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Children's Television Programming Report

FRN: **0033615618** File Number: **CPR-174646** Submit Date: **10/08/2015** Call Sign: **WBBH-TV** Facility ID: **71085**

City: FORT MYERS State: FL

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

10/08/2015 Filing Status: Active

Report reflects information for : Third Quarter of 2015

| General |
|-------------|
| Information |

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

Applicant Information

Applicant Name, Type, and Contact Information

| Applicant | Address | Phone | Email | Applicant Type | |
|-----------|---------|-------|-------|----------------|--|
|-----------|---------|-------|-------|----------------|--|

Contact Representatives (0) Contact Name Address Phone Email Contact Type

Children's Television Information

| Section | Question | Response |
|--------------|-----------------------|---------------------|
| Station Type | Station Type | Network Affiliation |
| | Affiliated network | NBC |
| | Nielsen DMA | Ft. Myers-Naples |
| | Web Home Page Address | www.nbc-2.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: | 4.0 |
| 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(14)

| Digital Core Program (1 of 14) | Response |
|--|--|
| Program Title | Astroblast! |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays 11-11:30a ET (Main Digital) |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Astroblast, targets a preschool audience, based on the book series by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. Five animal characters and one three-eyed octopus of unknown derivation populate the station. Each episode begins with an everyday conversation or incident that grows into a predicament needing a solution. While these predicaments take place in a fantasy environment, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to keep track of things that belong to you, practice good habits, clean up when you've made a mess, rebound from a failure or an embarrassing incident, or resist the urge to blame others for your mistakes. This quarter young viewers learn if you resent the task you've been given to perform you may end up making things hard for everyone else in the group; you should always consider how others feel because your ideas are not the only ones that have merit; there is more to life than winning a contest; always work together to clean up right after making a mess - waiting makes the work even harder to do; and faster isn't always better - take your time and do it right. The show was preempted on 7/11 for a live sporting event. Show was aired in advance on 7/4 - preemption and rescheduling was promoted in advance |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|--|----------------|
| Title of Program | Astroblast! |
| List date and time rescheduled | 7/4 1pm |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 7/11 EATB102DH |
| Reason for Preemption | Sports |

| Digital Core Program (2 of 14) | Response |
|--|---------------------------------------|
| Program Title | Earth to Luna |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays, 12n-12:30p ET Main Digital |
| Total times aired at regularly scheduled time | 10 |
| Total times aired | 13 |
| Number of Preemptions | 3 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 3 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Earth to Luna is a Brazilian animated series about 12 year old girl, Luna, who loves science and the outdoors. There is nothing she doesn't question, and she shares everything she learns with her little brother, Jupiter, her parents or her friend Alice, and Clive, her pet ferret. In each episode Luna and her brother develop questions about whatever they find curious, e.g., what goes on inside the snails' shell?" or "Why does a firefly blink?" In pursuit of answers, Luna, Jupiter and Clive go off on an imaginary adventure to do their research. They transform into the object or creature they are studying so they can personally experience the answers to their questions. When the threesome is finished with the "field trip" Luna summarizes everything they have learned with a show and a song. Lessons learned this quarter include butterflies, how they taste with their feet and also how they spread pollen from flower to flower with their feet; stars don't twinkle, it's refraction as their light changes direction as it hits the Earth's atmosphere; the heat from the sun turns water into vapor - the vapor turns into clouds and then rain; density, not weight or size, determines whether something will sink or float in water; the moon's phases result from its orbit around the Earth and how the sun shines on it differently; and ants are able to carry more than their body weight because they are very small and light, plus teamwork enables them to collectively carry a lot. The show was preempted on 7/11 for a live sporting event. Show was aired in advance on 7/4 - preemption and rescheduling was promoted in advance. On 9/19 and 9/26 the show was preempted from its regular time period for live sports, airing 9:30-10am same day in its secondary time period. Preemption and movement was promoted in advance.

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 | Earth to Luna |
| List date and time rescheduled | 9/26 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 | |
| Episode # | 9/26 EETL 113DH |
| Reason for Preemption | Sports |

Digital Preemption Programs #2

| Questions | Response |
|--|----------------|
| Title of Program | Earth to Luna |
| List date and time rescheduled | 7/4 2:30p |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 7/11 EETL102DH |
| Reason for Preemption | Sports |

| Questions | Response |
|--|----------------|
| Title of Program | Earth to Luna |
| List date and time rescheduled | 9/19 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 | |
| Episode # | 9/19 EETL112DH |
| Reason for Preemption | Sports |

| Digital Core Program (3 of 14) | Response |
|--|---------------------------------------|
| Program Title | Lazy Town |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays, 11:30a-12n ET Main Digital |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| 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 | 2 years to 5 years |

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. Educational messages this quarter include it is important for people and communities to be healthy and active, friends can help each other find exercise and activities they enjoy; use your heart and follow your instincts to know what is right and then stand up for that; friends still need to be there for each other even in the midst of disagreements; avoid selfish actions, instead choose to help out others; when you are afraid and you still take action to protect your friends, you are demonstrating true courage; and vegetables give you energy that lasts. The show was preempted on 7/11 for a live sporting event. Show was aired in advance on 7/4 - preemption and rescheduling was promoted in advance. In 3rd quarter program moves to 12:30pm

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

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| Questions | Response |
|--|----------------|
| Title of Program | Lazy Town |
| List date and time rescheduled | 7/4 2pm |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 7/11 ELZT101DH |
| Reason for Preemption | Sports |

| Digital Core Program (4 of 14) | Response |
|---|-------------------------------------|
| Program Title | Wild About Animals |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sundays, 11:30a-12n ET Main Digital |
| 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 | 2 |
| 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. | Wild About Animals is a half hour animal magazine series targeting a young teen audience, ages 13 to 16 offering insight into the animal kingdom as some of the worlds most fascinating and best known animals ar featured in their natural habitats. Each episode consists of multiple stories designed to teach children abou exotic and unique animals from the wild, as well as to educate them further about animals they encounter every day. Issues such as conservation, rehabilitation and wildlife protection are also an integral part of the program as the human responsibility to the preservation of the animal kingdom is an underlying theme in this program. From Iceland viewers witness a tradition that has brought children and puffins together for generations; from California classrooms viewers see how service dogs help 3rd graders become better readers; in Australia scientists discuss how they are learning more about the migrations of box jellyfish and why that is important; African vultures are seen in action during the famous wildebeest migration; the show visits a private sanctuary that teaches people how to communicate with farm animals; and from Hawaii it's a rooftop view of a popular Maui resort that has created a home for 300 thousand bees. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //? | Yes |

| Digital Core Program (5 of 14) | Response |
|---|---------------------------------------|
| Program Title | Jack Hanna's Animal Adventures |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Mondays, 4-4:30p ET secondary digital |
| 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 primary educational and information element of this half- hour live action series targeting a young test audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into various species from dietary needs to extinction concerns. The program is designed to reveal to children world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe. In San Diego, Jack gets a rare look at the US Navy's Marine mamprogram - dolphins and sea lions are trained to locate underwater mines and patrol seaports against terrorists; Jack explores the coastline for New Zealand fur seals and rare Australian sea lions; viewers genight time look at the Little penguin, the world's smallest penguin species and in search of some of the munusual animals in the world, Jack treks across Australia finding quolls, cassowaries and delectable gree ants that bite with a whallop. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (6 of 14) | Response |
|---|---|
| Program Title | Real Life 101 |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturdays, 4-4:30p ET secondary digital |
| Total times aired at regularly scheduled time | 13 |

| Total times | 13 |
|--|--|
| 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. | Real Life 101 presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series to interest and educate a young audience base - targeted 13 to 16 year olds. The series is currently being provided to schools and libraries across the USA by one of the nation's quality educational distributo and was rated high for educational content by the Annenberg Policy Center. Professions delved into this quarter include a veterinary oncologist who diagnoses and treats pets with cancer; a banker who helps small business owners achieve their goals; a social media manager who gives a glimpse of how he gets his customers seen in a positive way and to the top of internet search engine lists; viewers meet a landscape architect who designed some incredible outdoor spaces; plus a man who makes his living as a residential appraiser figuring out what a house is worth and why this is so important in a real estate transaction; and a professional realtor discusses what motivates her each day and how she helps her buyers find the perfect home. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //? | Yes |

| Digital Core Program (7 of 14) | Response |
|---|---------------------------------------|
| Program Title | Jack Hanna's Animal Adventures |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sundays, 4-4:30p ET secondary digital |
| 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 primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into the various species from dietary needs to extinction concerns. The program is designed to transport viewers around the globe experiencing adventures in a way that presents positive role models and pro-social values within an environmentally responsible universe. In search of bears, Jack travels to Alaska - finding brown bears on the Katmai Peninsula; grizzles on the isolated Knight Inlet and then to Great Bear Rainforest in search of the storied Spirit, the rare, white black bear. Jack heads back to the classroom checking out two zoo schools with certified animal care program. These college classes are a bit out of the norm and he also follows up visiting some graduates who are working at their dream jobs. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (8 of 14) | Response |
|---|--------------------------------------|
| Program Title | Tree Fu Tom |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sundays, 11a-11:30am ET Main Digital |
| 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 | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Tree Fu Tom, is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that wibring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages for the young audience (ages 2-5) include reinforcing positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying on teamwork in order to accomplish a goal. This quarter young viewers learn being impatient can lead to big problems - develop your patience and be quick to apologize when you make a mistake; it is better to be flexible and make adjustments to your plan so you can achieve the most important goal; pollution causes great harm to the environment; sometimes you have to do important things alone, but you are never really alone when you have good friends; it is important to realize that you can never make everyone happy, it is best to not try an control everything and to appreciate what you have. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //? | Yes |

| Digital Core Program (9 of 14) | Response |
|---|-------------------------------------|
| Program Title | Poppy Cat |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays 12:30-1pm ET Main Digital |
| Total times aired at regularly scheduled time | 5 |

| Total times aired | 13 |
|--|---|
| Number of Preemptions | 8 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 8 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Poppy Cat is based on the Poppy Cat's Adventures book series authored and illustrated by Lara Jones and targets a preschool audience ages 2 to 5 years old. A narrator, also named Lara, reads a story to her cat in each episode. This story stars the narrator's own Poppy Cat, who envisions and takes his friends on imaginary adventures. The friends are Zuzu, a Dalmatian who zips around on a skateboard; Alma, a southern belle bunny who is ultra-feminine and sweetly dramatic, Mo, a little mouse who tries his best to do as much as everyone else despite his size; Owl, the wise one who is prone to neck rolls and commentary when things irritate him or don't make sense, and the grouchy Egbert, an arrogant and obnoxious badger who refuses to play with the group and invariably attempts to sabotage their adventures. Occasionally Hilda, a forgetful and ditzy pigeon who flies into their adventures, appears to say hello or provide misguided directions to the friends. Once their mission is accomplished, the friends return to their little village and resume their cheerful, active lives. At the conclusion of her story, Lara closes her book and says good-bye to Poppy Cat, who is usually ready for his nap. Educational messages and lessons learned by young viewers this quarter include always make an effort to find a way to include all your friends when playing a game - that way no one is left out and feeling bad; when you receive a gift that you do not like take time to appreciate the person who gave it to you and you may find you like the gift more than you originally thought; it is best to work as a team when there are obstacles too big for you to conquer alone; and perseverance and creativity can usually turn a bad situation into one with a happy ending. The show was preempted eight times this quarter for live sporting events. On 7/11 the show aired the following week at 1pm, not in its secondary time period but as an extension of the children's programming block. The remaining preemptions on 8/8; 8/15; 8/22; 8/29; 9/12; 9/19 and |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|--|-----------|
| Title of Program | Poppy Cat |
| List date and time rescheduled | 8/8 10AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |

| Date Preempted | |
|-----------------------|---------------|
| Episode # | 8/8 EPCT124DH |
| Reason for Preemption | Sports |

| Questions | Response |
|--|----------------|
| Title of Program | Poppy Cat |
| List date and time rescheduled | 9/12 10AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 9/12 EPCT204DH |
| Reason for Preemption | Sports |

Digital Preemption Programs #3

| Questions | Response |
|--|----------------|
| Title of Program | Poppy Cat |
| List date and time rescheduled | 9/26 10AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 9/26 EPCT206DH |
| Reason for Preemption | Sports |

Digital Preemption Programs #4

| Questions | Response |
|--|----------------|
| Title of Program | Poppy Cat |
| List date and time rescheduled | 8/15 10AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 8/15 EPCT125DH |
| Reason for Preemption | Sports |

| Questions | Response |
|--|-----------|
| Title of Program | Poppy Cat |
| List date and time rescheduled | 9/19 10AM |
| Is the rescheduled date the second home? | Yes |

| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
|--|----------------|
| Date Preempted | |
| Episode # | 9/19 EPCT205DH |
| Reason for Preemption | Sports |

| Questions | Response |
|--|----------------|
| Title of Program | Poppy Cat |
| List date and time rescheduled | 8/22 10AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 8/22 EPCT201DH |
| Reason for Preemption | Sports |

Digital Preemption Programs #7

| Questions | Response |
|--|----------------|
| Title of Program | Poppy Cat |
| List date and time rescheduled | 8/29 10AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 8/29 EPCT202DH |
| Reason for Preemption | Sports |

| Questions | Response |
|--|----------------|
| Title of Program | Poppy Cat |
| List date and time rescheduled | 7/18 1pm |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 7/11 EPCT102DH |
| Reason for Preemption | Sports |

| Digital Core Program (10 of 14) | Response |
|---------------------------------------|---------------------------|
| Program Title | Xploration Awesome Planet |
| Origination | Syndicated |

| Days/Times Program Regularly Scheduled | Tuesdays, 4-4:30pm ET secondary digital |
|--|--|
| 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. | Produced primarily for the 13-16 target audience, Xploration Awesome Planet will inspire and educate anyone interested in earth sciences. Our host, Philippe Cousteau, the grandson of legendary Jacques Cousteau, brings boundless energy to every location we visit. From magnificent mountains to violent volcanoes, this program takes an in-depth look at the unique and distinct features on planet Earth. We not only visit gigantic glaciers and behold their beauty but also discover why they formed, and how they shaped our landscape. Geological experts share their wisdom with Philippe, as we strive to understand places on the earth, inside the earth, and above the earth. Xploration Awesome Planet is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. This quarter Cousteau takes viewers to the Poconos of Pennsylvania where we explore a variety of plants including some that eat insects; and a visit to a laboratory that has made groundbreaking discoveries in the way plants communicate; in Florida the team scuba dives to observe the health of our coral reefs; in a colorful adventure Cousteau looks at some animals, including the octopus, which can change its color in an instant; and Cousteau visits the amazing landscape of Croatia which has some of the worlds' most amazing waterfalls and caves. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

Digital Core Program (11 of 14)

Response

| Program Title | Xploration Outer Space |
|--|--|
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Wednesdays, 4-4:30pm ET secondary digital |
| 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 new half-hour weekly series produced for the 13-16 target audience will certainly attract viewers of all ages. Each week our host Emily Calandrelli will take viewers on incredible journeys through space that will both entertain and educate. Ever wonder what it would be like to live in space or on a different planet? Watch our host try to perform every day responsibilities while floating in zero gravity. Explore the challenges that come along with living on a different planet as our host lives like an astronaut in a Mars-like habitat. We will have episodes on space robotics, commercial space tourism, asteroids, and our search for life, among many others. When appropriate, the host will highlight NASA related programs and internships for young students that are relevant to the content we have shown. Xploration Outer Space is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. This quarter host Emily Calandrelli visits with experts to discuss the scientific advantages of high altitude balloons; examines how rockets are made, how they blast off and how they make their way through the Earth's atmosphere; delves into the world of satellites from small cube sized ones all the way up to large space crafts that orbit the Earth and document changes in our geography; and meets with a team of scientists to discuss the dynamic, explosive and dangerous center of the solar system - the Sun. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (12 of 14) | Response |
|--|---|
| Program Title | Xploration Earth 2050 |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Thursdays, 4-4:30pm ET secondary digital |
| 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. | What will the world look like in 2050? Where will advancements in science, technology, engineering, and mathematics lead us? Xploration Earth 2050 strives to answer these questions and more with scientists, inventors, doctors, science fiction writers, and creative thinkers. This half hour weekly series, produced primarily for the 13-16 year old target audience will appeal to the whole family. Viewers are taken on an educational adventure as the show tackles future challenges in everything from transportation to health care to the environment. Xploration Earth 2050 is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. During this quarter host Joe Penna discusses crime fighting of the future - robotic security guards, a Harvard scientist who has developed a softball sized set of eyes and ears that allow crime fighters to detect danger long before it can hurt them and scanning brain waves to see if people are telling the truth, or not; in a man and machine segment Penna meets a colorblind man who can 'hear' colors; a machine that uses brain waves to move objects and meets a high tech skeleton that helps the handicapped walk again; and Penna visits with developers who are turning to the ocean as a renewable source of power. |

| Does the | Yes | |
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| Digital Core Program (13 of 14) | Response |
|--|--|
| Program Title | Xploration Animal Sciences |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Fridays, 4-4:30pm ET secondary digital |
| 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. | Produced specifically for the 13-16 demographic, this is an animal series with a uniquely scientific approach. While most animal shows look at the behavior of animals, Xploration Animal Science goes one step further to look at how and why an animal is able to excel in its environment. This series uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. This is a program that all animal lovers will watch and learn from. Xploration Animal Science is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions. Topics and educational lessons this quarter include the mysteries of animal kingdom -why spider silk is 5 times stronger than steel, how the vulture is able to digest some of the world's most deadly bacteria, why the pufferfish is one of the most poisonous animals on earth; how an owl can detect the heartbeat of a mouse from 100 feet away, and the science behind man's best friend, the dog. |

| Does the | Yes | | |
|--------------|-----|--|--|
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| Digital Core Program (14 of 14) | Response |
|--|---------------------------------------|
| Program Title | Ruff, Ruff, Tweet and Dave |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays, 10:30-11am ET Main Digital |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| 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 | 2 years to 5 years |

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Ruff Ruff, Tweet, and Dave (RRTD) is a preschool adventure/activity show that puts an emphasis on logical thinking and use of language through fun problem solving adventures. The trio, Ruff Ruff the dog, Tweet a little bird and Dave the Panda, is guided by Hatty, an educated hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Roly-pods, enter the Spin-Again transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the Roly-Pods and head home. Their adventures are varied. They might go climb a mountain, design their own fairy tale, or build a sand castle. Adventures this quarter include problem solving steps - which include defining the problem, proposing a solution and choosing the one that will work; if something goes missing, you can use your 5 senses - hearing, seeing, smelling, touching and tasting - to help you find it; maps can help you navigate through a unfamiliar place; in gardening seeds need soil, sunlight, water and time to grow into plants; tempo is the speed of a piece of music, and rhythm describes the beat of the music; and there are seven colors in the rainbow and you can only see rainbows when there is rain and sun at the same time. The show was preempted on 7/11 for a live sporting event. Show was aired in advance on 7/4 - preemption and rescheduling was promoted in advance.

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

Yes

| Questions | Response |
|--|----------------------------|
| Title of Program | Ruff, Ruff, Tweet and Dave |
| List date and time rescheduled | 7/4 1PM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 7/11 EATD102H |
| 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 | Deborah Abbott |
| Address | 3719 Central Avenue |
| City | Ft Myers |
| State | FL |
| Zip | 33901 |
| Telephone Number | 239-939-2020 |
| Email Address | dabbott@water.net |

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 nonbroadcast 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.

Station WBBH promotes positive reinforcement to the young viewing audience through the embrace of NBC network campaign, The More You Know, and expanding the national franchise to a local base. The More You Know PSA effort features messages of developing and maintaining self-esteem, the importance of education, diversity, anti-prejudice, mentoring, being socially and environmentally responsible, the dangers of smoking, and engaging in internet safety. Positive reinforcement of health related issues such as prevention of childhood obesity, nutrition and physical activity are also a part of our on-going public service commitment. Since 1989, The More You Know has brought the nation's most important social issues to the forefront, and remains a trusted voice for sharing knowledge to improve lives and inspire action. The More You Know's comprehensive website (themoreyouknow.com) includes in-depth resource and referral information on the campaign's important focus issues including: HEALTH - fighting childhood obesity, encouraging nutrition and physical fitness; ENVIRONMENT - encouraging everyday actions that reduce environmental impact; EDUCATION - recruiting new teachers and promoting their long-lasting impact; DIGITAL LITERACY & INTERNET SAFETY - sharing online safety tips and information; DIVERSITY - embracing differences and promoting inclusion, tolerance and respect Also featured on site is The More You Know Learning series' Growing Up Online, a free eBook on digital literacy and Internet Safety. Growing Up Online is an important tool to initiate conversation with children about online safety. The eBook is a media-rich, two-part learning resource that provides easy-to-use information about navigating the digital world in a unique and engaging way. Part one includes safety tips, discussion questions and key takeaways for parents and teachers. Part two features four entertaining video comic books for children, focused on real situations that come up when kids go online. Additional content on the site includes public service announcements, behind-the-scenes videos, a general overview, a talent directory, and a list of the campaign's accolades such as the prestigious Emmy and Peabody awards. WBBH on air talent and management personnel continue to give their individual support on behalf of the station as special guests, lecturers, and hosts and speakers to area youth events, organizations and in the classrooms throughout the market. Many staffers serve on committees or boards of organizations that target services to the youngsters in our area from mentoring to allocations of financial assistance.. The station is an active business participant in the STEM community project. This program in conjunction with the area educational systems promotes the advancement of Science, Technology, Engineering and Math educations. WBBH carries stem related children's programming on its D2 franchise to support the interest in and advancement of STEM related studies. In conjunction with area McDonalds, WBBH morning anchors promoted a back to school campaign effort to stuff a bus with much needed school supplies for needy local students. This campaign ran from July 13th through August 2nd. WBBH was a part of the multinetwork event Think It Up! which aired on Friday, September 11th from 8-9pm. This celebrity filled TV special focused in the education initiative to support young people, teachers and schools. The show spotlighted inspiring stories of students and teachers working together, forging bonds between their learning experiences and lasting connections that will shape their futures. Operating on the premise education is the cornerstone of our democracy and economy every citizen has a stake in making more high quality learning experiences and opportunities for teachers and their students. The program solicited donations to fund student powered, teacher led learning projects and shared information as to how st

Other Matters (14)

| Other Matters (1 of 14) | Response |
|--|---|
| Program Title | Ruff-Ruff Tweet & Dave |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays, 10:30-11am ET Main Digital |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This animated show puts an emphasis on logical thinking and use of language through fun problem solving adventures. The trio, Ruff-Ruff, Tweet and Dave, is guided by Hatty, an erudite hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Roly-pods, enter the Spin-Again transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the Roly-Pods and head home. Their adventures are varied. They might go climb a mountain, design their own fairy tale, or build a sand castle. |
| Other Matters (2 of 14) | Response |
| Program Title | Earth to Luna |
| Origination | Network |
| Days/Times | Saturdays 12n-12:30nm FT Main Digital |

| Other Matters (2 of 14) | Response |
|---|--|
| Program Title | Earth to Luna |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays, 12n-12:30pm ET Main Digital |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

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definition of

Programming.

Earth to Luna is a Brazilian animated series about 12 year old girl, Luna, who loves science and the outdoors. There is nothing she doesn't question, and she shares everything she learns with her little brother, Jupiter, her parents or her friend Alice, and Clive, her pet ferret. In each episode Luna and her brother develop questions about whatever they find curious, e.g., what goes on inside the snails' shell?" or "Why does a firefly blink?" In pursuit of answers, Luna, Jupiter and Clive go off on an imaginary adventure to do their research. They transform into the object or creature they are studying so they can personally experience the answers to their questions. When the threesome is finished with the "field trip" Luna summarizes everything they have learned with a show and a song.

| Other Matters (3 of 14) | Response |
|--|---|
| Program Title | Tree Fu Tom |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sundays, 11-11:30a ET Main Digital |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it | This series focuses on the amazing adventures of a young boy called Tom who, with the power of 'movement magic' called 'Tree Fu', can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods. During each program he calls upon the audience to follow his moves to send him the magic he needs to solve a problem encountered by Tom and his friends. These include Ariella, a butterfly who is also a rancher and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green |

| Other Matters (4 of 14) | Response |
|---|--------------------------------------|
| Program Title | Lazy Town |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays, 12:30-1pm ET Main Digital |

are key to resolving the challenge of the day.

tree frog and the resident genius inventor. In each episode there are an action adventure sequences that

| Total times 13 aired at regularly | |
|-----------------------------------|---------|
| scheduled time | |
| Longth of 20 mins | |
| Length of 30 mins | |
| Program | |
| Age of 2 years to 9 | 5 years |
| Target Child | |
| Audience | |
| | |

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures.

| Other Matters (5 of 14) | Response |
|---|--|
| Program Title | The Clangers |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays, 11:30am-12n ET Main Digital |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |

educational and informational objective of the program and how it meets the definition of Core Programming.

Describe the

The Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouse-like creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and the Clangers have to figure out who and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space; meteors and comets and eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place.

| Other Matters (6 of 14) | Response |
|--|---|
| Program Title | Astroblast |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays, 11a-11:30am ET Main Digital |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Astroblast is the space station and home of six animal characters in Bob Colar's book series of the same name. The space station is managed by an over confident and exuberant commander, Comet the dog. The crew includes, Sputnik the pig, a very knowledgeable reader; Haley, a rabbit, Comet's true peer and an athlete; Radar, the monkey, who is somewhat self-involved, Jet, a silent alligator whose gestures and expressions are his mode of communication, and Sal, a congenial 3-eyed octopus who runs the counter in the Smoothie Shack, the space station cafe. While the space station supports the missions of a bizarre and diverse array of aliens, the Smoothie Shack is the hub of social interaction for the galaxy. There is always something happening at Astroblast. And everyone on the crew has plenty to learn to keep the community happy and on an even keel. |

| Other Matters (7 of 14) | Response |
|---|------------------------------------|
| Program Title | Wild About Animals |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sundays,11:30a-12n ET Main Digital |
| 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.

Wild About Animals is a half hour animal magazine series targeting a young teen audience, ages 13 to 16 offering insight into the animal kingdom as some of the worlds most fascinating and best known animals are featured in their natural habitats. Each episode consists of multiple stories designed to teach children about exotic and unique animals from the wild, as well as to educate them further about animals they encounter every day. Issues such as conservation and wildlife protection are also an integral part of the program as the human responsibility to the preservation of the animal kingdom is an underlying theme in this program.

| Other Matters (8 of 14) | Response |
|--|---|
| Program Title | Jack Hanna's Animal Adventures |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Mondays, 4-4:30pm ET Secondary Digital |
| 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. | Jack Hanna's Animal Adventures- The primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into the various species from dietary needs to extinction concerns. The program is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe. |

| Other Matters (9 of 14) | Response |
|---|--|
| Program Title | Xploration Awesome Planet |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Tuesdays, 4-4:30p ET Secondary Digital |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |

Age of 13 years to 16 years
Target Child
Audience
from

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

Produced primarily for the 13-16 target audience, Xploration Awesome Planet will inspire and educate anyone interested in earth sciences. Our host, Philippe Cousteau, the grandson of legendary Jacques Cousteau, brings boundless energy to every location we visit. From magnificent mountains to violent volcanoes, this program takes an in-depth look at the unique and distinct features on planet Earth. We not only visit gigantic glaciers and behold their beauty but also discover why they formed, and how they shaped our landscape. Geological experts share their wisdom with Philippe, as we strive to understand places on the earth, inside the earth, and above the earth. Xploration Awesome Planet is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions.

| Other Matters (10 of 14) | Response |
|---|---|
| Program Title | Xploration Outer Space |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Wednesdays, 4-4:30p ET Secondary Digital |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Dagarila a Alaa | This way half have wealth parise weathered for the 42.40 toward and in a will contain heather the attract and |

educational and informational objective of the program and how it meets the definition of Core Programming.

Describe the

This new half-hour weekly series produced for the 13-16 target audience will certainly attract viewers of all ages. Each week our host Emily Calandrelli will take viewers on incredible journeys through space that will both entertain and educate. Ever wonder what it would be like to live in space or on a different planet? Watch our host try to perform every day responsibilities while floating in zero gravity. Explore the challenges that come along with living on a different planet as our host lives like an astronaut in a Mars-like habitat. We will have episodes on space robotics, commercial space tourism, asteroids, and our search for life, among many others. When appropriate, the host will highlight NASA related programs and internships for young students that are relevant to the content we have shown. Xploration Outer Space is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions.

| Other Matters (11 of 14) | Response |
|--------------------------------|-----------------------------|
| Program Title | Xploration: Animal Sciences |
| Origination | Syndicated |

| Days/Times Program Regularly Scheduled | Fridays, 4-4:30p ET Secondary Digital |
|---|--|
| 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 | Produced specifically for the 13-16 demographic, this is an animal series with a uniquely scientific approach. While most animal shows look at the behavior of animals, Xploration Animal Science goes one step further to look at how and why an animal is able to excel in its environment. This series uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these |

educational and informational objective of the program and how it meets the definition of Core Programming.

Produced specifically for the 13-16 demographic, this is an animal series with a uniquely scientific approach. While most animal shows look at the behavior of animals, Xploration Animal Science goes one step further to look at how and why an animal is able to excel in its environment. This series uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. This is a program that all animal lovers will watch and learn from. Xploration Animal Science is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions.

| Other Matters (12 of 14) | Response |
|--|---|
| Program Title | Real Life 101 |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Saturdays, 4-4:30p ET Secondary Digital |
| 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. | Real Life 101 presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series to interest and educate a young audience base - targeted 13 to 16 year olds. The series is currently being provided to schools and libraries across the USA by one of the nation's quality educational distributors. |

| Other Matters (13 of 14) | Response |
|-----------------------------|--------------------------------|
| Program Title | Jack Hanna's Animal Adventures |
| Origination | Syndicated |

| Days/Times Program Regularly Scheduled | Sundays, 4-4:30p ET Secondary Digital |
|--|---|
| 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 | Jack Hanna's Animal Adventures- The primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal |

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

Jack Hanna's Animal Adventures- The primary educational and information element of this half- hour live action series targeting a young teen audience (ages 13-16) is to educate young viewers about the animal kingdom as the show travels cross continent to observe animals in the wild, at zoos and on wildlife preserves. Jungle Jack interviews knowledgeable experts about each animal and their habitat enabling viewers to have a better insight into the various species from dietary needs to extinction concerns. The program is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe

| Other Matters (14 of 14) | Response |
|---|--|
| Program Title | Xploration Earth 2050 |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Thursdays, 4-4:30pm ET Secondary Digital |
| 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.

What will the world look like in 2050? Where will advancements in science, technology, engineering, and mathematics lead us? Xploration Earth 2050 strives to answer these questions and more with scientists, inventors, doctors, science fiction writers, and creative thinkers. This half hour weekly series, produced primarily for the 13-16 year old target audience will appeal to the whole family. Viewers are taken on an educational adventure as the show tackles future challenges in everything from transportation to health care to the environment. Xploration Earth 2050 is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Spawned by the Obama administration's focus on accelerating student learning in science, technology, engineering and math with a determination to help the US remain competitive in this arena, these family oriented programs strive to cultivate interest in STEM fields, develop strategies for improving knowledge as well as demonstrate STEM related challenges and solutions.

Certification

Question Response

The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23 (a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.

FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID

Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.

WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).

I certify that this application includes all required and relevant attachments.

I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above. Waterman Broadcasting Corp of Florida **Attachments**

No Attachments.