



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0019509470** | File Number: **CPR-127828** | Submit Date: **01/11/2012** | Call Sign: **WNEU** | Facility ID: **51864** | City: **MERRIMACK** | State: **NH**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **01/11/2012** | Filing Status: **Active**

Report reflects information for : **Fourth 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 |
|-----------|---------|-------|-------|----------------|
|           |         |       |       |                |

Contact  
Representatives  
(0)

| Contact Name | Address | Phone | Email | Contact Type |
|--------------|---------|-------|-------|--------------|
|--------------|---------|-------|-------|--------------|

Children's  
Television  
Information

| Section      | Question              | Response            |
|--------------|-----------------------|---------------------|
| Station Type | Station Type          | Network Affiliation |
|              | Affiliated network    | TELEMUNDO           |
|              | Nielsen DMA           | Boston              |
|              | Web Home Page Address |                     |

Digital Core  
Programming

| Question  | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream  | 4.0      |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream  | 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:  | 3.0      |
| 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(10)

| Digital Core<br>Program (1<br>of 10)   | Response  |
|--|---|
| Program Title  | THE MAGIC SCHOOL BUS  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 8:00am  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 14  |
| Total times<br>aired   |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 6 years to 10 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | THE MAGIC SCHOOL BUS is based on series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (2 of 10)   | Response  |
|---|---|
| Program Title   | BABAR   |
| Origination   | Network   |
| Days/Times<br>Program Regularly<br>Scheduled  | Sat 8:30am  |
| Total times aired<br>at regularly<br>scheduled time   | 14  |
| Total times aired   |   |
| Number of<br>Preemptions  | 0   |
| Number of<br>Preemptions for<br>other than<br>Breaking News   |   |
| Number of<br>Preemptions<br>Rescheduled   |   |
| Length of Program   | 30 mins   |
| Age of Target<br>Child Audience   | 6 years to 10 years   |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how<br>it meets the<br>definition of Core<br>Programming. | BABAR, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. |
| Does the Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes   |

| Digital Core<br>Program (3 of 10)               | Response   |
|---|------------|
| Program Title                                   | TURBO DOGS |
| Origination                                     | Network    |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sat 9:00am |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 14  |
| 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. | TURBO DOGS is an animated show based on the books (Racer Dogs) by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing like directionality and the concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (4 of 10)                | Response                            |
|---|-------------------------------------|
| Program Title                                 | Wimzie's House (effective 10/22/11) |
| Origination                                   | Syndicated                          |
| Days/Times Program Regularly Scheduled        | Sat 9:30am                          |
| Total times aired at regularly scheduled time | 13                                  |
| Total times aired                             |                                     |

|  |   |
|--|---|
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 3 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote self-esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (5 of 10)                | Response   |
|---|------------|
| Program Title                                 | Shelldon   |
| Origination                                   | Network    |
| Days/Times Program Regularly Scheduled        | Sun 8:00am |
| Total times aired at regularly scheduled time | 13         |
| Total times aired                             |            |
| Number of Preemptions                         | 0          |



|  |  |
|--|--|
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | SHELLDON is an animated series about a school aged yoka shell mollusk who lives with the adoptive family, the Clams, in an undersea community Shell Land, which is populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowry shell mollusk) and Herman (a hermit crab) face a specific challenge in every episode of the show. The problem may be managing a bully, improving their grades, learning how to be altruistic and help others, or protecting their environment from natural and man-made disasters. In all cases they rely on Dr. Shell, the most venerated intellectual and leader in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct socio-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (6 of 10)                | Response          |
|---|-------------------|
| Program Title                                 | Willa's Wild Life |
| Origination                                   | Network           |
| Days/Times Program Regularly Scheduled        | Sun 8:30am        |
| Total times aired at regularly scheduled time | 13                |
| Total times aired                             |                   |
| Number of Preemptions                         | 0                 |

|  |  |
|--|--|
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | WILLA'S WILD LIFE is a new animated series centered on a ix-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets -- an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (7 of 10)                | Response   |
|---|------------|
| Program Title                                 | Pearlie    |
| Origination                                   | Network    |
| Days/Times Program Regularly Scheduled        | Sun 9:00am |
| Total times aired at regularly scheduled time | 13         |
| Total times aired                             |            |
| Number of Preemptions                         | 0          |

|  |   |
|--|---|
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | PEARLIE is an animated comedy series based on the children's book series Pearlle the Park Fairy by Wendy Harmer. Pearlle is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year old range, Pearlle focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlle was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlle's nemesis and cousin Saphira, often takes advantage of Pearlle's good nature which requires that Pearlle must also frequently outwit the park bully. In each episode, we see Pearlle approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (8 of 10)                | Response                            |
|---|-------------------------------------|
| Program Title                                 | Wimzie's House (effective 10/23/11) |
| Origination                                   | Syndicated                          |
| Days/Times Program Regularly Scheduled        | Sun 9:30am                          |
| 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   | 3 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote self-esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (9 of 10)                     |   | Response |
|--|---|----------|
| Program Title                                      | La Tienda Magica de Shabum (.3 multicast)                         |          |
| Origination  | Syndicated  |          |
| Days/Times Program Regularly Scheduled             | Sun 10:00, 10:30, 11:00, 11:30am and 12:00, 12:30pm (11/6- 12/11) |          |
| Total times aired at regularly scheduled time      | 36  |          |
| 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 8 years  |          |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Magic Store is a unique kids program full of magic, laughter and lots of learning. Creative characters help promote children's natural curiosity and at the same time teach positive messages. The Magic Store is a very colorful program, with interesting themes based on a child's daily life and super fun characters that teach good values, conservation of our planet, science, computers and nutrition. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (10 of 10)  |  | Response   |
|--|--|--|
| Program Title  |  | Zula Patrol (.3 multicast)   |
| Origination  |  | Syndicated   |
| Days/Times Program Regularly Scheduled   |  | Sun 10:00, 10:30, 11:00, 11:30, 12:00, 12:30 (12/18- 12/25)  |
| 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   |  | 5 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. |  | The Zula Patrol, a 3D/CG animated children's show, is designed to entertain while promoting an understanding of science and astronomy through engaging character-driven stories, which focus on specific educational science learning objectives. In every episode of The Zula Patrol, the characters demonstrate inquiry-based learning and critical thinking skills. They also model inquisitiveness, observation, self-reflection, and social experiences that encourage collaboration, teamwork, and an excitement for scientific exploration and problem solving. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              |  | Yes  |

Non-Core  
Educational and  
Informational  
Programming (0)

Sponsored Core  
Programming (0)

Liaison Contact

| Question  | Response                      |
|---|-------------------------------|
| Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?   | Yes                           |
| Name of children's programming liaison  | DONNA SILL                    |
| Address   | 1 SUNDIAL<br>AVE SUITE 501    |
| City  | MANCHESTER                    |
| State   | NH                            |
| Zip   | 03103                         |
| Telephone Number  | 603-647-1066                  |
| Email Address   | DONNA.<br>SILL@NBCUNI.<br>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. |                               |



Other Matters (9)

| Other Matters (1 of 9)   | Response  |
|--|---|
| Program Title  | THE MAGIC SCHOOL BUS  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sat 8:00am  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | THE MAGIC SCHOOL BUS is based on series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line. |

| Other Matters (2 of 9)                        | Response            |
|---|---------------------|
| Program Title                                 | BABAR               |
| Origination                                   | Network             |
| Days/Times Program Regularly Scheduled        | Sat 8:30am          |
| 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. | BABAR, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. |
|--|---|

| Other Matters (3 of 9)   | Response  |
|--|---|
| Program Title  | TURBO DOGS  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sat 9:00am  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | TURBO DOGS is an animated show based on the books (Racer Dogs) by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing like directionality and the concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs. |

| Other Matters (4 of 9)                        | Response       |
|---|----------------|
| Program Title                                 | Wimzie's House |
| Origination                                   | Syndicated     |
| Days/Times Program Regularly Scheduled        | Sat 9:30am     |
| Total times aired at regularly scheduled time | 13             |
| Length of Program                             | 30 mins        |

|  |   |
|--|---|
| Age of Target Child Audience from  | 3 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote self-esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy. |

| Other Matters (5 of 9)   | Response   |
|--|--|
| Program Title  | SHELLDON   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sun 8:00am   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | SHELLDON is an animated series about a school aged yoka shell mollusk who lives with the adoptive family, the Clams, in an undersea community Shell Land, which is populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowry shell mollusk) and Herman (a hermit crab) face a specific challenge in every episode of the show. The problem may be managing a bully, improving their grades, learning how to be altruistic and help others, or protecting their environment from natural and man-made disasters. In all cases they rely on Dr. Shell, the most venerated intellectual and leader in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct socio-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation. |

| Other Matters (6 of 9) | Response          |
|------------------------|-------------------|
| Program Title          | Willa's Wild Life |
| Origination            | Network           |

|  |  |
|--|--|
| Days/Times Program Regularly Scheduled   | Sun 8:30am   |
| 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. | WILLA'S WILD LIFE is a new animated series centered on a ix-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets -- an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience. |

| Other Matters (7 of 9)                        | Response            |
|---|---------------------|
| Program Title                                 | Pearlie             |
| Origination                                   | Network             |
| Days/Times Program Regularly Scheduled        | Sun 9:00am          |
| Total times aired at regularly scheduled time | 13                  |
| Length of Program                             | 30 mins             |
| Age of Target Child Audience from             | 6 years to 10 years |

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

| Other Matters (8 of 9)   | Response  |
|--|---|
| Program Title  | Wimzie's House  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Sun 9:30  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 3 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote self-esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy. |

| Other Matters (9 of 9)                        | Response  |
|---|---|
| Program Title                                 | Zula Patrol (.3 multicast)                          |
| Origination                                   | Syndicated  |
| Days/Times Program Regularly Scheduled        | Sun 10:00, 10:30, 11:00, 11:30am and 12:00, 12:30pm |
| Total times aired at regularly scheduled time | 78  |

|  |  |
|--|--|
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 5 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Zula Patrol, a 3D/CG animated children's show, is designed to entertain while promoting an understanding of science and astronomy through engaging character-driven stories, which focus on specific educational science learning objectives. In every episode of The Zula Patrol, the characters demonstrate inquiry-based learning and critical thinking skills. They also model inquisitiveness, observation, self-reflection, and social experiences that encourage collaboration, teamwork, and an excitement for scientific exploration and problem solving. |

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>NBC<br/>TELEMUNDO<br/>LICENSE,<br/>LLC</b></p> |

**Attachments**

No Attachments.