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Children's Television Programming Report

FRN: **0003828738** | File Number: **CPR-138346** | Submit Date: **01/10/2013** | Call Sign: **WBMM** | Facility ID: **68427** | City:
TUSKEGEE | State: **AL**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
01/10/2013 | Filing Status: **Active**

Report reflects information for : **Fourth 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	CW
	Nielsen DMA	Montgomery
	Web Home Page Address	www.wbmm.com

Digital Core
Programming

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	4.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	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(22)

Digital Core Program (1 of 22)	Response
Program Title	RESCUE HEROES (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 7:00-7:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. The Rescue Heroes are a crack team of international emergency response professionals who travel the globe to help those in danger. Equipped with the latest up-to-the-minute knowledge, high-tech hardware and cutting-edge technology, they are dedicated to promoting safety and saving lives everywhere. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 22)	Response
Program Title	RESCUE HEROES II (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 7:30-8:00am
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 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. The Rescue Heroes are a crack team of international emergency response professionals who travel the globe to help those in danger. Equipped with the latest up-to-the-minute knowledge, high-tech hardware and cutting-edge technology, they are dedicated to promoting safety and saving lives everywhere. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, reparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (3 of 22)	Response
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Program Title	CHAT ROOM (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 12:00-12:30pm
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Chat Room is designed to inform, educate, and entertain through re-enacting teen-oriented dilemmas and discussing them in an open honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. Chat Room is a program about issues and concerns that teens face. The program focuses on some of the ethical choices today's teens must face with regard to social issues. Questions are framed by real life stories from the teen cast. Two young women and two young men talk about their own experiences with topics in the program. The structure of the show includes a variety of short segments which makes for a fast paced talk/interview show. It is the type of show that middle school students could also learn from. The objective is for teens to develop strategies for appropriate behavior; to learn how to handle difficult decisions whether its adults and teens or teen to teen, and it highlights social interaction, modeling good behaviors. The goal of the program is to present issues that are real and raw and discuss the pros and cons of each situation in a free flowing environment.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

**Digital Core Program
(4 of 22)**

Response

Program Title	ON THE SPOT (22.1)
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Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 12:30-1:00pm
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.	This series 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 show is designed to be both educational and entertaining, and 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.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 22) Response	
Program Title	ANIMAL SCIENCE (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays, 11:00-11:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	While most animal shows look at the behavior of animals, Animal Science goes one step further to look at how and why an animal is able to excel in its environment. It provides interesting factoids about a variety of animals. It targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience, in particular younger children, 8-12. The show uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. The show and each segment are introduced with a question designed to peak curiosity, similar to the anticipatory set in a lesson. It allows for discussion and the making of predictions, making it ideal for the classroom. Each segment is united by a theme: fastest, largest, etc. In a tight, well edited format, the answers the question posed for each segment are revealed, along with interesting facts provided by an expert. The enthusiastic host's modern vocal style will be engaging to the target audience, and the program will attract all age demographics.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 22)	Response
Program Title	GREAT BIG WORLD (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays, 11:30am-12:00nn
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to teens; including global, social, educational, and wellness issues. Elizabeth Stanton and her celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens combining the exciting, fun, and diverse experiences of world exploration with the life changing volunteer opportunities available in these same areas. Friendship is a central theme to all episodes; each episode educates and informs the audience with lessons in geography, the initial and ongoing development of culture, volunteer opportunities, social dynamics, action and adventure, arts and entertainment, national customs, local transportation and trivia. Social responsibility and selfless behavior is presented in a positive and encouraging manner in each episode.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (7 of 22)	Response
Program Title	LIVE LIFE AND WIN (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays, 12:00-12:30pm
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational/informational series seeks to educate young viewers with teen success stories and segments focusing on school, sports, arts, and health, and promotes themes such as social responsibility and volunteerism. Adolescents from all walks of life grapple with a number of pivotal but normal developmental milestones, such as preparing for more independence and responsibility and experiencing change in relationships with family and peers. Live and Let Win features inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the audience to explore, discover and learn strategies to achieve personal dreams; learn about the personal attributes important for achieving dreams; explore volunteerism as an opportunity to build character and to uncover personal passions; and gain knowledge about life skills necessary to Live Life and Win.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 22)	Response
Program Title	MADE IN HOLLYWOOD (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays, 12:30-1:00pm
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.	It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious on-camera career in acting, there are also a number of behind the screen pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created to provide career information and advice from top Hollywood professionals to 13 to 16-year-old viewers. The goals of this series are the following: To provide for adolescent boys and girls in the 13 to 16 year old age-group an opportunity to explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries, as well as to learn about some of the skills, personal attributes, techniques, and strategies needed to enter these fields.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 22)	Response
Program Title	ANIMAL EXPLORATIONS (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 7:00-7:30am (as of 10/27)
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Explorations is a half-hour live action television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective. Every week Jarod travels to zoos and aquariums to explore animals that fit a particular theme, whether it's the need for speed or animal heroes - there's always something amazing happening. Filled with energy, youth and humor, Jarod is a welcome visitor in living rooms around America on a weekly basis. It is the mission of this program to inspire viewers, children and adults alike, to preserve the innate human instinct to explore. Each episode is designed to reveal to children the world around them in a way that identifies positive role models and pro social values within an environmentally responsible universe.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 22)	Response
Program Title	SPORTS STARS (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 7:30-8:00am (as of 10/27)
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Sports Stars of Tomorrow displays the hard work and dedication that it takes to be a true sports star. It chronicles the trials and tribulations of the young athletes as they strive to become a top level performer in the sports arena. The program helps youngsters realize that their full potential in both life and the playing field are attainable with lots of hard work and determination. It reinforces the importance of key values like dedication, discipline, commitment and community involvement. The show also provides in-depth, human interest stories that reveal the important challenges and lessons that mold our young athletes. Not everyone is cut out to be a superstar. Sports Stars of Tomorrow recognize those athletes that have learned life lessons along the way while battling varying obstacles. These stories inspire and teach youth that while many desire greatness on the grand stage of competition, much can be learned through the journey that can make a significant difference throughout one's life.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 22)	Response
Program Title	DRAGONFLY TV (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 8:00-8:30am (as of 10/27)
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The series engages young viewers with various scientific projects and provides a variety of information from multiple scientific fields. It also highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 22)	Response
Program Title	SWAP TV (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 8:30-9:00am (as of 10/27)
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	SWAP TV is a weekly half-hour television series about two teenagers from different backgrounds "swapping" lives for a weekend. The series meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The programs explore the opposite lives of the participating youngsters as they learn about different cultures and family settings. Young viewers are exposed to the special interests of the "swapping" youngsters and what adjustments they make to a different life situation. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else's way of life. It is a good illustration of how young people learn about the lives of their peers from different backgrounds as well as providing valuable information about a variety of lifestyles and familial situations. Each episode is informative, entertaining, and promotes good social values and respect.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (13 of 22)	Response
Program Title	CAREER DAY (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays, 7:00-7:30am (as of 10/28)
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Career Day is a television program that introduces our youth to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career Day provides an avenue to view experts in their respective fields as they discuss their work, the education/training needed to prepare for the job, and the experiences that led them to choose their career. To encourage students to make informed decisions, they must be introduced to career awareness, such as the concept that success in most careers requires education and training. Middle school is an ideal age at which to expose students to the challenging world of work. The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities, which has been proven to enhance academic performance, facilitate high school completion and encourage post-secondary education. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perseverance children can apply to their lives.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 22)	Response
Program Title	THE REAL WINNING EDGE (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays, 7:30-8:00am (as of 10/28)
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Real Winning Edge highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. The Winning Edge Series seeks to expose youth to other youth who have consistently made the behavior choices that have helped them have a greater sense of internal significance and acceptance, which results in a more self-directed personality. They are more able to negotiate the challenges inherent in life. The youth profiled in the series are chosen for their adoptions of pro-social values and principles that have become the ethos of their behavior. Thus the characteristics demonstrated by the stories of these youth give rise to adherence to these sound choices that have given them the real winning edge to life. The program promotes the values through these very engaging positive youth role models who are introduced by celebrities in the same talent field as the youth. The celebrities reinforce the values by calling attention to these youths' qualities as they are exhibited in the program.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 22)	Response
Program Title	ANIMAL ATLAS (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays, 8:00-8:30am (as of 10/28)
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	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 explores the world of wildlife in a blend of education and entertainment. Some episodes focus solely on one animal, whereas others are organized in themes, including habitats, antics, locomotion and animal babies. Endangered species and conservation are also addressed. It gives the viewer a better understanding of how different animal species live and what they need to survive. This series deals with different topics like Animal Appetites, Animal Antics, Animal Babies, and also has shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows viewers go on a thorough and entertaining exploration of the specific animal that takes them into that animal's world as they see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (16 of 22)		Response
Program Title		TEEN KIDS NEWS (22.2)
Origination		Syndicated
Days/Times Program Regularly Scheduled		Sundays, 8:30-9:00am
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.	Teen Kids News is the first kid-to-kid newscast created for and delivered by children. Hosted by a diverse news team made up of young "journalists" reporting from a professional news set and from the field on stories of interest and educational value to its own audience. Emphasis on diversity and experience to develop a cast of engaging and intelligent African-American, Hispanic, Asian, Caucasian, male and female child actors who interact with each other and connect to the viewers. This program meets the needs of children whose sophistication and curiosity about their world is motivated by the information explosion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 22)	Response
Program Title	Dragonfly TV (22.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 8:00-8:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The series engages young viewers with various scientific projects and provides a variety of information from multiple scientific fields. It also highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (18 of 22)	Response
Program Title	Swap TV (22.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 8:30-9:00am
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.	SWAP TV is a weekly half-hour television series about two teenagers from different backgrounds "swapping" lives for a weekend. The series meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The programs explore the opposite lives of the participating youngsters as they learn about different cultures and family settings. Young viewers are exposed to the special interests of the "swapping" youngsters and what adjustments they make to a different life situation. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else's way of life. It is a good illustration of how young people learn about the lives of their peers from different backgrounds as well as providing valuable information about a variety of lifestyles and familial situations. Each episode is informative, entertaining, and promotes good social values and respect.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (19 of 22)	Response
Program Title	Career Day (22.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 9:00-9:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Career Day is a television program that introduces our youth to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career Day provides an avenue to view experts in their respective fields as they discuss their work, the education/training needed to prepare for the job, and the experiences that led them to choose their career. To encourage students to make informed decisions, they must be introduced to career awareness, such as the concept that success in most careers requires education and training. Middle school is an ideal age at which to expose students to the challenging world of work. The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities, which has been proven to enhance academic performance, facilitate high school completion and encourage post-secondary education. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perseverance children can apply to their lives.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (20 of 22)	Response
Program Title	The Real Winning Edge (22.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 9:30-10:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Real Winning Edge highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. The Winning Edge Series seeks to expose youth to other youth who have consistently made the behavior choices that have helped them have a greater sense of internal significance and acceptance, which results in a more self-directed personality. They are more able to negotiate the challenges inherent in life. The youth profiled in the series are chosen for their adoptions of social values and principles that have become the ethos of their behavior. Thus the characteristics demonstrated by the stories of these youth give rise to adherence to these sound choices that have given them the real winning edge to life. The program promotes the values through these very engaging positive youth role models who are introduced by celebrities in the same talent field as the youth. The celebrities reinforce the values by calling attention to these youths' qualities as they are exhibited in the program.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (21 of 22)	Response
Program Title	Animal Atlas (22.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 10:00-10:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	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 explores the world of wildlife in a blend of education and entertainment. Some episodes focus solely on one animal, whereas others are organized in themes, including habitats, antics, locomotion and animal babies. Endangered species and conservation are also addressed. It gives the viewer a better understanding of how different animal species live and what they need to survive. This series deals with different topics like Animal appetites, Animal Antics, Animal Babies, and also has shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows viewers go on a thorough and entertaining exploration of the specific animal that takes them into that animal's world as they see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (22 of 22)	Response
Program Title	Teen Kids News (22.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 10:30-11:00am
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.	Teen Kids News is the first kid-to-kid newscast created for and delivered by children. Hosted by a diverse news team made up of young "journalists" reporting from a professional news set and from the field on stories of interest and educational value to its own audience. Emphasis on diversity and experience to develop a cast of engaging and intelligent African-American, Hispanic, Asian, Caucasian, male and female child actors who interact with each other and connect to the viewers. This program meets the needs of children whose sophistication and curiosity about their world is motivated by the information explosion.
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	Mark Smith
Address	3020 East Boulevard
City	Montgomery
State	AL
Zip	36116
Telephone Number	334.271.8888
Email Address	msmith@waka.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.	The station launched an additional program stream, channel 22.3, on 10/27/12. Item 8 (b) reflects 3.5 hours of core programming per week on channel 22.3 for the 10 weeks the station was on the air during fourth quarter.

Other Matters (22)

Other Matters (1 of 22)	Response
Program Title	Rescue Heroes (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 7:00-7:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. The Rescue Heroes are a crack team of international emergency response professionals who travel the globe to help those in danger. Equipped with the latest up-to-the-minute knowledge, high-tech hardware and cutting-edge technology, they are dedicated to promoting safety and saving lives everywhere. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.

Other Matters (2 of 22)	Response
Program Title	Rescue Heroes II (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 7:30-8:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. The Rescue Heroes are a crack team of international emergency response professionals who travel the globe to help those in danger. Equipped with the latest up-to-the-minute knowledge, high-tech hardware and cutting-edge technology, they are dedicated to promoting safety and saving lives everywhere. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.
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Other Matters (3 of 22)	Response
Program Title	Chatroom (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 12:00-12:30pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Chat Room is designed to inform, educate, and entertain through re-enacting teen-oriented dilemmas and discussing them in an open honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. Chat Room is a program about issues and concerns that teens face. The program focuses on some of the ethical choices today's teens must face with regard to social issues. Questions are framed by real life stories from the teen cast. Two young women and two young men talk about their own experiences with topics in the program. The structure of the show includes a variety of short segments which makes for a fast paced talk/interview show. It is the type of show that middle school students could also learn from. The objective is for teens to develop strategies for appropriate behavior; to learn how to handle difficult decisions whether its adults and teens or teen to teen, and it highlights social interaction, modeling good behaviors. The goal of the program is to present issues that are real and raw and discuss the pros and cons of each situation in a free flowing environment.

Other Matters (4 of 22)	Response
Program Title	On The Spot (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays, 12:30-1:00pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins

Age of Target Child Audience from	13 years to 16 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This series 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 show is designed to be both educational and entertaining, and 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.
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Other Matters (5 of 22)	Response
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Program Title	Animal Science (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays, 11:00-11:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	While most animal shows look at the behavior of animals, Animal Science goes one step further to look at how and why an animal is able to excel in its environment. It provides interesting factoids about a variety of animals. It targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience, in particular younger children, 8-12. The show uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. The show and each segment are introduced with a question designed to peak curiosity, similar to the anticipatory set in a lesson. It allows for discussion and the making of predictions, making it ideal for the classroom. Each segment is united by a theme: fastest, largest, etc. In a tight, well edited format, the answers the question posed for each segment are revealed, along with interesting facts provided by an expert. The enthusiastic host's modern vocal style will be engaging to the target audience, and the program will attract all age demographics.
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Other Matters (6 of 22)	Response
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Program Title	Great Big World (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays, 11:30am-12:00nn

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.	Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to teens; including global, social, educational, and wellness issues. Elizabeth Stanton and her celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens combining the exciting, fun, and diverse experiences of world exploration with the life changing volunteer opportunities available in these same areas. Friendship is a central theme to all episodes; each episode educates and informs the audience with lessons in geography, the initial and ongoing development of culture, volunteer opportunities, social dynamics, action and adventure, arts and entertainment, national customs, local transportation and trivia. Social responsibility and selfless behavior is presented in a positive and encouraging manner in each episode.

Other Matters (7 of 22)	Response
Program Title	Live Life And Win (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays, 12:00-12:30pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational/informational series seeks to educate young viewers with teen success stories and segments focusing on school, sports, arts, and health, and promotes themes such as social responsibility and volunteerism. Adolescents from all walks of life grapple with a number of pivotal but normal developmental milestones, such as preparing for more independence and responsibility and experiencing change in relationships with family and peers. Live and Let Win features inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the audience to explore, discover and learn strategies to achieve personal dreams; learn about the personal attributes important for achieving dreams; explore volunteerism as an opportunity to build character and to uncover personal passions; and gain knowledge about life skills necessary to Live Life and Win.

Other Matters (8 of 22)	Response
Program Title	Made In Hollywood (22.1)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays, 12:30-1:00pm
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.	It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious on-camera career in acting, there are also a number of behind the screen pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created to provide career information and advice from top Hollywood professionals to 13 to 16-year-old viewers. The goals of this series are the following: To provide for adolescent boys and girls in the 13 to 16 year old age-group an opportunity to explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries, as well as to learn about some of the skills, personal attributes, techniques, and strategies needed to enter these fields.

Other Matters (9 of 22)	Response
Program Title	Animal Explorations (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 7:00-7:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Explorations is a half-hour live action television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective. Every week Jarod travels to zoos and aquariums to explore animals that fit a particular theme, whether it's the need for speed or animal heroes - there's always something amazing happening. Filled with energy, youth and humor, Jarod is a welcome visitor in living rooms around America on a weekly basis. It is the mission of this program to inspire viewers, children and adults alike, to preserve the innate human instinct to explore. Each episode is designed to reveal to children the world around them in a way that identifies positive role models and pro social values within an environmentally responsible universe.
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Other Matters (10 of 22)	Response
Program Title	Sports Stars (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 7:30-8:00am
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.	Sports Stars of Tomorrow displays the hard work and dedication that it takes to be a true sports star. It chronicles the trials and tribulations of the young athletes as they strive to become a top level performer in the sports arena. The program helps youngsters realize that their full potential in both life and the playing field are attainable with lots of hard work and determination. It reinforces the importance of key values like dedication, discipline, commitment and community involvement. The show also provides in-depth, human interest stories that reveal the important challenges and lessons that mold our young athletes. Not everyone is cut out to be a superstar. Sports Stars of Tomorrow recognize those athletes that have learned life lessons along the way while battling varying obstacles. These stories inspire and teach youth that while many desire greatness on the grand stage of competition, much can be learned through the journey that can make a significant difference throughout one's life.

Other Matters (11 of 22)	Response
Program Title	Dragonfly TV (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 8:00-8:30am

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The series engages young viewers with various scientific projects and provides a variety of information from multiple scientific fields. It also highlight children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own.

Other Matters (12 of 22)	Response
Program Title	Swap TV (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 8:30-9:00am
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.	SWAP TV is a weekly half-hour television series about two teenagers from different backgrounds "swapping" lives for a weekend. The series meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The programs explore the opposite lives of the participating youngsters as they learn about different cultures and family settings. Young viewers are exposed to the special interests of the "swapping" youngsters and what adjustments they make to a different life situation. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else's way of life. It is a good illustration of how young people learn about the lives of their peers from different backgrounds as well as providing valuable information about a variety of lifestyles and familial situations. Each episode is informative, entertaining, and promotes good social values and respect.

Other Matters (13 of 22)	Response
Program Title	Career Day (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays, 7:00-7:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Career Day is a television program that introduces our youth to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career Day provides an avenue to view xperts in their respective fields as they discuss their work, the education/training needed to prepare for the job, and the experiences that led them to choose their career. To encourage students to make informed decisions, they must be introduced to career awareness, such as the concept that success in most careers requires education and training. Middle school is an ideal age at which to expose students to the challenging world of work. The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities, which has been proven to enhance academic performance, facilitate high school completion and encourage postsecondary education. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perseverance children can apply to their lives.
Other Matters (14 of 22)	Response
Program Title	The Real Winning Edge (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays, 7:30-8:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The Real Winning Edge highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. The Winning Edge Series seeks to expose youth to other youth who have consistently made the behavior choices that have helped them have a greater sense of internal significance and acceptance, which results in a more self-directed personality. They are more able to negotiate the challenges inherent in life. The youth profiled in the series are chosen for their adoptions of pro-social values and principles that have become the ethos of their behavior. Thus the characteristics demonstrated by the stories of these youth give rise to adherence to these sound choices that have given them the real winning edge to life. The program promotes the values through these very engaging positive youth role models who are introduced by celebrities in the same talent field as the youth. The celebrities reinforce the values by calling attention to these youths' qualities as they are exhibited in the program.</p>
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Other Matters (15 of 22)	Response
Program Title	Animal Atlas (22.3)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays, 8:00-8:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Animal Atlas explores the world of wildlife in a blend of education and entertainment. Some episodes focus solely on one animal, whereas others are organized in themes, including habitats, antics, locomotion and animal babies. Endangered species and conservation are also addressed. It gives the viewer a better understanding of how different animal species live and what they need to survive. This series deals with different topics like Animal appetites, Animal Antics, Animal Babies, and also has shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows wiewers go on a thorough and entertaining exploration of the specific animal that takes them into that animal's world as they see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival.</p>

Other Matters (16 of 22)	Response
Program Title	Teen Kids News (22.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays, 8:30-9:00am

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.	Teen Kids News is the first kid-to-kid newscast created for and delivered by children. Hosted by a diverse news team made up of young "journalists" reporting from a professional news set and from the field on stories of interest and educational value to its own audience. Emphasis on diversity and experience to develop a cast of engaging and intelligent African-American, Hispanic, Asian, Caucasian, male and female child actors who interact with each other and connect to the viewers. This program meets the needs of children whose sophistication and curiosity about their world is motivated by the information explosion.

Other Matters (17 of 22)	Response
Program Title	Dragonfly TV (22.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 8:00-8:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The series engages young viewers with various scientific projects and provides a variety of information from multiple scientific fields. It also highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own.

Other Matters (18 of 22)	Response
Program Title	Swap TV (22.2)
Origination	Syndicated

Days/Times Program Regularly Scheduled	Saturdays, 8:30-9:00am
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.	SWAP TV is a weekly half-hour television series about two teenagers from different backgrounds "swapping" lives for a weekend. The series meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The programs explore the opposite lives of the participating youngsters as they learn about different cultures and family settings. Young viewers are exposed to the special interests of the "swapping" youngsters and what adjustments they make to a different life situation. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else's way of life. It is a good illustration of how young people learn about the lives of their peers from different backgrounds as well as providing valuable information about a variety of lifestyles and familial situations. Each episode is informative, entertaining, and promotes good social values and respect.

Other Matters (19 of 22)	Response
Program Title	Career Day (22.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 9:00-9:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Career Day is a television program that introduces our youth to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career Day provides an avenue to view experts in their respective fields as they discuss their work, the education/training needed to prepare for the job, and the experiences that led them to choose their career. To encourage students to make informed decisions, they must be introduced to career awareness, such as the concept that success in most careers requires education and training. Middle school is an ideal age at which to expose students to the challenging world of work. The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities, which has been proven to enhance academic performance, facilitate high school completion and encourage post-secondary education. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perseverance children can apply to their lives.
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Other Matters (20 of 22)	Response
Program Title	The Real Winning Edge (22.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 9:30-10:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Real Winning Edge highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. The Winning Edge Series seeks to expose youth to other youth who have consistently made the behavior choices that have helped them have a greater sense of internal significance and acceptance, which results in a more self-directed personality. They are more able to negotiate the challenges inherent in life. The youth profiled in the series are chosen for their adoptions of social values and principles that have become the ethos of their behavior. Thus the characteristics demonstrated by the stories of these youth give rise to adherence to these sound choices that have given them the real winning edge to life. The program promotes the values through these very engaging positive youth role models who are introduced by celebrities in the same talent field as the youth. The celebrities reinforce the values by calling attention to these youths' qualities as they are exhibited in the program.

Other Matters (21 of 22)	Response
Program Title	Animal Atlas (22.2)
Origination	Syndicated

Days/Times Program Regularly Scheduled	Saturdays, 10:00-10:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas explores the world of wildlife in a blend of education and entertainment. Some episodes focus solely on one animal, whereas others are organized in themes, including habitats, antics, locomotion and animal babies. Endangered species and conservation are also addressed. It gives the viewer a better understanding of how different animal species live and what they need to survive. This series deals with different topics like Animal appetites, Animal Antics, Animal Babies, and also has shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows viewers go on a thorough and entertaining exploration of the specific animal that takes them into that animal's world as they see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival.
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Other Matters (22 of 22)	Response
Program Title	Teen Kids News (22.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays, 10:30-11:00am
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.	Teen Kids News is the first kid-to-kid newscast created for and delivered by children. Hosted by a diverse news team made up of young "journalists" reporting from a professional news set and from the field on stories of interest and educational value to its own audience. Emphasis on diversity and experience to develop a cast of engaging and intelligent African-American, Hispanic, Asian, Caucasian, male and female child actors who interact with each other and connect to the viewers. This program meets the needs of children whose sophistication and curiosity about their world is motivated by the information explosion.

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>Alabama Broadcasting Partners</p>

Attachments

No Attachments.