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# Children's Television Programming Report

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City: **HOUSTON** | State: **TX**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**10/17/2013** | Filing Status: **Active**

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## Report reflects information for : Third Quarter of 2013

### General Information

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

**Applicant  
Information**

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

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

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

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	NBC
	Nielsen DMA	Houston
	Web Home Page Address	www.click2houston.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:	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(12)**

Digital Core Program (1 of 12)	Response
Program Title	PAJANIMALS (KPRC)
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY, 10:30am-11:00am
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 12)	Response
Program Title	JUSTIN TIME (KPRC)
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY, 11:00a-11:30am
Total times aired at regularly scheduled time	9
Total times aired	13
Number of Preemptions	4
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	4
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 a 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, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's 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 (KPRC)
List date and time rescheduled	8/24 11:00am-11:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	8/17/13 EJTM113H
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	JUSTIN TIME (KPRC)
List date and time rescheduled	7/13/13 9:00am-9:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	7/13/13 EJTM105H
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	JUSTIN TIME (KPRC)
List date and time rescheduled	8/25 12:30-1:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-24
Episode #	8/24/13 EJTM112H
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	JUSTIN TIME (KPRC)
List date and time rescheduled	9/28/13 9:30-10:00am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	9/21/13 EJTM108H
Reason for Preemption	Sports

Digital Core Program (3 of 12)	Response
Program Title	NOODLE AND DOODLE (KPRC)
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY, 12:30-1:00pm
Total times aired at regularly scheduled time	4
Total times aired	13
Number of Preemptions	9
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	9
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, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal.
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	NOODLE AND DOODLE (KPRC)
List date and time rescheduled	9/21/13 9:30am-10:00am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-14
Episode #	9/14/13 ENAD106H
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	NOODLE AND DOODLE (KPRC)
List date and time rescheduled	8/4/13 12:00-12:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-03
Episode #	8/3/13 ENAD105H
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	NOODLE AND DOODLE (KPRC)
List date and time rescheduled	9/1/13 12:30-1:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-31
Episode #	8/31/13 ENAD110H
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	NOODLE AND DOODLE (KPRC)
List date and time rescheduled	7/21 11:30am-12:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-20
Episode #	7/20/13 ENAD109H
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	NOODLE AND DOODLE (KPRC)
List date and time rescheduled	8/25/13 12:00pm-12:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-24
Episode #	8/24/13 ENAD112H
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	NOODLE AND DOODLE (KPRC)
List date and time rescheduled	8/18/13 11:30am-12:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	8/17/13 ENAD101H
Reason for Preemption	Sports

#### Digital Preemption Programs #7

Questions	Response
Title of Program	NOODLE AND DOODLE (KPRC)
List date and time rescheduled	9/29/13 12:30-1:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	9/21/13 ENAD104H
Reason for Preemption	Sports

#### Digital Preemption Programs #8

Questions	Response
Title of Program	NOODLE AND DOODLE (KPRC)
List date and time rescheduled	9/29/13 2:00-2:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-28
Episode #	9/28/13 ENAD102H
Reason for Preemption	Sports

**Digital Preemption Programs #9**

Questions	Response
Title of Program	NOODLE AND DOODLE (KPRC)
List date and time rescheduled	7/20/13 12:30-1:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	7/13/13 ENAD111H
Reason for Preemption	Sports

Digital Core Program (4 of 12)	Response
Program Title	TREE FU TOM
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY, 11:30am-12:00pm
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.	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

### Digital Preemption Programs #1

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	8/24 9:30am-10:00am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-24
Episode #	8/24/13 ETFT109DH
Reason for Preemption	Sports

### Digital Preemption Programs #2

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	9/29/13 11:30am-12:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	9/21/13 ETFT113DH
Reason for Preemption	Sports

### Digital Preemption Programs #3

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	7/13/13 9:30am-10:00am
Is the rescheduled date the second home?	No

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	7/13/13 ETFT102DH
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	9/14/13 9:30am-10:00am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-14
Episode #	9/14/13 ETFT112DH
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	8/31 9:30am-10:00am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-31
Episode #	8/31/13 ETFT110DH
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	9/29/13 1:00-1:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-28
Episode #	9/28/13 ETFT114DH
Reason for Preemption	Sports

#### Digital Preemption Programs #7

Questions	Response
Title of Program	TREE FU TOM
List date and time rescheduled	8/17/13 9:00am-9:30am

Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	8/17/13 ETFT108DH
Reason for Preemption	Sports

<b>Digital Core Program (5 of 12)</b>		<b>Response</b>
Program Title	LAZY TOWN (KPRC)	
Origination	Network	
Days/Times Program Regularly Scheduled	SATURDAY, 12:00pm-12:30pm	
Total times aired at regularly scheduled time	4	
Total times aired	13	
Number of Preemptions	9	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled	9	
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.	<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>	

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	LAZY TOWN (KPRC)
List date and time rescheduled	8/25/13 11:30am-12:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-24
Episode #	8/24/13 ELZT102H
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	LAZY TOWN (KPRC)
List date and time rescheduled	9/1/13 11:30am-12:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-31
Episode #	8/31/13 ELZT104H
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	LAZY TOWN (KPRC)
List date and time rescheduled	9/29/13 12:00-12:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	9/21/13 ELZT108H
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
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Title of Program	LAZY TOWN (KPRC)
List date and time rescheduled	9/29/13 1:30-2:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-28
Episode #	9/28/13 ELZT109H
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	LAZY TOWN (KPRC)
List date and time rescheduled	7/21 11:00am-11:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-20
Episode #	7/20/13 ELZT115H
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	LAZY TOWN (KPRC)
List date and time rescheduled	8/4/13 11:30am-12:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-03
Episode #	8/3/13 ELZT118H
Reason for Preemption	Sports

#### Digital Preemption Programs #7

Questions	Response
Title of Program	LAZY TOWN (KPRC)
List date and time rescheduled	9/21/13 9:00am-9:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-14
Episode #	9/14/13 ELZT107H
Reason for Preemption	Sports

#### Digital Preemption Programs #8



Questions	Response
Title of Program	LAZY TOWN (KPRC)
List date and time rescheduled	7/20 12:30-1:00pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	7/13/13 ELZT111H
Reason for Preemption	Sports

#### Digital Preemption Programs #9

Questions	Response
Title of Program	LAZY TOWN (KPRC)
List date and time rescheduled	8/17/13 9:30am-10:00am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	8/17/13 ELZT123H
Reason for Preemption	Sports

Digital Core Program (6 of 12)		Response
Program Title		THE CHICA SHOW
Origination		Network
Days/Times Program Regularly Scheduled		Saturday, 10:00am-10:30am
Total times aired at regularly scheduled time		13
Total times aired		13
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		3

Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	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 Chica's 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

<b>Digital Core Program (7 of 12)</b>		<b>Response</b>
Program Title		GREEN SCREEN ADVENTURES (THIS TV)
Origination		Network
Days/Times Program Regularly Scheduled		Saturday, 9:00am-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		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

<b>Digital Core Program (8 of 12)</b>		<b>Response</b>
Program Title	BUSY WORLD OR RICHARD SCARRY (THIS TV)	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday, 9:30am-10:00am	
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	2 years to 5 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

<b>Digital Core Program (9 of 12)</b>		<b>Response</b>
Program Title	WIMZIE'S HOUSE (THIS TV)	
Origination	Network	

Days/Times Program Regularly Scheduled	Saturday, 10:00am-10:30am
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.	<p>Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside. After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rousso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 12)	Response
Program Title	WIMZIE'S HOUSE (THIS TV)
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 10:30am-11:0am
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.	<p>Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside. After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rousso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (11 of 12)		Response
Program Title	COUNTRY MOUSE, CITY MOUSE (THIS TV)	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday, 11:00am-11:30am	
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	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.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Core Program (12 of 12)		Response
Program Title	DANGER RANGERS (THIS TV)	
Origination	Network	

Days/Times Program Regularly Scheduled	Saturday, 11:30am-12:00pm
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	5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Danger Rangers teach the importance of safety and how to prevent accidents while still having fun.
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	Akeba Means
Address	8181 Southwest Freeway
City	Houston
State	TX
Zip	77074
Telephone Number	713-778-4810
Email Address	ameans@kprc.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.	KPRC broadcasts numerous public service announcements designed for children. These include NBC's The More You Know campaign, as well as locally produced and syndicated public service announcements regarding issues of health, education, substance abuse and cultural and artistic endeavors. These public service announcements are part of a general rotation and run in all dayparts. ****4th QTR 2013***** 10/5/13 due to NBC Golf: Presidents Cup - childrens programming 10/5 episodes will be made good on Saturday 10/12 in kids time periods. Saturday 10 /12 episodes will be made good on Sunday, 10/13, Saturday, 10 /19 and Sunday, 10/20.

**Other Matters (12)**

<b>Other Matters (1 of 12)</b>	<b>Response</b>
Program Title	JUSTIN TIME (KPRC)
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY, 11:00am-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.	Justin Time features a 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. Justin's 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 doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination.

<b>Other Matters (2 of 12)</b>	<b>Response</b>
Program Title	LAZY TOWN (KPRC)
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAY, 12:00pm-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.	Lazy Town promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's 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.
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**Other Matters (3 of 12)**

**Response**

Program Title	COUNTRY MOUSE, CITY MOUSE (THIS)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday, 11:00am - 11:30am
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	4 years to 9 years
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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.
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**Other Matters (4 of 12)**

**Response**

Program Title	BUSY WORLD OF RICHARD SCARRY (THIS)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday, 9:30am - 10:00am
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	2 years to 5 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along, as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile.
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<b>Other Matters (5 of 12)</b>		<b>Response</b>
Program Title	WIMZIE'S HOUSE (THIS)	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday, 10:30am - 11:00am	
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.	<p>Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside. After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rousso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.</p>	

<b>Other Matters (6 of 12)</b>		<b>Response</b>
Program Title	GREEN SCREEN ADVENTURES (THIS)	
Origination	Network	
Days/Times Program Regularly Scheduled	SATURDAY, 9:00AM-9:30AM	
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.
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<b>Other Matters (7 of 12)</b>		<b>Response</b>
Program Title		DANGER RANGERS (THIS)
Origination		Network
Days/Times Program Regularly Scheduled		SATURDAY, 11:30AM-12:00PM
Total times aired at regularly scheduled time		13
Length of Program		30 mins
Age of Target Child Audience from		5 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		The Danger Rangers teach the importance of safety and how to prevent accidents while still having fun.

<b>Other Matters (8 of 12)</b>		<b>Response</b>
Program Title		THE PAJANIMALS (KPRC)
Origination		Network
Days/Times Program Regularly Scheduled		SATURDAY, 10:30am-11:00am
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.		The Pajanimals are a group of four preschool aged puppets who live together in house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show us their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow.

<b>Other Matters (9 of 12)</b>		<b>Response</b>
Program Title	THE CHICA SHOW (KPRC)	
Origination	Network	
Days/Times Program Regularly Scheduled	SATURDAY, 10:00AM-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 Chica's 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.	

<b>Other Matters (10 of 12)</b>		<b>Response</b>
Program Title	TREE FU TOM	
Origination	Network	
Days/Times Program Regularly Scheduled	SATURDAY, 11:30AM-12:00PM	
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 series focuses on the amazing adventures of a young boy called Tom who, with the power of 'movement magic' called 'Tree Fu', can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods. During each program he calls upon the audience to follow his moves to send him the magic he needs to solve a problem encountered by Tom and his friends. . These include Ariella, a butterfly who is also a rancher and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green 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.
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**Other Matters (11 of 12)**

**Response**

Program Title	MAKE WAY FOR NODDY
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Origination	Network
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Days/Times Program Regularly Scheduled	SATURDAY, 12:30pm-1:00pm
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	2 years to 5 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Noddy is based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Noddy is surrounded by a large cast of other toy characters some of whom are mentors, and a few others who are mischief makers in Toyland. In every episode of Noddy, there is a challenge experienced by Noddy or someone else in Toyland that lends itself to a humorous and lighthearted resolution. Whether it's Martha the monkey getting her undoing for her selfish ways, Mr. Wobblyman learning to play soccer with no legs, or Noddy trying to assemble a kite, the characters in Toyland work out their issues and live together in harmony.
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**Other Matters (12 of 12)**

**Response**

Program Title	WIMZIE'S HOUSE (THIS)
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturday, 10:00am - 10:30am
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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.	<p>Come spend a 'day in the life' with the monsters at Wimzie's house and you'll never want to go home. It's the magical kind of daycare that leads to delightful adventures for the pre-school child. All of the characters are wild and wooly on the outside - but definitely human on the inside. After spending a half hour in this very special home away from home, no one will leave the world of Wimzie unchanged. It is the world where the real and the imaginary come together, where self esteem is the order of the day, where the emotions and the relationships of today's preschoolers, who are growing up to be ten in the year 2000, are on the top of the list of story material. Five year old Wimzie and her mother Graziella, an airline pilot, live in Yaya's house as does Rousso, Yaya's best friend - even if Yaya is at least one hundred years and fifty years old (and counting) and Russo is much more than a hundred years her younger. Graziella is more than ecstatic to have found a warm and comfortable home as well as a loving environment for her daughter, Wimzie, while she is off on her somewhat unorthodox work schedule flying around the world. It is within this setting that we meet Jonas, Archibald, Loulou, Horace, and Azuline as they work out the relationships that grow out of being together every day, of growing up just a little bit every day. They learn not only about themselves but also about the world outside the door: music, nature, art and fun are woven with a touch of humour throughout a storyline solidly crafted on socio-affective objectives. Music, songs, the art of discovery. Rhymes, magic, the sharing of secrets with friends. Storytime, word games, the acceptance of "your" way. This is what Wimzie brings into the viewers' home. A daycare full of little monsters - what could be more real? Conflict, difficulty, resolution, triumph. Laughter, tears, anger and joy. Wimzie is a world of enchantment.</p>

**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>Post- Newsweek Stations, Houston, G.P.</b></p>

## Attachments

No Attachments.