



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0007580152** | File Number: **CPR-122876** | Submit Date: **07/11/2011** | Call Sign: **KJWP** | Facility ID: **1283** | City:  
**WILMINGTON** | State: **DE**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**07/11/2011** | Filing Status: **Active**

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

General Information

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

**Applicant  
Information**

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

Applicant	Address	Phone	Email	Applicant Type

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	ThisTV
	Nielsen DMA	Idaho Falls-Pocatello
	Web Home Page Address	www.kjwy2.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	7.0
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	0.0
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:	0.0
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(9)

Digital Core Program (1 of 9)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:00 AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the "four C's" as well as the "three R's" - Curiosity, Confidence, Citizenship, Compassion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 9)	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:30 am

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Curiosities are everywhere in Busytown and so are Huckle Cat, Lowly Worm, Sally Cat, Hilda Hippo plus Pig Will and Pig Won't. Each episode is an innovative blend of humor and learning based around six unforgettable friends and many other colorful characters from the amazing world of Richard Scarry's books. Viewers follow the friends as they scour Busytown looking for the answer to the episode's mystery. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 9)		Response
Program Title	The Busy World of Richard Scarry	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays 9:00 a.m.	
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This animated series is based on the books by Richard Scarry. The fictional city Busytown is an enchanting place thats a buzz with energy and life. Episodes are divided into multiple segments with different themes. The first and last segments involve the children in Busytown exploring their community. At the end of each segment the children have learned a little about their community and the world they live in. The middle segment shows children life in other cities featuring daily activities of adult characters in places such as Paris or Rome. Each episode includes two song segments in which the first, Imagine That, teaches various things like general science to how banks work. The second song segment that teaches safety is called Play it Safe. The aim of the series is to stimulate imagination and foster vicarious play, teach pro-social behavior (such as generosity, friendliness, persistence, altruism, understanding of other's points of view, empathy, acceptance of other's idiosyncrasies), help children move beyond family attachments to the world of friendships and community, help children develop skills on which academic learning depends such as attention, language, memory, active processing of a story and an interest in reading.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

<b>Digital Core Program (4 of 9)</b>	<b>Response</b>
Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:30 a.m.
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This animated series is based on the books by Richard Scarry. The fictional city Busytown is an enchanting place thats a buzz with energy and life. Episodes are divided into multiple segments with different themes. The first and last segments involve the children in Busytown exploring their community. At the end of each segment the children have learned a little about their community and the world they live in. The middle segment shows children life in other cities featuring daily activities of adult characters in places such as Paris or Rome. Each episode includes two song segments in which the first, Imagine That, teaches various things like general science to how banks work. The second song segment that teaches safety is called Play it Safe. The aim of the series is to stimulate imagination and foster vicarious play, teach pro-social behavior (such as generosity, friendliness, persistence, altruism, understanding of other's points of view, empathy, acceptance of other's idiosyncrasies), help children move beyond family attachments to the world of friendships and community, help children develop skills on which academic learning depends such as attention, language, memory, active processing of a story and an interest in reading.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 9)		Response
Program Title		Cake
Origination		Network
Days/Times Program Regularly Scheduled		Saturdays 10:00 a.m.
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0



Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cake, super creative teen, hosts a cable access show, "Cake TV", with the help of her three best friends, Miracle, Amy and Benjamin. The show is produced out of Cake's garage and co-hosted by the three girls who show their audience how to take ordinary, everyday items (t-shirts, CD cases, plush toys) and make them extraordinary using a little imagination, and a glue gun! This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 9)	Response
Program Title	Dance Revolution
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30 a.m.
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	

Length of Program	30 mins
Age of Target Child Audience	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Tweens and teens bring their freshest moves to Dance Revolution, the sensational dance competition where teams of dancers incorporate innovative moves into their existing choreography and create "revolutionary" new routines. Hosted by popular DJ Rick, kid-friendly celebrity judges determine the winners as the dance crews perform to the juicy sounds of the Dance Revolution house band, the Slumber Party Girls! Find out who takes home the Grand Prize of a \$20,000 scholarship! This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 9)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Monday - Friday 7:30 a.m.
Total times aired at regularly scheduled time	65
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Young Tony Jones is an average teen from Earth who finds himself mysteriously transported to the magical world of Magi-Nation. In these Moonlands, Tony befriends two young Magi heroes-in-training who join him on a journey to defeat the evil Shadow Magi who are out to rule their world. Along with their trusty collection of Dream Creatures these new friends must solve riddles, battle evil and discover the secrets hidden in each region on the Moonlands. During their adventures, they just might discover some secrets about themselves!
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 9)	Response
Program Title	Stargate Infinity
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 8:00 a.m.
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In this animated action-adventure series based on MGM's successful sci-fi movie and television franchise "Stargate" four exceptional Air Force Academy cadets and a wrongly court-martialed Stargate veteran must travel through the gated wormholes from one planet to the next in order to protect a mysterious alien creature from the sinister clutches of a new extraterrestrial enemy. Together they must learn to adapt to new cultures and each other, while trying to find a safe haven for the alien and clear their names so they can return home.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 9)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 8:30 a.m.
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Young Tony Jones is an average teen from Earth who finds himself mysteriously transported to the magical world of Magi-Nation. In these Moonlands, Tony befriends two young Magi heroes-in-training who join him on a journey to defeat the evil Shadow Magi who are out to rule their world. Along with their trusty collection of Dream Creatures these new friends must solve riddles, battle evil and discover the secrets hidden in each region on the Moonlands. During their adventures, they just might discover some secrets about themselves!
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	Christel Rahme
Address	501 Aultman - Suite 208
City	Jackson
State	WY
Zip	83002
Telephone Number	307-733-2066
Email Address	crahme@kjwy2.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	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:00 am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the "four C's" as well as the "three R's" - Curiosity, Confidence, Citizenship, Compassion.

Other Matters (2 of 9)	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:30 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Curiosities are everywhere in Busytown and so are Huckle Cat, Lowly Worm, Sally Cat, Hilda Hippo plus Pig Will and Pig Won't. Each episode is an innovative blend of humor and learning based around six unforgettable friends and many other colorful characters from the amazing world of Richard Scarry's books. Viewers follow the friends as they scour Busytown looking for the answer to the episode's mystery. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

Other Matters (3 of 9)	Response
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Program Title	Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:00 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This animated series is based on the books by Richard Scarry. The fictional city Busytown is an enchanting place thats a buzz with energy and life. Episodes are divided into multiple segments with different themes. The first and last segments involve the children in Busytown exploring their community. At the end of each segment the children have learned a little about their community and the world they live in. The middle segment shows children life in other cities featuring daily activities of adult characters in places such as Paris or Rome. Each episode includes two song segments in which the first, Imagine That, teaches various things like general science to how banks work. The second song segment that teaches safety is called Play it Safe. The aim of the series is to stimulate imagination and foster vicarious play, teach pro-social behavior (such as generosity, friendliness, persistence, altruism, understanding of other's points of view, empathy, acceptance of other's idiosyncrasies), help children move beyond family attachments to the world of friendships and community, help children develop skills on which academic learning depends such as attention, language, memory, active processing of a story and an interest in reading.

Other Matters (4 of 9)	Response
Program Title	Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:30 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This animated series is based on the books by Richard Scarry. The fictional city Busytown is an enchanting place thats a buzz with energy and life. Episodes are divided into multiple segments with different themes. The first and last segments involve the children in Busytown exploring their community. At the end of each segment the children have learned a little about their community and the world they live in. The middle segment shows children life in other cities featuring daily activities of adult characters in places such as Paris or Rome. Each episode includes two song segments in which the first, Imagine That, teaches various things like general science to how banks work. The second song segment that teaches safety is called Play it Safe. The aim of the series is to stimulate imagination and foster vicarious play, teach pro-social behavior (such as generosity, friendliness, persistence, altruism, understanding of other's points of view, empathy, acceptance of other's idiosyncrasies), help children move beyond family attachments to the world of friendships and community, help children develop skills on which academic learning depends such as attention, language, memory, active processing of a story and an interest in reading.
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Other Matters (5 of 9)	Response
Program Title	Cake
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cake, super creative teen, hosts a cable access show, "Cake TV", with the help of her three best friends, Miracle, Amy and Benjamin. The show is produced out of Cake's garage and co-hosted by the three girls who show their audience how to take ordinary, everyday items (t-shirts, CD cases, plush toys) and make them extraordinary using a little imagination, and a glue gun! This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

Other Matters (6 of 9)	Response
Program Title	Dance Revolution
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins

Age of Target Child Audience from	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Tweens and teens bring their freshest moves to Dance Revolution, the sensational dance competition where teams of dancers incorporate innovative moves into their existing choreography and create "revolutionary" new routines. Hosted by popular DJ Rick, kid-friendly celebrity judges determine the winners as the dance crews perform to the juicy sounds of the Dance Revolution house band, the Slumber Party Girls! Find out who takes home the Grand Prize of a \$20,000 scholarship! This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

Other Matters (7 of 9)	Response
Program Title	Country Mouse, City Mouse
Origination	Network
Days/Times Program Regularly Scheduled	Monday-Friday 7:30 a.m.
Total times aired at regularly scheduled time	66
Length of Program	30 mins
Age of Target Child Audience from	4 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The much-loved children's fable comes to television in a brand new way, full of mysteries, adventures and characters with a unique mouse perspective on the world. Come along with Emily, the practical Country Mouse, and her sophisticated City Mouse cousin, Alexander. These two affable travelers visit friends and family around the globe, stumbling across mastermind criminals, royalty, famous inventors, artists and an array of fellow adventurers. Each adventure is based on a real event that took place at the beginning of the 20th century.

Other Matters (8 of 9)	Response
Program Title	Stargete Infinity
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 8:00 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In this animated action-adventure series based on MGM's successful sci-fi movie and television franchise "Stargate" four exceptional Air Force Academy cadets and a wrongly court-martialed Stargate veteran must travel through the gated wormholes from one planet to the next in order to protect a mysterious alien creature from the sinister clutches of a new extraterrestrial enemy. Together they must learn to adapt to new cultures and each other, while trying to find a safe haven for the alien and clear their names so they can return home.
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Other Matters (9 of 9)	Response
Program Title	MagiNation
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 8:30 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Young Tony Jones is an average teen from Earth who finds himself mysteriously transported to the magical world of Magi-Nation. In these Moonlands, Tony befriends two young Magi heroes-in-training who join him on a journey to defeat the evil Shadow Magi who are out to rule their world. Along with their trusty collection of Dream Creatures these new friends must solve riddles, battle evil and discover the secrets hidden in each region on the Moonlands. During their adventures, they just might discover some secrets about themselves!

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>PMCM TV, LLC</b></p>

**Attachments**

No Attachments.