



(REFERENCE COPY - Not for submission)

## Children's Television Programming Report

FRN: **0002710192** | File Number: **CPR-121515** | Submit Date: **07/06/2011** | Call Sign: **WTVF** | Facility ID: **36504** | City:  
**NASHVILLE** | State: **TN**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**07/06/2011** | Filing Status: **Active**

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Report reflects information for : **Second Quarter of 2011**

### General Information

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

**Applicant  
Information**

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

Applicant	Address	Phone	Email	Applicant Type
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**Contact  
Representatives  
(0)**

Contact Name	Address	Phone	Email	Contact Type
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**Children's  
Television  
Information**

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	CBS
	Nielsen DMA	Nashville
	Web Home Page Address	www.newschannel5.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	336.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	10.0
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(19)**

Digital Core Program (1 of 19)	Response
Program Title	BUSYTOWN MYSTERIES - I (5.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00-9:30 AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (2 of 19)</b>	<b>Response</b>
Program Title	BUSYTOWN MYSTERIES - II (5.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:30-10:00 AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (3 of 19)</b>	<b>Response</b>
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Program Title	DOODLEBOPS ROCKIN ROAD SHOW (5.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:00-10:30 AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each episode of the show features a real child, who writes for help or advice with a problem to the Doodles, three animated young members of a band. The child then enters the animated world of the Doodlenet, and sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulates the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (4 of 19)**

**Response**

Program Title	TROLLZ (5.1)
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Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:30-11:00 AM
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	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	TROLLZ is an animated series about five teenage girls growing up in a magic and colorful world, who live by the credo B.F.F.L. - Best Friends for Life. The magic in their lives is interwoven into real-world type experiences through which they learn to engage in problem solving, creative thinking, and cooperative strategy skills. The series also provides an opportunity for the five girls to learn how to cope with some of the social and emotional issues of self-esteem relating to physical features and other personal attributes, emerging friendships and peer-group relationships, and other experiences found in Trollzopolis. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (5 of 19)**

**Response**

Program Title	HORSELAND - I (5.1)
Origination	Network



Days/Times Program Regularly Scheduled	Saturday 11:00-11:30 AM
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	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	HORSELAND - I (5.1)
List date and time rescheduled	Saturday, April 9 12:00-12:30 PM
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 #	April 2nd
Reason for Preemption	Sports

<b>Digital Core Program (6 of 19) Response</b>	
Program Title	HORSELAND - II (5.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:30 AM-12 Noon
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	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

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

Questions	Response
Title of Program	HORSELAND - II (5.1)
List date and time rescheduled	Saturday, April 9 12:30-1:00 PM
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 #	April 2nd
Reason for Preemption	Sports

Digital Core Program (7 of 19)	Response
Program Title	GREEN SCREEN ADVENTURES (5.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 2:00-2:30 PM
Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. The diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. The educational mission emphasizes curiosity, confidence, citizenship, and compassion. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (8 of 19)</b>	<b>Response</b>
Program Title	BUSYTOWN MYSTERIES (5.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 2:30-3:00 PM
Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (9 of 19)</b>	<b>Response</b>
Program Title	THE BUSY WORLD OF RICHARD SCARRY (5.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 3:00-3:30 PM & 3:30-4:00 PM
Total times aired at regularly scheduled time	25
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place abuzz with energy and life. Always concerned for each other, the residents of Busytown make time for a song and a smile. The aim of the series is to help stimulate imagination and foster vicarious play. The series aims to teach pro-social behavior such as generosity, friendliness, altruism, empathy and understanding others' points of view. The show will help children develop skills on which academic learning depends: attention, language, memory, active processing of a story and interest in reading. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (10 of 19)</b>	<b>Response</b>
Program Title	CAKE (5.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 4:00-4:30 PM
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	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cake is a live-action show-within-a-show about a teenage girl by the name of Cake, who, with the help of three friends, produces a cable access show. The series is designed to provide the viewers with two integrated levels of educational and informational experiences. On one level, each episode provides actual instruction regarding specific activities, with hands-on examples related to the making of clothes, the crafting of useful home and school items and other forms of creative expression. The other level in the episode provides an opportunity for the viewers to learn about social and emotional themes such as the value of honesty, the importance of personal self-esteem, the meaning of friendship and other pro-social concepts that are developmentally appropriate for this age group. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (11 of 19)</b>	<b>Response</b>
Program Title	DANCE REVOLUTION (5.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 4:30-5:00 PM
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	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dance Revolution is designed to provide preadolescent and early teenage children with an opportunity to both view and participate in a dance competition-style series in which their creative talents and skills are demonstrated in a kid-friendly environment of artistic expression. Within this music and dance environment, viewers will be able to learn how their peers plan, design and execute various forms of choreography, observe how young people handle the social requirements associated with mastering various forms of dance within the framework of a competition; understand the personal dedication and physical commitment necessary for this field of artistic expression; and learn how to evaluate their own skills and career aspirations as they observe the participants in the series work with seasoned professionals in various areas of dance and the creative arts. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (12 of 19)</b>	<b>Response</b>
Program Title	GREEN SCREEN ADVENTURES (5.3)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00-9:30 AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins



Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. The diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. The educational mission emphasizes curiosity, confidence, citizenship, and compassion. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (13 of 19)</b>	<b>Response</b>
Program Title	BUSYTOWN MYSTERIES (5.3)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:30-10:00 AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (14 of 19)</b>	<b>Response</b>
Program Title	THE BUSY WORLD OF RICHARD SCARRY (5.3)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:00-10:30 AM & 10:30-11:00 AM
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Always concerned for each other, the residents of Busytown make time for a song and a smile. The aim of the series is to help stimulate imagination and foster vicarious play. The series aims to teach pro-social behavior such as generosity, friendliness, altruism, empathy and understanding others' points of view. The show will help children develop skills on which academic learning depends: attention, language, memory, active processing of a story and interest in reading. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (15 of 19)</b>	<b>Response</b>
Program Title	CAKE (5.3)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:00-11:30 AM
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	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cake is a live-action show-within-a-show about a teenage girl by the name of Cake, who, with the help of three friends, produces a cable access show. The series is designed to provide the viewers with two integrated levels of educational and informational experiences. On one level, each episode provides actual instruction regarding specific activities, with hands-on examples related to the making of clothes, the crafting of useful home and school items and other forms of creative expression. The other level in the episode provides an opportunity for the viewers to learn about social and emotional themes such as the value of honesty, the importance of personal self-esteem, the meaning of friendship and other pro-social concepts that are developmentally appropriate for this age group. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (16 of 19)</b>	<b>Response</b>
Program Title	DANCE REVOLUTION (5.3)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:30 AM-12 Noon
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	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dance Revolution is designed to provide preadolescent and early teenage children with an opportunity to both view and participate in a dance competition-style series in which their creative talents and skills are demonstrated in a kid-friendly environment of artistic expression. Within this music and dance environment, viewers will be able to learn how their peers plan, design and execute various forms of choreography, observe how young people handle the social requirements associated with mastering various forms of dance within the framework of a competition; understand the personal dedication and physical commitment necessary for this field of artistic expression; and learn how to evaluate their own skills and career aspirations as they observe the participants in the series work with seasoned professionals in various areas of dance and the creative arts. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (17 of 19)</b>	<b>Response</b>
Program Title	STARGATE: INFINITY (5.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 9:00-9:30 AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This series is designed to encourage young viewers to accept and value diversity. Each week the team of young Stargate trainees enters a new world. As they encounter cultures, races and life forms foreign to any they have ever dreamed of, they also face life-threatening problems that require each team member to contribute to the well-being of all. As the young cadets learn to interact with and value "people" from different backgrounds, so too will the viewing audience. The trainees model many of the attitudes and behaviors that young people must learn in order to function well in a highly diverse society. The episodes emphasize getting along with others who are very different from oneself, working well with one's own team, and the individual character traits and abilities that go into the making of a good person. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (18 of 19)</b>	<b>Response</b>
Program Title	MAGI-NATION (5.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 9:30-10:00 AM
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 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In this enticing series filled with excitement, mystery and danger, the lead characters, Tony and Edyn, along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented along the way, viewers are furthermore given the engaging opportunity to not only observe others go through their problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums of their own. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (19 of 19)</b>	<b>Response</b>
Program Title	MAGI-NATION (5.3)
Origination	Network
Days/Times Program Regularly Scheduled	Monday-Friday 8:30-9:00 AM
Total times aired at regularly scheduled time	64
Total times aired	64
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	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In this enticing series filled with excitement, mystery and danger, the lead characters, Tony and Edyn, along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented along the way, viewers are furthermore given the engaging opportunity to not only observe others go through their problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums of their own. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	MAGI-NATION (5.3)
List date and time rescheduled	
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	May 25th
Reason for Preemption	Other



**Non-Core  
Educational and  
Informational  
Programming (0)**

**Sponsored Core  
Programming (0)**

**Liaison Contact**

Question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C. F.R. Section 73.3526(e)(11)(iii)?	Yes
Name of children's programming liaison	Mark Binda
Address	474 James Robertson Parkway
City	Nashville
State	TN
Zip	37219
Telephone Number	615-248-5242
Email Address	markb@newschannel5.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.	WTVF (5.2) aired live coverage of the funeral of former Tennessee Governor Ned McWherter from 2 PM to 3:37 PM on Saturday, April 9th. As a result, the following core programs were preempted one time: GREEN SCREEN ADVENTURES, BUSYTOWN MYSTERIES and THE BUSY WORLD OF RICHARD SCARRY. In addition, a second episode of "THE BUSY WORLD OF RICHARD SCARRY" was joined in progress 7 minutes in. Furthermore, due to local weather conditions on May 25th, we lost our transmission from THIS TV which supplies our 5.3 programming from 4:30 AM to 9:17 AM. Therefore, we were unable to air "MAGI-NATION" on this date only.

**Other Matters (19)**

<b>Other Matters (1 of 19)</b>	<b>Response</b>
Program Title	BUSYTOWN MYSTERIES - I (Digital only - 5.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00-9:30 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (2 of 19)</b>	<b>Response</b>
Program Title	BUSYTOWN MYSTERIES - II (Digital only - 5.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:30-10:00 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (3 of 19)**

**Response**

Program Title	DOODLEBOPS ROCKIN ROAD SHOW (Digital only - 5.1)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 10:00-10:30 AM
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	3 years to 8 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each episode of the show features a real child, who writes for help or advice with a problem to the Doodles, three animated young members of a band. The child then enters the animated world of the Doodlenet, and sets out on an adventure with the band to find a resolution to the problem, with important life lessons imparted in the process. Each episode reinforces the lesson through a musical interlude that encapsulates the educational message. Specific educational objectives of the program include encouraging viewers to develop positive personal qualities such as honesty and initiative, and providing viewers with a basic understanding and appreciation of music. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (4 of 19)**

**Response**

Program Title	TROLLZ (Digital only - 5.1)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 10:30-11:00 AM
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Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	TROLLZ is an animated series about five teenage girls growing up in a magic and colorful world, who live by the credo B.F.F.L. - Best Friends for Life. The magic in their lives is interwoven into real-world type experiences through which they learn to engage in problem solving, creative thinking, and cooperative strategy skills. The series also provides an opportunity for the five girls to learn how to cope with some of the social and emotional issues of self-esteem relating to physical features and other personal attributes, emerging friendships and peer-group relationships, and other experiences found in Trollzopolis. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (5 of 19)</b>	<b>Response</b>
Program Title	HORSELAND - I (Digital only - 5.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:00-11:30 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (6 of 19)</b>	
	<b>Response</b>
Program Title	HORSELAND - II (Digital only - 5.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:30 AM-12 Noon
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	HORSELAND is an animated series about five girls and two boys who live in spectacular countryside that houses a farm called Horseland. Each of these main characters has a special horse whose personality is similar to its owner's. Horseland and its unique approach of integrating the personality of the main characters and animals serve to reinforce prosocial themes. Horseland is also a "coming of age" series in which viewers experience and learn from the social interactions, hopes, dreams, and even fears of this group of culturally diverse adolescents. From this background, the experiences of sharing, caring, compromise, friendship, respect, and competition emerge to provide the young viewers with social and emotional guidelines for better understanding many of the life-lessons they need to learn as they grow and develop. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (7 of 19)</b>	
	<b>Response</b>
Program Title	GREEN SCREEN ADVENTURES (Digital only - 5.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 2:00-2:30 PM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. The diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. The educational mission emphasizes curiosity, confidence, citizenship, and compassion. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (8 of 19)**

**Response**

Program Title	BUSYTOWN MYSTERIES (Digital only - 5.2)
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Origination	Syndicated
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Days/Times Program Regularly Scheduled	Saturday 2:30-3:00 PM
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	3 years to 7 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (9 of 19)**

**Response**

Program Title	THE BUSY WORLD OF RICHARD SCARRY (Digital only - 5.2)
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Origination	Syndicated
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Days/Times Program Regularly Scheduled	Saturday 3:00-3:30 PM & 3:30-4:00 PM
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Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Always concerned for each other, the residents of Busytown make time for a song and a smile. The aim of the series is to help stimulate imagination and foster vicarious play. The series aims to teach pro-social behavior such as generosity, friendliness, altruism, empathy and understanding others' points of view. The show will help children develop skills on which academic learning depends: attention, language, memory, active processing of a story and interest in reading. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (10 of 19)</b>	<b>Response</b>
Program Title	CAKE (Digital only - 5.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 4:00-4:30 PM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cake is a live-action show-within-a-show about a teenage girl by the name of Cake, who, with the help of three friends, produces a cable access show. The series is designed to provide the viewers with two integrated levels of educational and informational experiences. On one level, each episode provides actual instruction regarding specific activities, with hands-on examples related to the making of clothes, the crafting of useful home and school items and other forms of creative expression. The other level in the episode provides an opportunity for the viewers to learn about social and emotional themes such as the value of honesty, the importance of personal self-esteem, the meaning of friendship and other pro-social concepts that are developmentally appropriate for this age group. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (11 of 19)</b>	
	<b>Response</b>
Program Title	DANCE REVOLUTION (Digital only 5.2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 4:30-5:00 PM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dance Revolution is designed to provide preadolescent and early teenage children with an opportunity to both view and participate in a dance competition-style series in which their creative talents and skills are demonstrated in a kid-friendly environment of artistic expression. Within this music and dance environment, viewers will be able to learn how their peers plan, design and execute various forms of choreography, observe how young people handle the social requirements associated with mastering various forms of dance within the framework of a competition; understand the personal dedication and physical commitment necessary for this field of artistic expression; and learn how to evaluate their own skills and career aspirations as they observe the participants in the series work with seasoned professionals in various areas of dance and the creative arts. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (12 of 19)</b>	
	<b>Response</b>
Program Title	GREEN SCREEN ADVENTURES (Digital only - 5.3)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00-9:30 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. The diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. The educational mission emphasizes curiosity, confidence, citizenship, and compassion. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (13 of 19)**

**Response**

Program Title	BUSYTOWN MYSTERIES (Digital only - 5.3)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 9:30-10:00 AM
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	3 years to 7 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (14 of 19)**

**Response**

Program Title	THE BUSY WORLD OF RICHARD SCARRY (Digital only - 5.3)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday 10:00-10:30 AM & 10:30-11:00 AM
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Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Always concerned for each other, the residents of Busytown make time for a song and a smile. The aim of the series is to help stimulate imagination and foster vicarious play. The series aims to teach pro-social behavior such as generosity, friendliness, altruism, empathy and understanding others' points of view. The show will help children develop skills on which academic learning depends: attention, language, memory, active processing of a story and interest in reading. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (15 of 19)</b>	<b>Response</b>
Program Title	CAKE (Digital only 5.3)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11:00-11:30 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cake is a live-action show-within-a-show about a teenage girl by the name of Cake, who, with the help of three friends, produces a cable access show. The series is designed to provide the viewers with two integrated levels of educational and informational experiences. On one level, each episode provides actual instruction regarding specific activities, with hands-on examples related to the making of clothes, the crafting of useful home and school items and other forms of creative expression. The other level in the episode provides an opportunity for the viewers to learn about social and emotional themes such as the value of honesty, the importance of personal self-esteem, the meaning of friendship and other pro-social concepts that are developmentally appropriate for this age group. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (16 of 19)</b>		<b>Response</b>
Program Title	DANCE REVOLUTION (Digital only 5.3)	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday 11:30 AM-12 Noon	
Total times aired at regularly scheduled time	13	
Length of Program	30 mins	
Age of Target Child Audience from	10 years to 12 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Dance Revolution is designed to provide preadolescent and early teenage children with an opportunity to both view and participate in a dance competition-style series in which their creative talents and skills are demonstrated in a kid-friendly environment of artistic expression. Within this music and dance environment, viewers will be able to learn how their peers plan, design and execute various forms of choreography, observe how young people handle the social requirements associated with mastering various forms of dance within the framework of a competition; understand the personal dedication and physical commitment necessary for this field of artistic expression; and learn how to evaluate their own skills and career aspirations as they observe the participants in the series work with seasoned professionals in various areas of dance and the creative arts. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.</p>	

<b>Other Matters (17 of 19)</b>		<b>Response</b>
Program Title	STARGATE: INFINITY (Digital only - 5.3)	
Origination	Network	
Days/Times Program Regularly Scheduled	Sunday 9:00-9:30 AM	
Total times aired at regularly scheduled time	13	
Length of Program	30 mins	
Age of Target Child Audience from	9 years to 11 years	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This series is designed to encourage young viewers to accept and value diversity. Each week the team of young Stargate trainees enters a new world. As they encounter cultures, races and life forms foreign to any they have ever dreamed of, they also face life-threatening problems that require each team member to contribute to the well-being of all. As the young cadets learn to interact with and value "people" from different backgrounds, so too will the viewing audience. The trainees model many of the attitudes and behaviors that today's young people must learn in order to function will in a highly diverse society. The episodes emphasize getting along with others who are very different from oneself, working well with one's own team, and the individual character traits and abilities that go into the making of a good person. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (18 of 19)**

**Response**

Program Title	MAGI-NATION (Digital only 5.3)
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Origination	Network
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Days/Times Program Regularly Scheduled	Sunday 9:30-10:00 AM
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	7 years to 12 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In this enticing series filled with excitement, mystery and danger, the lead characters, Tony and Edyn, along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented along the way, viewers are furthermore given the engaging opportunity to not only observe others go through their problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums of their own. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (19 of 19)**

**Response**

Program Title	COUNTRY MOUSE AND THE CITY MOUSE ADVENTURES (Digital only 5.3)
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Origination	Network
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Days/Times Program Regularly Scheduled	Monday-Friday 8:30-9:00 AM
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Total times aired at regularly scheduled time	66
Length of Program	30 mins
Age of Target Child Audience from	4 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

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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><b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b></p> <p>Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.</p> <p>WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).</p>	
<p>I certify that this application includes all required and relevant attachments.</p>	
<p>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.</p>	<p><b>NewsChannel 5 Network LLC</b></p>



## Attachments

No Attachments.