are all part of one big world, no matter how far away we are and (4) to inspire a sense of world exploration and adventure. The kid hosts bring viewers along on their unscripted adventures that embrace our cultural similarities and delight in our differences. In each episode our hosts visit a manmade or natural wonder, have an adventure involving animals, and learn about a new culture by visiting with local kids from different countries around the world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 20)	Response
Program Title	Are We There Yet World Adventure (54.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 1030a-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	4 years to 6 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ARE WE THERE YET? WORLD ADVENTURE Also known as YA LLEGAMOS? AVENTURAS MUNDIALES Are We There Yet? World Adventure is a global adventure series for kids by kids, hosted by very real brother and sister duos. Through journal entries, crayon-drawn travel logs, on-location kid chatter, and voice narration the hosts explore a world of playground-inspired adventures as they celebrate familiar childhood themes and experiences in some truly unfamiliar locations across the globe. For ages 4-8, the series has several educational and informational goals: (1) to teach basic geography and historical context of well-known world sights (2) to develop appreciation for and encourage reflection on similarities and differences between cultures (3) to reinforce the notion that we are all part of one big world, no matter how far away we are and (4) to inspire a sense of world exploration and adventure. The kid hosts bring viewers along on their unscripted adventures that embrace our cultural similarities and delight in our differences. In each episode our hosts visit a manmade or natural wonder, have an adventure involving animals, and learn about a new culture by visiting with local kids from different countries around the world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 20)	Response
Program Title	Iggy Arbuckle (54.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 11a-1130a
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	6 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	IGGY ARBUCKLE A significant purpose of National Geographic Kids' Iggy Arbuckle is to educate and inform children between the ages of 6 and 12. The educational and informational objectives of the series are: (1) to motivate children's interest in nature; (2) to introduce conservation ideas; (3) to inspire positive attitudes toward science, nature and education and (4) model age appropriate problem solving behavior. Each of the fifty-two 11-minute animated segments explores a different situational drama problem that main character Pig Ranger Iggy Arbuckle and his pal Jiggers must address as they care for and protect the Great Kookamunga. A fast-paced, animated buddy comedy series with character-driven stories that emphasize wild adventure, friendship and exploration of the natural world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 20)	Response
Program Title	Iggy Arbuckle (54.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 1130a-12p
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	6 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	IGGY ARBUCKLE A significant purpose of National Geographic Kids' Iggy Arbuckle is to educate and inform children between the ages of 6 and 12. The educational and informational objectives of the series are: (1) to motivate children's interest in nature; (2) to introduce conservation ideas; (3) to inspire positive attitudes toward science, nature and education and (4) model age appropriate problem solving behavior. Each of the fifty-two 11-minute animated segments explores a different situational drama problem that main character Pig Ranger Iggy Arbuckle and his pal Jiggers must address as they care for and protect the Great Kookamunga. A fast-paced, animated buddy comedy series with character-driven stories that emphasize wild adventure, friendship and exploration of the natural world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 20)		Response
Program Title		Green Screen Adventures (54.3)
Origination		Network
Days/Times Program Regularly Scheduled		Sat 9a-930a
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.	Green Screen Adventures (E/I- Target Audience: 7-13) 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, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 20)	Response
Program Title	Busy World of Richard Scarry (54.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 930a-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.	The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play.- to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 20)	Response
Program Title	Wimzie (54.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10a-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 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Wimzie's House is the delightful adventures of Wimzie, a playful five-year-old puppet monster; her baby brother, Bo; her parents, Gratiella and Rouso-a bird/airplane pilot and dragon/firefighter, respectively; her lively 150-year-old grandmother Yaya, and her adorable puppet monster friends. Together, they learned skills of caring and sharing at Wimzie's House-a home daycare center unlike any other. Through unforgettable learning adventures and original toe-tapping sing-along songs, young viewers were introduced to topics like friendship, generosity, jealousy, diversity, and sibling rivalry, all from a preschooler's point of view. The award-winning series was created with a renowned team of educational advisors and designed to nurture children's sense of identity, expand their relationships, stimulate their curiosity, and encourage self-expression and self-esteem. Wimzie's House helped children learn to express themselves and communicate with their families and friends. From Wimzie's House Yaya's cozy kitchen, where the kids experimented with culinary projects, to the comfortable living room couch where they curled up for naptime, Wimzie's House provided the perfect place to explore both social and family issues that children face everyday. The series' characters and setting were just familiar enough for kids to identify with, but different enough to underscore the fact that the action takes place in an enchanted fantasy world of monsters.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (16 of 20)	Response
Program Title	Wimzie's House (54.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 1030a-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 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Wimzie's House is the delightful adventures of Wimzie, a playful five-year-old puppet monster; her baby brother, Bo; her parents, Gratiella and Rouso-a bird/airplane pilot and dragon/firefighter, respectively; her lively 150-year-old grandmother Yaya, and her adorable puppet monster friends. Together, they learned skills of caring and sharing at Wimzie's House-a home daycare center unlike any other. Through unforgettable learning adventures and original toe-tapping sing-along songs, young viewers were introduced to topics like friendship, generosity, jealousy, diversity, and sibling rivalry, all from a preschooler's point of view. The award-winning series was created with a renowned team of educational advisors and designed to nurture children's sense of identity, expand their relationships, stimulate their curiosity, and encourage self-expression and self-esteem. Wimzie's House helped children learn to express themselves and communicate with their families and friends. From Wimzie's House Yaya's cozy kitchen, where the kids experimented with culinary projects, to the comfortable living room couch where they curled up for naptime, Wimzie's House provided the perfect place to explore both social and family issues that children face everyday. The series' characters and setting were just familiar enough for kids to identify with, but different enough to underscore the fact that the action takes place in an enchanted fantasy world of monsters.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 20)		Response
Program Title	Country Mouse (54.3)	
Origination	Network	
Days/Times Program Regularly Scheduled	Sat 11a-1130a	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	4 years to 6 years	

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

Digital Core Program (18 of 20)	Response
Program Title	Danger Rangers (54.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 1130a-12p
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	5 years to 7 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Danger Rangers is an animated series focusing on rules for safety in various situations and providing children with clear cut safety information. The program features animal superheroes that work as a safety squad to protect children. They reinforce concepts of teamwork and preparedness, and model for children the acquisition of important health and safety information. The episodes are structured to present potential safety concerns, such as the need to take proper safety precautions when swimming, and use a song to introduce the relevant steps that should be taken. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (19 of 20)	Response
Program Title	Doodlebops Rockin Road Show (54.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 9a-930a
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 general educational goal and discrete educational objectives are fully integrated with "Doodlebops Rockin' Road Show" characters, settings, storylines and music. By focusing on the zany exploits of the world's most fun band, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn from the actions of others. Learning is engaging, natural, and becomes part of the overall enjoyment of the series.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (20 of 20)	Response
Program Title	Doodlebops
Origination	Network
Days/Times Program Regularly Scheduled	Sun 930a-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.	The Doodlebops is a live action show designed to teach life lessons to children under elementary school age, and is intended to promote social and academic readiness. The main characters are the three members of the Doodlebops musical band, their jazzy neighbor MAZZ and their driver Bus Driver Bob. Each episode explores social issues, such as the importance of persistence or the value of openness to new things. The program emphasizes an appreciation of music, and integrates the social lessons into original songs that are repeated through the episodes. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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	Connie Jobe
Address	2211 ESE Loop 323
City	Tyler
State	TX
Zip	75701
Telephone Number	903-581-2211
Email Address	cjobe@cbs19. tv
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.	

Other Matters (20)

Other Matters (1 of 20)	Response
Program Title	Green Screen Adventures (54.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 7a-730a
Total times aired at regularly scheduled time	13
Length of Program	7 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.	Green Screen Adventures (E/I- Target Audience: 7-13) 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, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion.

Other Matters (2 of 20)	Response
Program Title	Green Screen Adventures (54.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 730a-8a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures (E/I- Target Audience: 7-13) 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, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion.

Other Matters (3 of 20)	Response
-------------------------	----------

Program Title	Children Talk (54.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 8a-830a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Children Talk (E/I- Target Audience: 9-12) Children Talk is a weekly half-hour series where children talk about what they know and learn about what they don't. Featuring nationally known ventriloquist Taylor Mason, each weekly episode of Children Talk provides young viewers with an educational experience by visiting a variety of locations with historical or scientific significance. Visits are combined with practical demonstrations and useful information for building important life skills. Series includes an interview segment where children participate in a question and answer session on what they have learned.

Other Matters (4 of 20)	Response
Program Title	Workforce (54.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 830a-9a
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.	Workforce (E/I- Target Audience: 13-16) Workforce is a half-hour series designed to help young people make educated decisions about their future careers. In each episode, four teens are catapulted into a job for one day to find out firsthand what different careers are all about. With a good sense of humor and a healthy understanding of humility, these teens take on various jobs including zookeeper, plastic surgeon, private detective, city mayor, veterinarian, crane operator, farmer, web designer, juggler, butcher and everything in between.

Other Matters (5 of 20)	Response
Program Title	Travel Thru History (54.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 9a-930a

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.	Travel Thru History (E/I- Target Audience: 13-16) Travel Thru History is designed to spark interest and enthusiasm in teens and their families to learn about our country's rich and fascinating history. The series visits diverse locales across the U.S. from Las Vegas to Key West.

Other Matters (6 of 20)	Response
Program Title	Safari (54.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 930a-10a
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.	Safari (E/I- Target Audience: 13-16) Safari provides core programming in the areas of global ecology, wildlife biology and species conservation and preservation. Emmy award-winning host and wildlife expert John Ross travels to the farthest reaches of the world to bring the viewers face to face with some of the planet's most interesting animals. Safari offers a dynamic television experience for teens - with the exciting experience of exploring the fascinating world of wildlife and at the same time discovering what needs to be done to protect the animals and their habitat so that they can live on in the wild. Various age-appropriate global wildlife and ecology issues are introduced to the viewing audience with in-depth and thoughtful explanations.

Other Matters (7 of 20)	Response
Program Title	Mama Mirabelle (54.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 9a-930a
Total times aired at regularly scheduled time	13

Length of Program	30 mins
Age of Target Child Audience from	2 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	MAMA MIRABELLE Mama Mirabelle's Home Movies is designed to promote preschool children's appreciation and understanding of animal life and to foster their recognition of ways in which animal and human experiences are similar and different. For ages 2-6, the series has four educational and informational goals: (1) to foster understanding of animal customs and behaviors, (2) to encourage reflection on similarities and differences between their own lives and the animals' lives, (3) to introduce preschool children to an array of different animals in the kingdom and enrich their ability to describe and communicate about them and (4) to motivate preschool children to appreciate the wonder and beauty of animals and animal life. In each episode, children will be immersed in a topic that will be the basis of a compelling story with a problem and resolution. Sample topics include: grooming habits, communication, caring for the young, eating habits, shelter, etc. Children will leave the episode with a simple, clear understanding of how this topic can play out in the animal world. They will be exposed to a variety of situations/customs that will invite them to consider how this topic plays out in their own lives and what it means to them, e.g., what does shelter mean to me? How do I deal with cold weather? How do I communicate? etc.

Other Matters (8 of 20)	Response
Program Title	Toot & Puddle (54.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 930a-10a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	TOOT & PUDDLE Toot & Puddle is a story of exploration, both home and afar; it's a story about being yourself and being a good friend. For ages 2-7, the series key educational and informational goals are: (1) to encourage exploration and adventure, exciting kids about the world (2) to teach children about other cultures, including geography, music and history and (3) to provide age-appropriate problem solving behavior for children to model how to be a good friend, how to be yourself and how to celebrate differences. Two friends, Toot and Puddle, live together in Woodcock Pocket. Toot loves to go see the world, Puddle prefers to stay at home. Each episode has one of the friends learning about life--whether it's through Toot's eyes with an international view or through Puddle's experiences back at home with their friends. Children learn about geography, conversational foreign language terms and cultural customs and traditions across the globe.

Other Matters (9 of 20)	Response
Program Title	Are We There Yet World Adventure (54.2)

Origination	Network
Days/Times Program Regularly Scheduled	Sun 10a-1030a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ARE WE THERE YET? WORLD ADVENTURE Also known as YA LLEGAMOS? AVENTURAS MUNDIALES Are We There Yet? World Adventure is a global adventure series for kids by kids, hosted by very real brother and sister duos. Through journal entries, crayon-drawn travel logs, on-location kid chatter, and voice narration the hosts explore a world of playground-inspired adventures as they celebrate familiar childhood themes and experiences in some truly unfamiliar locations across the globe. For ages 4-8, the series has several educational and informational goals: (1) to teach basic geography and historical context of well-known world sights (2) to develop appreciation for and encourage reflection on similarities and differences between cultures (3) to reinforce the notion that we are all part of one big world, no matter how far away we are and (4) to inspire a sense of world exploration and adventure. The kid hosts bring viewers along on their unscripted adventures that embrace our cultural similarities and delight in our differences. In each episode our hosts visit a manmade or natural wonder, have an adventure involving animals, and learn about a new culture by visiting with local kids from different countries around the world.

Other Matters (10 of 20)	Response
Program Title	Are We There Yet World Adventure (54.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 1030a-11a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 6 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ARE WE THERE YET? WORLD ADVENTURE Also known as YA LLEGAMOS? AVENTURAS MUNDIALES Are We There Yet? World Adventure is a global adventure series for kids by kids, hosted by very real brother and sister duos. Through journal entries, crayon-drawn travel logs, on-location kid chatter, and voice narration the hosts explore a world of playground-inspired adventures as they celebrate familiar childhood themes and experiences in some truly unfamiliar locations across the globe. For ages 4-8, the series has several educational and informational goals: (1) to teach basic geography and historical context of well-known world sights (2) to develop appreciation for and encourage reflection on similarities and differences between cultures (3) to reinforce the notion that we are all part of one big world, no matter how far away we are and (4) to inspire a sense of world exploration and adventure. The kid hosts bring viewers along on their unscripted adventures that embrace our cultural similarities and delight in our differences. In each episode our hosts visit a manmade or natural wonder, have an adventure involving animals, and learn about a new culture by visiting with local kids from different countries around the world.
--	---

Other Matters (11 of 20)	Response
Program Title	Iggy Arbuckle (54.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 11a-1130a
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.	IGGY ARBUCKLE A significant purpose of National Geographic Kids' Iggy Arbuckle is to educate and inform children between the ages of 6 and 12. The educational and informational objectives of the series are: (1) to motivate children's interest in nature; (2) to introduce conservation ideas; (3) to inspire positive attitudes toward science, nature and education and (4) model age appropriate problem solving behavior. Each of the fifty-two 11-minute animated segments explores a different situational drama problem that main character Pig Ranger Iggy Arbuckle and his pal Jiggers must address as they care for and protect the Great Kookamunga. A fast-paced, animated buddy comedy series with character-driven stories that emphasize wild adventure, friendship and exploration of the natural world.

Other Matters (12 of 20)	Response
Program Title	Iggy Arbuckle (54.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 1130a-12p



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.	IGGY ARBUCKLE A significant purpose of National Geographic Kids' Iggy Arbuckle is to educate and inform children between the ages of 6 and 12. The educational and informational objectives of the series are: (1) to motivate children's interest in nature; (2) to introduce conservation ideas; (3) to inspire positive attitudes toward science, nature and education and (4) model age appropriate problem solving behavior. Each of the fifty-two 11-minute animated segments explores a different situational drama problem that main character Pig Ranger Iggy Arbuckle and his pal Jiggers must address as they care for and protect the Great Kookamunga. A fast-paced, animated buddy comedy series with character-driven stories that emphasize wild adventure, friendship and exploration of the natural world.

Other Matters (13 of 20)	Response
Program Title	Green Screen Adventures (54.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat 9a-930a
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.	Green Screen Adventures (E/I- Target Audience: 7-13) 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, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion.

Other Matters (14 of 20)	Response
Program Title	Busy World of Richard Scarry (54.3)
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sat 930a-10a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play.- to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies
--	--

Other Matters (15 of 20)	Response
Program Title	Wimzie's House (54.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 10a-1030a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Wimzie's House is the delightful adventures of Wimzie, a playful five-year-old puppet monster; her baby brother, Bo; her parents, Gratiella and Rouso-a bird/airplane pilot and dragon/firefighter, respectively; her lively 150-year-old grandmother Yaya, and her adorable puppet monster friends. Together, they learned skills of caring and sharing at Wimzie's House-a home daycare center unlike any other. Through unforgettable learning adventures and original toe-tapping sing-along songs, young viewers were introduced to topics like friendship, generosity, jealousy, diversity, and sibling rivalry, all from a preschooler's point of view. The award-winning series was created with a renowned team of educational advisors and designed to nurture children's sense of identity, expand their relationships, stimulate their curiosity, and encourage self-expression and self-esteem. Wimzie's House helped children learn to express themselves and communicate with their families and friends. From Wimzie's House Yaya's cozy kitchen, where the kids experimented with culinary projects, to the comfortable living room couch where they curled up for naptime, Wimzie's House provided the perfect place to explore both social and family issues that children face everyday. The series' characters and setting were just familiar enough for kids to identify with, but different enough to underscore the fact that the action takes place in an enchanted fantasy world of monsters.
--	---

Other Matters (16 of 20)	Response
Program Title	Wimzie's House (54.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 1030a-11a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Wimzie's House is the delightful adventures of Wimzie, a playful five-year-old puppet monster; her baby brother, Bo; her parents, Gratiella and Rouso-a bird/airplane pilot and dragon/firefighter, respectively; her lively 150-year-old grandmother Yaya, and her adorable puppet monster friends. Together, they learned skills of caring and sharing at Wimzie's House-a home daycare center unlike any other. Through unforgettable learning adventures and original toe-tapping sing-along songs, young viewers were introduced to topics like friendship, generosity, jealousy, diversity, and sibling rivalry, all from a preschooler's point of view. The award-winning series was created with a renowned team of educational advisors and designed to nurture children's sense of identity, expand their relationships, stimulate their curiosity, and encourage self-expression and self-esteem. Wimzie's House helped children learn to express themselves and communicate with their families and friends. From Wimzie's House Yaya's cozy kitchen, where the kids experimented with culinary projects, to the comfortable living room couch where they curled up for naptime, Wimzie's House provided the perfect place to explore both social and family issues that children face everyday. The series' characters and setting were just familiar enough for kids to identify with, but different enough to underscore the fact that the action takes place in an enchanted fantasy world of monsters.

Other Matters (17 of 20)	Response
Program Title	Country Mouse (54.3)
Origination	Network

Days/Times Program Regularly Scheduled	Sat 11a-1130a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Country Mouse City Mouse- The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century.

Other Matters (18 of 20)	Response
Program Title	Danger Rangers (54.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sat 1130a-12p
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Danger Rangers is an animated series focusing on rules for safety in various situations and providing children with clear cut safety information. The program features animal superheroes that work as a safety squad to protect children. They reinforce concepts of teamwork and preparedness, and model for children the acquisition of important health and safety information. The episodes are structured to present potential safety concerns, such as the need to take proper safety precautions when swimming, and use a song to introduce the relevant steps that should be taken. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

Other Matters (19 of 20)	Response
Program Title	Doodlebops Rockin Road Show (54.3)

Origination	Network
Days/Times Program Regularly Scheduled	Sun 9a-930a
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.	"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 general educational goal and discrete educational objectives are fully integrated with "Doodlebops Rockin' Road Show" characters, settings, storylines and music. By focusing on the zany exploits of the world's most fun band, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn from the actions of others. Learning is engaging, natural, and becomes part of the overall enjoyment of the series.

Other Matters (20 of 20)	Response
Program Title	Doodlebops (54.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 930a-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.	The Doodlebops is a live action show designed to teach life lessons to children under elementary school age, and is intended to promote social and academic readiness. The main characters are the three members of the Doodlebops musical band, their jazzy neighbor MAZZ and their driver Bus Driver Bob. Each episode explores social issues, such as the importance of persistence or the value of openness to new things. The program emphasizes an appreciation of music, and integrates the social lessons into original songs that are repeated through the episodes. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
--	---

---

Certification

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

**Attachments**

No Attachments.