



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0001587609** | File Number: **CPR-130083** | Submit Date: **04/10/2012** | Call Sign: **WLWT** | Facility ID: **46979** | City:
CINCINNATI | State: **OH**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
04/10/2012 | Filing Status: **Active**

Report reflects information for : **First 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

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	NBC
	Nielsen DMA	Cincinnati
	Web Home Page Address	www.wlwt.com

Digital Core
Programming

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	3.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	168.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	6.0
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(21)

Digital Core Program (1 of 21)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/8:00am
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	<p>EDUCATIONAL MISSION: To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. ACADEMICS - WRITING SKILLS: The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills. BRAIN GAMES incorporates research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country. SOCIO-EMOTIONAL GROWTH: Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the you</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 21)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/8:30am

Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	<p>EDUCATIONAL MISSION: To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. ACADEMICS - WRITING SKILLS: The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills. BRAIN GAMES incorporates research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country. SOCIO-EMOTIONAL GROWTH: Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the you</p>

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (3 of 21)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/9:00am
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	<p>EDUCATIONAL MISSION: To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. ACADEMICS - WRITING SKILLS: The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills. BRAIN GAMES incorporates research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country. SOCIO-EMOTIONAL GROWTH: Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the you</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (4 of 21)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/9:30am

Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	<p>EDUCATIONAL MISSION: To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. ACADEMICS - WRITING SKILLS: The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills. BRAIN GAMES incorporates research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country. SOCIO-EMOTIONAL GROWTH: Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the you</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (5 of 21)	Response
Program Title	M@d About
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/10:00am
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In accordance with the 1990 Children's Television Act (CTA) intended to increase the amount of educational and informational programming for children on television, M@dAbout...clearly meets the goals of providing children and young teens with a television show that meets CORE requirements of the FCC as follows: I. M@dAbout... provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. M@dAbout... explores being "green" and understanding how our actions impact the world. The M@dAbout... team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. II. M@dAbout... uses the technique of sketch comedy, music videos, animation and kid-on-the-street interviews to teach, entertain and inspire teens to make quality life decisions. The diverse and dynamic cast of young people who make up the M@dAbout... cast combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills. III. The M@dAbout... website that can be easily accessed by parents and educators providing a clear description of the program and types of topics covered. It will also provide a listing of the days and times shows are aired on broadcasting stations through the USA. Advanced notice of programming will also be available to parents and consumers by the website. This program aired on our multicast channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 21)		Response
Program Title	M@d About	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday/10:30am	
Total times aired at regularly scheduled time	13	
Total times aired	13	
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled	1	
Length of Program	30 mins	

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In accordance with the 1990 Children's Television Act (CTA) intended to increase the amount of educational and informational programming for children on television, M@dAbout...clearly meets the goals of providing children and young teens with a television show that meets CORE requirements of the FCC as follows: I. M@dAbout... provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. M@dAbout... explores being "green" and understanding how our actions impact the world. The M@dAbout... team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. II. M@dAbout... uses the technique of sketch comedy, music videos, animation and kid-on-the-street interviews to teach, entertain and inspire teens to make quality life decisions. The diverse and dynamic cast of young people who make up the M@dAbout... cast combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills. III. The M@dAbout... website that can be easily accessed by parents and educators providing a clear description of the program and types of topics covered. It will also provide a listing of the days and times shows are aired on broadcasting stations through the USA. Advanced notice of programming will also be available to parents and consumers by the website. This program aired on our multicast channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 21)		Response
Program Title		Turbo Dogs
Origination		Network
Days/Times Program Regularly Scheduled		Saturday/11:00am
Total times aired at regularly scheduled time		6
Total times aired		12
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		0
Length of Program		30 mins

Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on award-winning author-illustrator Bobas picture book, Racer Dogs, Turbo Dogs brings the unique world of Racerville to life via innovative 3-D animation and high-octane storylines. Dash, Mags, GT, Strut, Stinkbert and Clutch make up the fastest group of dogs in Racerville, and will take kids on an accelerated adventure filled with comedic high jinks, and fast racing action. Kids are sure to get caught up in the storylines and non-stop fun but with the emphasis on friendship, fair play, and teamwork, they will also zoom away with some valuable rules of the road. This program was replaced by The Zula Patrol effective 2/11/2012. This program aired on our primary channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 21)	Response
Program Title	Shelldon
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/11:30am
Total times aired at regularly scheduled time	13
Total times aired	12
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Shelldon is a lighthearted series that aims to entertain while educating children about marine life. Set in the world of seashells, the show also informs kids on what they can do to help make the world a better and greener place. The series focuses on environmental themes. This program aired on our primary channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 21)	Response
Program Title	The Magic School Bus
Origination	Network

Days/Times Program Regularly Scheduled	Saturday/12:00pm
Total times aired at regularly scheduled time	6
Total times aired	12
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Magic School Bus is based on a series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions or learn many new things about the place the class visits. Each episode is a fact-filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line. This program was replaced by Jane & The Dragon effective 2/11/2012. This program aired on our primary channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (10 of 21)		Response
Program Title	Babar	
Origination	Network	

Days/Times Program Regularly Scheduled	Saturday/12:30pm
Total times aired at regularly scheduled time	11
Total times aired	11
Number of Preemptions	2
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the books by Laurent de Brunhoff, Babar is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the program develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, or one of his friends or family members. This program aired on our primary channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Babar
List date and time rescheduled	11/14/2012 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-01-14
Episode #	1/14/2012 BAR#209
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
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Title of Program	Babar
List date and time rescheduled	3/10/2012 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-10
Episode #	3/10/2012 BAR#206
Reason for Preemption	Sports

Digital Core Program (11 of 21)		Response
Program Title		Teen Kids News
Origination		Syndicated
Days/Times Program Regularly Scheduled		Saturday/1:00pm
Total times aired at regularly scheduled time		7
Total times aired		13
Number of Preemptions		6
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		6
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.		A newscast designed specifically for teenagers, "Teen Kids News" includes news, information, and current events delivered in a way to educate and inform young viewers. This program aired on our primary channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Teen Kids News
List date and time rescheduled	2/12/2012 12:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-02-11
Episode #	2/11/2012 #922
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
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Title of Program	Teen Kids News
List date and time rescheduled	3/4/2012 12:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-03
Episode #	3/3/2012 #925
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Teen Kids News
List date and time rescheduled	3/18/2012 12:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-17
Episode #	3/17/2012 #927
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	Teen Kids News
List date and time rescheduled	1/15/2012 12:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-01-14
Episode #	1/14/2012 #917
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Teen Kids News
List date and time rescheduled	1/8/2012 12:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-01-07
Episode #	1/7/2012 #916
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	Teen Kids News
List date and time rescheduled	3/11/2012 12:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-10
Episode #	3/10/2012 #926
Reason for Preemption	Sports

Digital Core Program (12 of 21)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/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	7 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>EDUCATIONAL MISSION: To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. ACADEMICS - WRITING SKILLS: The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills. BRAIN GAMES incorporates research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country. SOCIO-EMOTIONAL GROWTH: Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the you</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (13 of 21)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/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	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>EDUCATIONAL MISSION: To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. ACADEMICS - WRITING SKILLS: The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills. BRAIN GAMES incorporates research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country. SOCIO-EMOTIONAL GROWTH: Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the you</p>

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (14 of 21)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/9:00am
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	<p>EDUCATIONAL MISSION: To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. ACADEMICS - WRITING SKILLS: The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills. BRAIN GAMES incorporates research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country. SOCIO-EMOTIONAL GROWTH: Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the you</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (15 of 21)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/9:30am

Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
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.	<p>EDUCATIONAL MISSION: To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. ACADEMICS - WRITING SKILLS: The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills. BRAIN GAMES incorporates research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country. SOCIO-EMOTIONAL GROWTH: Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the you</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (16 of 21)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/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.	<p>Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children's activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a "life lesson" that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.</p> <p>4 SERIES OVERVIEW AND OBJECTIVES: Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30-minute episode portrays the interactions between the students of AC McKinley Secondary School. Edgemont is designed to entertain its teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on the social and emotional challenges faced by every secondary school student, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. The series utilizes music, pacing and humor to maintain the interests of its audience throughout each episode. School work is taken seriously, depicted through characters studying in the library, rec</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 21)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/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.	<p>Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children's activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a "life lesson" that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.</p> <p>4 SERIES OVERVIEW AND OBJECTIVES: Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30-minute episode portrays the interactions between the students of AC McKinley Secondary School. Edgemont is designed to entertain its teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on the social and emotional challenges faced by every secondary school student, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. The series utilizes music, pacing and humor to maintain the interests of its audience throughout each episode. School work is taken seriously, depicted through characters studying in the library, rec</p>

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (18 of 21)	Response
Program Title	Willa's Wild Life
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/11:00am
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	What kid hasn't brought home a stray dog, baby bird or a firefly in a jar? Willa, that's who. So far, this 9-year-old critter collector has adopted a giraffe, a couple of elephants, an alligator and so many other exotic animals, there's barely room in Willa's room for Willa! When there's a Willa there is a way! From the Creator of Oswald, Willa's Wild Life is an enchanting series about a little girl's unique home life that is sure to keep you in stitches and warm your heart. Willa's Wild Life follows the adventures of Willa, an unforgettable little girl who, like a young Lucy in I Love Lucy, finds herself in comic predicaments that only seem to escalate as she fumbles through solutions. But thanks to her loving and patient father, and her entire extended family of personality rich zoo animals, Willa manages to overcome her obstacles, learn a little something, and have a great time along the way. This program aired on our primary channel only.

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Preemption Programs #1

Questions	Response
Title of Program	Will'a's Wild Life
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2012-01-08
Episode #	1/8/2012 #WIL002
Reason for Preemption	Non-breaking News

Digital Core Program (19 of 21)	Response
Program Title	Pearlie
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Pearlie is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year-old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. This program aired on our primary channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (20 of 21)		Response
Program Title		The Zula Patrol
Origination		Network
Days/Times Program Regularly Scheduled		Saturday 11:00am
Total times aired at regularly scheduled time		7
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 10 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The only 3D/CG animated children's show that focuses on the important curriculum of science and astronomy, The Zula Patrol is an entertaining and educational TV series that combines zesty family entertainment with proven educational elements. With a secondary goal of encouraging core values of non-violence and tolerance, the show encourages whole family participation and interest in learning about science and astronomy, in a fun, comic style. The Zula Patrol is designed to appeal to children, teachers and parents. This program replaced Turbo Dogs effective Saturday, 2/11/2012. This program aired on our primary channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (21 of 21)	Response
Program Title	Jane & The Dragon
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/12:00pm
Total times aired at regularly scheduled time	6
Total times aired	7
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Set in medieval times, Jane and the Dragon is an animated show that hails from Martin Baynton's best selling books about a middle class girl named Jane. She is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the Kings Guard. Sometimes Jane learns a moral lesson, and other times she uses analytical ability to illustrate how a problem can be made less complicated and easily solved. This program replaced The Magic School bus effective Saturday, 2/11/2012. This program aired on our primary channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Jane & The Dragon
List date and time rescheduled	3/10/2012 9am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-10
Episode #	3/10/2012 #JAD110
Reason for Preemption	Sports

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	David D. Rosch
Address	1700 Young Street
City	Cincinnati
State	OH
Zip	45202
Telephone Number	513-412-5640
Email Address	drosch@hearst.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.	WLWT-TV airs only Ad Council PSAs during our local commercial time within our core children's programming. These PSAs address children's issues and are targeted at children and parents.

Other Matters (10)

Other Matters (1 of 10)	Response
Program Title	The Zula Patrol
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/11:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The only 3D/CG animated children's show that focuses on the important curriculum of science and astronomy, The Zula Patrol is an entertaining and educational TV series that combines zesty family entertainment with proven educational elements. With a secondary goal of encouraging core values of non-violence and tolerance, the show encourages whole family participation and interest in learning about science and astronomy, in a fun, comic style. The Zula Patrol is designed to appeal to children, teachers and parents. This program will air on our primary channel only.

Other Matters (2 of 10)	Response
Program Title	Shelldon
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/11:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Shelldon is a lighthearted series that aims to entertain while educating children about marine life. Set in the world of seashells, the show also informs kids on what they can do to help make the world a better and greener place. The series focuses on environmental themes. This program will air on our primary channel only.

Other Matters (3 of 10)	Response
Program Title	Jane & The Dragon
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/12:00pm

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Set in medieval times, Jane and the Dragon is an animated show that hails from Martin Baynton.s best selling books about a middle class girl named Jane. She is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the Kings Guard. Sometimes Jane learns a moral lesson, and other times she uses analytical ability to illustrate how a problem can be made less complicated and easily solved. This program will air on our primary channel only.

Other Matters (4 of 10)	Response
Program Title	Babar
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/12:30pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the books by Laurent de Brunhoff, Babar is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the program develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, or one of his friends or family members. This program will air on our primary channel only.

Other Matters (5 of 10)	Response
Program Title	Teen Kids News
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday/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.	A newscast designed specifically for teenagers, "Teen Kids News" includes news, information, and current events delivered in a way to educate and inform young viewers. This program will air on our primary channel only.

Other Matters (6 of 10)	Response
Program Title	Willa's Wild Life
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/11:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	What kid hasn't brought home a stray dog, baby bird or a firefly in a jar? Willa, that's who. So far, this 9-year-old critter collector has adopted a giraffe, a couple of elephants, an alligator and so many other exotic animals, there's barely room in Willa's room for Willa! When there's a Willa there is a way! From the Creator of Oswald, Willa's Wild Life is an enchanting series about a little girl's unique home life that is sure to keep you in stitches and warm your heart. Willa's Wild Life follows the adventures of a Willa, an unforgettable little girl who, like a young Lucy in I Love Lucy, finds herself in comic predicaments that only seem to escalate as she fumbles through solutions. But thanks to her loving and patient father, and her entire extended family of personality rich zoo animals, Willa manages to overcome her obstacles, learn a little something, and have a great time along the way. This program will air on our primary channel only.

Other Matters (7 of 10)	Response
Program Title	Pearlie
Origination	Network
Days/Times Program Regularly Scheduled	Sunday/11:30am

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Pearlie is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year-old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. This program will air on our primary channel only.
Other Matters (8 of 10)	
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Various/See Below
Total times aired at regularly scheduled time	104
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.	<p>EDUCATIONAL MISSION: To encourage children to be enthusiastic about writing and reading. To help students build a foundation for writing, critical thinking, and problem solving. To promote character development as the diverse cast demonstrates cooperation and mutual respect. To provide educators with innovative and entertaining ways to teach their students. Green Screen Adventures (GSA) is an educational children's television series intended to promote literacy. Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. Since its debut in 2007, GSA has produced 165 half-hour episodes that feature stories written by almost 1,000 elementary school students. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. ACADEMICS - WRITING SKILLS: The writers for GSA walk the delicate line of adaptation, staying true to each child's ideas and each student's words, while at the same time creating dynamic and educational programming. They take the best elements of a child's work - including descriptive language, plot, or character and expand upon them aiming to produce the greatest impact. GSA has developed an aesthetic that grabs viewers' attention, stimulates creativity, and emphasizes demonstrated writing skills. Educational content reflects current learning standards and is reviewed in collaboration with educators. GSA designs adaptations of students' work to emphasize and reinforce writing skills. BRAIN GAMES incorporates research papers and factual reports with an emphasis on organization and accuracy. STORY THEATRE brings fiction to life and examines ideas and themes as well as the elements of character, setting, and plot. There is a natural expression of voice that enhances the writer's use of point-of-view whether they chose the use of first-person or third-person narrative. Descriptive language is acted upon with an emphasis on a rich and deepened vocabulary. It also integrates components like prediction, parts of speech, dialogue, and punctuation. PUPILS' COURT analyzes the varying sides of arguments that are the foundation for powerful persuasive writing. POET TREE features haiku and other forms of poetry. FOOD FOLKS incorporates handmade puppets to provide yet another creative approach to storytelling. BEYOND WORDS highlights illustrations and visual art techniques. A primary goal is to generate more writing in schools and among students. One example of its success is from the Chicago Public Schools, the original partner for Green Screen Adventures, which is produced in and originates from Chicago. Over the past two years in one area of Chicago Public Schools, the participation rate in GSA has risen to 90%, with 27 of its schools submitting work to the program. One third of that area's schools have had more than a dozen of their students' stories featured on GSA. One can anticipate a similar growth pattern as the broadcast of the program expands across the country. SOCIO-EMOTIONAL GROWTH: Its company of writers and performers brings a variety of life experiences to the program. Through their words and actions they serve as role models for the you</p>
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Other Matters (9 of 10)	Response
Program Title	M@d About
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/10am & 10:30am
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In accordance with the 1990 Children's Television Act (CTA) intended to increase the amount of educational and informational programming for children on television, M@dAbout...clearly meets the goals of providing children and young teens with a television show that meets CORE requirements of the FCC as follows: I. M@dAbout... provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. M@dAbout... explores being "green" and understanding how our actions impact the world. The M@dAbout... team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. II. M@dAbout... uses the technique of sketch comedy, music videos, animation and kid-on-the-street interviews to teach, entertain and inspire teens to make quality life decisions. The diverse and dynamic cast of young people who make up the M@dAbout... cast combine their natural curiosity with their enthusiasm to inform teens and their families about society's most important issues and life skills. III. The M@dAbout... website that can be easily accessed by parents and educators providing a clear description of the program and types of topics covered. It will also provide a listing of the days and times shows are aired on broadcasting stations through the USA. Advanced notice of programming will also be available to parents and consumers by the website. This program will air on our multicast channel (5.2) only.
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Other Matters (10 of 10)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/10am & 10:30am
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children's activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a "life lesson" that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.</p> <p>4 SERIES OVERVIEW AND OBJECTIVES: Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30-minute episode portrays the interactions between the students of AC McKinley Secondary School. Edgemont is designed to entertain its teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on the social and emotional challenges faced by every secondary school student, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. Most scenes occur in and around the McKinley School and the teens' homes and follow the interactions of the teens. The series utilizes music, pacing and humor to maintain the interests of its audience throughout each episode. School work is taken seriously, depicted through characters studying in the library, rec</p>
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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>Ohio /Oklahoma Hearst Television Inc.</p>

Attachments

No Attachments.