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Children's Television Programming Report

FRN: **0009961889** | File Number: **CPR-160348** | Submit Date: **10/08/2014** | Call Sign: **WCBD-TV** | Facility ID: **10587** |

City: **CHARLESTON** | State: **SC**

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

10/08/2014 | Filing Status: **Active**

Report reflects information for : Third Quarter of 2014

General Information

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

**Applicant
Information**

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type

Contact
Representatives
(0)

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

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	NBC
	Nielsen DMA	Charleston SC
	Web Home Page Address	http://www.counton2.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(18)

Digital Core Program (1 of 18)	Response
Program Title	The Chica Show (Digital 2.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-10AM-10:30AM
Total times aired at regularly scheduled time	11
Total times aired	13
Number of Preemptions	2
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Chica is a five year old chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chicas nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	The Chica Show (Digital 2.1)
List date and time rescheduled	9/28/14 2-2:30 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-09-27
Episode #	9/27/14 TCS103
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	The Chica Show (Digital 2.1)
List date and time rescheduled	7/19 1-1:30 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-07-12
Episode #	7/12/14 TCS108
Reason for Preemption	Sports

Digital Core Program (2 of 18)		Response
Program Title		Noodle & Doodle (Digital 2.1)
Origination		Network
Days/Times Program Regularly Scheduled		Saturdays-10:30AM-11AM
Total times aired at regularly scheduled time		11
Total times aired		13
Number of Preemptions		2
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		2

Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Noodle and Doodle is a live action children's television series, which premiered on September 25, 2010.[1] The series was created by John McCoy, is produced and directed by Kristopher Urdike, and currently airs on NBC Kids[2] and PBS Kids Sprout. The series is Sprout's first original long form television series. In Canada, it airs on the Knowledge Network.The show begins with a double-decker bus driving around West Michigan, driven by Sean Roach. Sean then visits a family to get ideas for a recipe and a craft. Doodle then draws out a "blueprint" for what Sean will make. He teaches the viewing audience how to make healthy recipes and crafts step-by-step. There is also an animated segment called "Doggity's", where Sean's pet beagle Doggity also makes a recipe with his other dog friends in a restaurant in Doggity's imagination. Sean and the children featured in the episode recycle an object from the recipe to use for a craft.
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	Noodle & Doodle (Digital 2.1)
List date and time rescheduled	9/28/14 2:30-3 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-09-27
Episode #	9/27/14 NAD104
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Noodle & Doodle (Digital 2.1)
List date and time rescheduled	7/19/14 1:30-2 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-07-12
Episode #	7/12/14 NAD116
Reason for Preemption	Sports

Digital Core Program (3 of 18)	Response
Program Title	Justin Time (Digital 2.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-11AM-11:30AM
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.	Justin Time features and little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justins lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesnt work, you can find another way to get to your goal. Justin is all about self-directed learning from the young childs perspective and imagination.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Preemption Programs #1

Questions	Response
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Title of Program	Justin Time (Digital 2.1)
List date and time rescheduled	7/20/14 12-12:30 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-07-12
Episode #	7/12/14 JTM114
Reason for Preemption	Sports

Digital Core Program (4 of 18)	Response
Program Title	Tree Fu Tom (Digital 2.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-11:30AM-12PM
Total times aired at regularly scheduled time	11
Total times aired	13
Number of Preemptions	2
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	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 will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce 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.

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	Tree Fu Tom (Digital 2.1)
List date and time rescheduled	7/20/14 12:30-1 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-07-12
Episode #	7/12/14 TFT104
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Tree Fu Tom (Digital 2.1)
List date and time rescheduled	10/12/14 12-12:30 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-09-27
Episode #	9/27/14 TFT110
Reason for Preemption	Sports

Digital Core Program (5 of 18)	Response
Program Title	Lazytown (Digital 2.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-12PM-12:30PM
Total times aired at regularly scheduled time	6
Total times aired	13

Number of Preemptions	7
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	7
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.	Lazytown promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate childrens eating and fitness habits to problem solving in their real world. The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of human puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast-athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat sports candy which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities,from playing games, holding athletic competitions, to building forts and play structures.
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	Lazytown (Digital 2.1)
List date and time rescheduled	8/17/14 12-12:30 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-08-16
Episode #	08/16/14 #LZT305
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Lazytown (Digital 2.1)
List date and time rescheduled	9/7/14 7-7:30 a.m.

Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-08-23
Episode #	8/23/14 #LZT304
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Lazytown (Digital 2.1)
List date and time rescheduled	10/12/14 12:30-1 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-09-27
Episode #	9/27/14 LZT103
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	Lazytown (Digital 2.1)
List date and time rescheduled	9/7/14 12-12:30 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-08-30
Episode #	8/30/14 #LZT303
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Lazytown (Digital 2.1)
List date and time rescheduled	9/21/14 12-12:30 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-09-20
Episode #	9/20/14 #LZT312
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	Lazytown (Digital 2.1)

List date and time rescheduled	9/14/14 7-7:30 a.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-09-13
Episode #	9/13/14 #LZT310
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
Title of Program	Lazytown (Digital 2.1)
List date and time rescheduled	7/26/14 1-1:30 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-07-12
Episode #	7/12/14 #LZT126
Reason for Preemption	Sports

Digital Core Program (6 of 18)	Response
Program Title	Zou(Digital 2.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-12:30PM-1PM
Total times aired at regularly scheduled time	6
Total times aired	13
Number of Preemptions	7
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	7
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.	Zou is a French series based on the Zou books by Michel Gay. Targeted for children age 2-5, each episode explores the kind of learning issues that emerge from every day encounters in the life of a preschool child. If Zou plays his drums too loud, how can he learn to play them softly? If Zou wants a car, but has only a cardboard box, how can he transform it? If Zou lost his friend's favorite airplane, how does he explain? How can Zou be successful at baking a cake if he has never done it before? How can Zou muster the courage to go to the doctor when he's afraid of injections? These are big issues in the mind and life of a preschool child and Zou demonstrates how to have fun, ask for help, listen to advice, and try different solutions until he can commit to the strategy that works. The show says it, shows it, and does it, in the embedded and naturally occurring lesson within each episode.
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	Zou(Digital 2.1)
List date and time rescheduled	9/7/14 7:30-8 a.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-08-23
Episode #	8/23/14 #ZOU108
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Zou(Digital 2.1)
List date and time rescheduled	9/14/14 7:30-8 a.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-09-13
Episode #	9/13/14 #ZOU111
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Zou(Digital 2.1)

List date and time rescheduled	9/21/14 12:30-1 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-09-20
Episode #	9/20/14 #ZOU113
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	Zou(Digital 2.1)
List date and time rescheduled	10/12/14 1:30-2 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-09-27
Episode #	9/27/14 ZOU113
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Zou(Digital 2.1)
List date and time rescheduled	7/26/14 1:30-2 p.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-07-12
Episode #	7/12/14 #ZOU102
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	Zou(Digital 2.1)
List date and time rescheduled	8/17/14 12:30-1 p.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-08-16
Episode #	8/16/14 #ZOU107
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
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Title of Program	Zou(Digital 2.1)
List date and time rescheduled	9/7/14 12:30-1 p.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-08-30
Episode #	8/30/14 #ZOU109
Reason for Preemption	Sports

Digital Core Program (7 of 18)	
	Response
Program Title	Rescue Heroes (Digital 2.2) 7/5/14-8/23/14
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-7AM-7:30AM
Total times aired at regularly scheduled time	8
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The program was designed to serve the education and information needs of children ages 6-10. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (8 of 18)	Response
Program Title	Rescue Heroes (Digital 2.2) 7/5/14-8/23/14
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-7:30AM-8AM
Total times aired at regularly scheduled time	8
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The program was designed to serve the education and information needs of children ages 6-10. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (9 of 18)	Response
Program Title	Chat Room (Digital 2.2) 7/5/14-9/6/14
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-12PM-12:30PM
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	CHAT ROOM is a weekly educational series designed to inform, educate, and entertain children 16 & under (specific target audience is 13-16) through re- enacting teen-oriented dilemmas and discussing them in an open and honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. CHAT ROOM may not have all the answers but it offers a place where young people can watch and discuss the problems they face.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 18)	Response
Program Title	On the Spot (Digital 2.2) 7/5/14-9/27/14
Origination	Network

Days/Times Program Regularly Scheduled	Saturdays-12:30PM-1PM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	CHAT ROOM is a weekly educational series designed to inform, educate, and entertain children 16 & under (specific target audience is 13-16) through re- enacting teen-oriented dilemmas and discussing them in an open and honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. CHAT ROOM may not have all the answers but it offers a place where young people can watch and discuss the problems they face.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 18)	
	Response
Program Title	Animal Science (Digital 2.2) 7/6/14-9/7/14
Origination	Network
Days/Times Program Regularly Scheduled	Sundays-11AM-11:30AM
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ANIMAL SCIENCE is a half-hour weekly E/I animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment. Shot in high-definition, "ANIMAL SCIENCE" uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. Our enthusiastic host's modern vocal style will be engaging to the target audience.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 18)		Response
Program Title		Great Big World (Digital 2.2)
Origination		Network
Days/Times Program Regularly Scheduled		Sundays-11:30AM-12PM
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.		Elizabeth Stantons Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues by offering a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (13 of 18)		Response
Program Title		Live Life and Win (Digital 2.2)
Origination		Network
Days/Times Program Regularly Scheduled		Sundays-12PM-12:30PM
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		The goals Live Life and Win is to encourage the 13 to 16 year old audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about life skills necessary to Live Life and Win.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (14 of 18)		Response
Program Title		Made in Hollywood: Teen Edition (Digital 2.2)
Origination		Network
Days/Times Program Regularly Scheduled		Sundays-12:30PM-1PM
Total times aired at regularly scheduled time		13
Total times aired		

Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 18)	Response
Program Title	Cubix: Robots for Everyone (Digital 2.2) 8/30/14-9/27/14
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7-7:30 a.m.
Total times aired at regularly scheduled time	5
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The Series Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real-life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. Educational Consultant Dr. Helen Boehm is an educational psychologist and long-time advocate for responsible children's media. She is the former head of the Children's Advertising Review Unit of the Better Business Bureau, the Public Responsibility and Broadcast Standards at MTV Networks/Nickelodeon and Vice President for Public Service at Fox Broadcasting/NewsCorp. Dr. Boehm is a graduate of Boston University and received her Masters and Doctoral degrees from Columbia University. She is the author of The Right Toys and Fearless Parenting for the New Millennium. For more information on Dr. Helen Boehm please visit her website at http://www.fccready.com/. Educational Format Dr. Boehm oversaw the development of the educational content for Cubix. Her participation insured that age-appropriate social and emotional skills and other pro-social material were included within the context of the storylines. In addition to monitoring plot situations, dialogue and action, Dr. Boehm's input underscored and reinforced social and emotional learning as a primary educational purpose of each program. Dr. Boehm saw to it that educational and informational messages were woven into each episode of the Series. The messages included lessons that were introduced, addressed and resolved within an episode and reinforced in subsequent episodes. Educational Goals In order to best develop the skills and values that will produce "socially conscious" and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills -- such as confidence, courage, loyalty, teamwork and problem solving -- provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these "pro-social" behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of age-appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-a</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (16 of 18)	Response
Program Title	Cubix: Robots for Everyone (Digital 2.2) 8/30/14-9/27/14
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:30-8 a.m.
Total times aired at regularly scheduled time	5
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The Series Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real-life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. Educational Consultant Dr. Helen Boehm is an educational psychologist and long-time advocate for responsible children's media. She is the former head of the Children's Advertising Review Unit of the Better Business Bureau, the Public Responsibility and Broadcast Standards at MTV Networks/Nickelodeon and Vice President for Public Service at Fox Broadcasting/NewsCorp. Dr. Boehm is a graduate of Boston University and received her Masters and Doctoral degrees from Columbia University. She is the author of The Right Toys and Fearless Parenting for the New Millennium. For more information on Dr. Helen Boehm please visit her website at http://www.fccready.com/. Educational Format Dr. Boehm oversaw the development of the educational content for Cubix. Her participation insured that age-appropriate social and emotional skills and other pro-social material were included within the context of the storylines. In addition to monitoring plot situations, dialogue and action, Dr. Boehm's input underscored and reinforced social and emotional learning as a primary educational purpose of each program. Dr. Boehm saw to it that educational and informational messages were woven into each episode of the Series. The messages included lessons that were introduced, addressed and resolved within an episode and reinforced in subsequent episodes. Educational Goals In order to best develop the skills and values that will produce "socially conscious" and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills -- such as confidence, courage, loyalty, teamwork and problem solving -- provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these "pro-social" behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of age-appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-a</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 18)	Response
Program Title	Everyday Health (Digital 2.2) 9/13/14-9/27/14
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 12-12:30 p.m.

Total times aired at regularly scheduled time	3
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.	In this weekly half-hour series developed and produced to educate and inform viewers ages 13-16, our hosts scan the country finding those who 'pay it forward'to promote health and wellness. The remarkable people that viewers meet are referred to as 'agents of change,' special individuals who are making big changes in people's lives, one small. Everyday Health is a series that uniquely raises awareness to help fight obesity,raise self-esteem, establish physical fitness habits and prevent negative health choices. An inspirational program about people who confront challenges by taking control, Everyday Health through captivating storytelling, reports on amazing teens and other selfless Americans who are 'paying it forward, 'with good will and new ideas that will inspire other teens to take action.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (18 of 18)	Response
Program Title	Culture Click (Digital 2.2) 9/13/14-9/27/14
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 1-1:30 p.m.

Total times aired at regularly scheduled time	3
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Culture Click is a weekly half hour series that explores the genesis of and reasons behind cultural events that permeate our everyday lives. Developed and produced for viewers aged 13 to 16, host Nzinga Blake opens each episode from her virtual reality set with a list of what's trending on search engines that week. These topics will serve as a jumping off point for a deep dive into the culture viewers 13 to 16 will embrace. Each week Nzinga will analyze and answer the questions that shape our society-using the power and speed of the internet and user generated questions and content. Experts in pop culture will join her to add insight and historical perspective. And most importantly, viewers will come away with a week's worth of aha moments to share with their friends and family. Six degrees of separation takes on a whole new meaning, and there's no limit to what viewers will learn when they experience Culture Click.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Non-Core Educational and Informational Programming (3)

Non-Core Educational and Informational Programming (1 of 3)	Response
Program Title	ANIMAL RESCUE (Digital Ch. 2.1)
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Saturdays-5:30AM-6AM
Total times aired at regularly scheduled time:	13
Number of Preemptions	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Rescue serves the educational and informational needs of children 16 years of age and under with its program content, including safety tips and real life in-the-field experience of professional and ordinary people taking care of, treating and helping various animals.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

Non-Core Educational and Informational Programming (2 of 3)	Response
Program Title	Jack Hanna Into the Wild (Digital Ch. 2.1)
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Sundays-3:30AM-4AM
Total times aired at regularly scheduled time:	13
Number of Preemptions	
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.	Program designed to meet the educational and information needs of children. In each episode Jack spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values.

Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

Non-Core Educational and Informational Programming (3 of 3)	Response
Program Title	Pets.TV (Digital Ch. 2.1)
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Sundays-5:30AM-6AM
Total times aired at regularly scheduled time:	13
Number of Preemptions	
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.	PetsTV is dedicated to bringing the public news, information, entertainment and a point of view that promotes the health and welfare of companion animals.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

**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	Kristen Byrum
Address	210 West Coleman Blvd.
City	Mt. Pleasant
State	SC
Zip	29464
Telephone Number	843-216-4915
Email Address	kbyrum@wcbd.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.	<p>On June 12, 2009, the station transitioned to digital television. The stations responses to Questions 4, 7, 10 reflect this termination of analog service. Except as set forth herein, the children's programming and promotional content furnished to the Station during the 3rd quarter of 2014 complied with the commercial limits of the Childrens Television Act, and 47 C.F.R. 73.670(a)-(d). We have been informed by NBC that before providing childrens programming to its affiliates, the NBC Network takes precautions to avoid any potential violations of the FCC's web site rules. WCBD-TV airs PSAs of various lengths that are designed specifically to meet the educational and informational needs of children as well as PSAs that are designed for the general audience but have messages applicable to children. WCBDe non-broadcast efforts include the participation of Anchors and Meteorologists as guest speakers and emcees for community groups. Station Tours our conducted for Scout Troops and children of all ages. WEATHER 101 is a segment conducted by meteorologist that brings the fascinating ever-changing world of weather to kids. WEATHER 101 is conducted in a school classroom or a station tour. COOL SCHOOL is a weeklong series highlighting an area school and what makes them cool. WCBD exposes the cool educational tools and ideas these students and teacher are involved in and how education and going to school can be fun. During the week WCBD gives the school their own personalized forecast. At the end of the week the highlighted school is presented a plaque during a school rally. COLOR YOUR WEATHER is a daily segment during the News 2 at 5 highlighting a weather artist of the day. Each day a meteorologist chooses a weather artist. During the story the artists picture is show visually while verbally comments are conducted about the artist drawing, school they attend, and age. COLOR YOUR WEATHER is also done at community events so that children of all ages have a chance to see their artwork live on television. WCBD participates in Fam Jam. Fam Jam is a free event that helps bring the Lowcountry together to ensure that all children have access to the power of play. Fam Jam introduces activities that help promote fitness and well being to children. WCBD also participates in the annual First Day Festival, the Sunday before school starts in Charleston County, to celebrate the beginning of a new school year. This event helps bring children and families together to provide them with information on services and programs, school supplies, and free food and beverages! WCBD participates in the Mt. Pleasant Children Day Festival. This festival offers free family fun including crafts, entertainment, petting zoo and various other kids related activities. WCBD hosts and produces the annual Carolina Childrens Charity Telethon - which awards financial, grants to Lowcountry children with birth defects and/or childhood diseases from birth through 18 years of age. Annually, WCBD teams up with the U.S. Marine Corps Reserves in efforts to collect new, unwrapped toys during October, November and December each year, and distribute those toys as Christmas gifts to needy children in the community.</p>
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Other Matters (15)

Other Matters (1 of 15)	Response
Program Title	The Chica Show (Digital 2.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-10AM-10:30AM
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.	Chica is a five year old chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chicas nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.

Other Matters (2 of 15)	Response
Program Title	Poppy Cat (Digital 2.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-11AM-11:30AM
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.	Based on the book series by Lara Jones, models the use of imagination and storytelling to encourage creative thinking in viewers. Each episode features the narrator Lara, reading a story about Poppy Cat, to her own cat (who is also named Poppy). She weaves an exciting tale following her imagination, which leads her to distant lands reached by boat, plane, hot air balloon or train. Each story features Poppy Cat as the leader of a group of animal friends, the resident bully Egbert the badger, and other occasionally recurring characters. A prevailing message emerges within each episode to be nice to your friends and always work together. There remains an overarching implicit message within every episode as well: think creatively and exercise your mind through reading and storytelling - for these activities always lead to enjoyment and adventure.
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Other Matters (3 of 15)	Response
Program Title	Tree Fu Tom (Digital 2.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-11:30AM-12PM
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.	Tree Fu Tom 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 "Big World" 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 tree frog and the resident genius inventor. In each episode there are an action adventure sequences that are key to resolving the challenge of the day.

Other Matters (4 of 15)	Response
Program Title	Lazytown (Digital 2.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-12PM-12:30PM

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.	<p>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.</p>

Other Matters (5 of 15)	Response
Program Title	Astroblast (Digital 2.1)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-12:30PM-1PM
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.	<p>Based on the book series "Astroblast!" by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. The station is populated by five animal characters and one 3-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, 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 a space when you've made a mess, rebound from a failure or embarrassing incident, or resist the urge to blame others for your mistakes.</p>

Other Matters (6 of 15)	Response
Program Title	Rescue Heroes (Digital 2.2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-7AM-7:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The program was designed to serve the education and information needs of children ages 6-10. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.

Other Matters (7 of 15)	Response
Program Title	Rescue Heroes (Digital 2.2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-7:30AM-8AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The program was designed to serve the education and information needs of children ages 6-10. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes.</p> <p>Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.</p>
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Other Matters (8 of 15)	Response
Program Title	Chat Room (Digital 2.2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-12PM-12:30PM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>CHATROOM is a weekly educational series designed to inform, educate, and entertain children 16 & under (specific target audience is 13-16) through re- enacting teen-oriented dilemmas and discussing them in an open and honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. CHAT ROOM may not have all the answers but it offers a place where young people can watch and discuss the problems they face.</p>

Other Matters (9 of 15)	Response
Program Title	On the Spot (Digital 2.2)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays-12:30PM-1PM
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.	ON THE SPOT adopts a modified question and answer format familiar to broadcast network viewers, including the targeted age. The questions fall under curriculum core areas of knowledge in social studies, science, the arts, civics, and mathematics. The format allows for a wide range of topics and allows topics to be blended, which is a serious asset. The integration of core curriculum areas is a traditional goal in education and while ON THE SPOT doesn't support the deeper integration that would be done in a classroom, the energetic blend is a great example of taking curriculum out of their separate boxes and making them a uniform part of why knowledge can be important. The series also succeeds in modeling all ages, ethnicities, and both genders as successful, knowledgeable individuals. Although there are right and wrong answers, there are right answers from people that every audience member can identify with. This is of too-often misunderstood importance for the targeted 13-16 year-old age. Identifying with a successful representative of your own group is extremely important. But it is also very important to learn respect for those outside your own group and this series does that very well.
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Other Matters (10 of 15)	Response
Program Title	Animal Science (Digital 2.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays-11AM-11:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ANIMAL SCIENCE is a half-hour weekly E/I animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment. Shot in high-definition, "ANIMAL SCIENCE" uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. Our enthusiastic host's modern vocal style will be engaging to the target audience.

Other Matters (11 of 15)	Response
Program Title	Elizabeth Stanton's Great Big World (Digital 2.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays-11:30AM-12PM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Elizabeth Stantons Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues by offering a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas.

Other Matters (12 of 15)		Response
Program Title	Live Life and Win (Digital 2.2)	
Origination	Network	
Days/Times Program Regularly Scheduled	Sundays-12PM-12:30PM-	
Total times aired at regularly scheduled time	13	
Length of Program	30 mins	
Age of Target Child Audience from	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The goals Live Life and Win is to encourage the 13 to 16 year old audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about life skills necessary to Live Life and Win.	

Other Matters (13 of 15)		Response
Program Title	Made in Hollywood: Teen Edition (Digital 2.2)	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Sundays-12:30PM-1PM-	
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.	During the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries.	

Other Matters (14 of 15)		Response
Program Title	Everyday Health	
Origination	Network	

Days/Times Program Regularly Scheduled	Saturdays 12-12:30 p.m.
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.

In this weekly half-hour series developed and produced to educate and inform viewers ages 13-16, our hosts scan the country finding those who 'pay it forward'to promote health and wellness. The remarkable people that viewers meet are referred to as 'agents of change,' special individuals who are making big changes in people's lives, one small. Everyday Health is a series that uniquely raises awareness to help fight obesity,raise self-esteem, establish physical fitness habits and prevent negative health choices. An inspirational program about people who confront challenges by taking control, Everyday Health through captivating storytelling, reports on amazing teens and other selfless Americans who are 'paying it forward, 'with good will and new ideas that will inspire other teens to take action.

Other Matters (15 of 15)	Response
Program Title	Culture Click
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 1-1:30 p.m.
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.	Culture Click is a weekly half hour series that explores the genesis of and reasons behind cultural events that permeate our everyday lives. Developed and produced for viewers aged 13 to 16, host Nzinga Blake opens each episode from her virtual reality set with a list of what's trending on search engines that week. These topics will serve as a jumping off point for a deep dive into the culture viewers 13 to 16 will embrace. Each week Nzinga will analyze and answer the questions that shape our society-using the power and speed of the internet and user generated questions and content. Experts in pop culture will join her to add insight and historical perspective. And most importantly, viewers will come away with a week's worth of aha moments to share with their friends and family. Six degrees of separation takes on a whole new meaning, and there's no limit to what viewers will learn when they experience Culture Click.
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Certification

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

Attachments

No Attachments.