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# Children's Television Programming Report

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**SAN LUIS OBISPO** | State: **CA**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**04/10/2012** | Filing Status: **Active**

Report reflects information for : **First Quarter of 2012**

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	Santa Barb-Santa Maria-San Luis
	Web Home Page Address	www.ksby.com

Digital Core  
Programming

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	3.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	168.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	4.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core  
Programs(18)

Digital Core Program (1 of 18)		Response
Program Title	Turbo Dogs	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays 8:00am	
Total times aired at regularly scheduled time	5	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	4 years to 8 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 follow 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 such as directionality and 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 dogs.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Core Program (2 of 18)		Response
Program Title	The Zulu Patrol	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays 8:00am	
Total times aired at regularly scheduled time	8	

Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	4 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 deals with science as the title characters travel to space in vignettes that teach viewers about space, our galaxy, and friendship. The science topics are based on earth and solar science.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 18)		Response
Program Title		Shelldon
Origination		Network
Days/Times Program Regularly Scheduled		Saturdays 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		4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		Each episode which features Shelldon, a shell mollusk, provides a direct socio-emotional lesson and many episodes provide information 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 (4 of 18)		Response
Program Title		The Magic School Bus
Origination		Network
Days/Times Program Regularly Scheduled		Saturdays 9:00am

Total times aired at regularly scheduled time	5
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 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 a series of childrens 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 is 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 them 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 7 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 Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 18)		Response
Program Title		Jane and the Dragon
Origination		Network
Days/Times Program Regularly Scheduled		Saturdays 9:00am
Total times aired at regularly scheduled time		7
Total times aired		8

Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jane and the Dragon is a CGI animated series based on the books of the same name by Martin Baynton. The show is directed by Mike Fallows and motion capture by Nelvana Limited in Canada. The series follows the comedic exploits of Jane, an adolescent girl training to be a knight, and her friend, Dragon, a talking, flying, 300-year-old, fire-breathing dragon.
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	Jane and the Dragon
List date and time rescheduled	03/10/2012 3:30pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-10
Episode #	03/10/2012 JAD110
Reason for Preemption	Sports

Digital Core Program (6 of 18)	Response
Program Title	Babar
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:30am
Total times aired at regularly scheduled time	11
Total times aired	11
Number of Preemptions	2
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Babar is an animated show about a young orphaned elephant who finds the strength to rise above 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 peoples 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 identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Babar
List date and time rescheduled	01/14/2012 3:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-01-14
Episode #	01/14/2012 BAR209
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Babar
List date and time rescheduled	03/10/2012 4:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-10
Episode #	03/10/2012 BAR206
Reason for Preemption	Sports

Digital Core Program (7 of 18)		Response
Program Title		Willa's Wild Life

Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00am
Total times aired at regularly scheduled time	5
Total times aired	13
Number of Preemptions	8
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	8
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Willa's Wild Life is an animated series centered on a six-year-old girl, and her menagerie of animals. Willa's Wild Life 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's Wild Life 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's Wild Life 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's Wild Life 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's Wild Life 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 Preemption Programs #1

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	01/14/2012 3:30pm
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-01-14
Episode #	01/14/2012 WIL004
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	03/10/2012 4:30pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-10
Episode #	03/10/2012 WIL013
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	02/11/2012 3:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-02-11
Episode #	02/11/2012 WIL006
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	03/31/2012 3:30pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-31
Episode #	03/31/2012 WIL004
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	01/08/2012 9:30am

Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-01-07
Episode #	01/07/2012 WIL002
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	03/24/2012 3:03pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-24
Episode #	03/24/2012 WIL002
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	03/03/2012 3:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-03
Episode #	03/03/2012 WIL007
Reason for Preemption	Sports

Digital Preemption Programs #8

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	03/17/2012 3:30pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-17
Episode #	03/17/2012 WIL006
Reason for Preemption	Sports

Digital Core Program (8 of 18)		Response
Program Title		Pearlie

Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30am
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	4 years to 8 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 everyone, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4 to 8 year old range, Pearlie focuses on the importance of following the rules, using good judgement 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, Sapphire, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, Pearlie approaches new tasks and problems with a great deal of enthusiasm, but without 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 Preemption Programs #1

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	03/11/2012 4:30pm

Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-10
Episode #	03/10/2012 PEA106
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	03/24/2012 3:33pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-24
Episode #	03/24/2012 PEA112
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	03/17/2012 4:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-17
Episode #	03/17/2012 PEA103
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	02/25/2012 4:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-02-25
Episode #	02/25/2012 PEA111
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	Pearlie

List date and time rescheduled	01/14/2012 4:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-01-14
Episode #	01/14/2012 PEA108
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	01/08/2012 10:00am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-01-07
Episode #	01/07/2012 PEA110
Reason for Preemption	Sports

#### Digital Preemption Programs #7

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	02/11/2012 3:30pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-02-11
Episode #	02/11/2012 PEA112
Reason for Preemption	Sports

#### Digital Preemption Programs #8

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	03/31/2012 4:00pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-31
Episode #	03/31/2012 PEA101
Reason for Preemption	Sports

#### Digital Preemption Programs #9

Questions	Response
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Title of Program	Pearlie
List date and time rescheduled	03/03/2012 3:30pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2012-03-03
Episode #	03/03/2012 PEA109
Reason for Preemption	Sports

Digital Core Program (9 of 18)    Response	
Program Title	Magi Nation (digital 15.2-CW)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00am
Total times aired at regularly scheduled time	6
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Magi-Nation follows the adventures of a teenager Tony Joes, whose world is forever changed when he is mysteriously transported into a beautiful works far beyond imagination that was created a millennium ago by a powerful race known as the Magi. Here Tony meets Edyn and Strag, two young Magi heroes in training, who help him discover his vast new magical environment. However, all is not perfect in Tony's new world as the Moonlands of Magi-Nation are threatened by the evil Shadow, Magi. It's up to this young trio and their vast collection of Dream Creatures to thwart the evildoer's plan and protect their world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 18)	Response
Program Title	Cubix: Robots for Everyone (digital ch. 15.2-CW)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00am
Total times aired at regularly scheduled time	7
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same reallife conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 18)		Response
Program Title	Magi Nation (digital ch. 15.2-CW)	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays 7:30	
Total times aired at regularly scheduled time	6	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	6 years to 11 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Magi-Nation follows the adventures of a teenager Tony Joes, whose world is forever changed when he is mysteriously transported into a beautiful works far beyond imagination that was created a millennium ago by a powerful race known as the Magi. Here Tony meets Edyn and Strag, two young Magi heroes in training, who help him discover his vast new magical environment. However, all is not perfect in Tony's new world as the Moonlands of Magi-Nation are threatened by the evil Shadow, Magi. It's up to this young trio and their vast collection of Dream Creatures to thwart the evildoer's plan and protect their world.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Core Program (12 of 18)		Response
Program Title	Cubix: Robots for Everyone (digital ch. 15.2-CW)	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays 7:30am	

Total times aired at regularly scheduled time	7
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same reallife conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 18)		Response
Program Title		Elizabeth Stanton's Great Big World
Origination		Network
Days/Times Program Regularly Scheduled		Saturday 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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues. Award-winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (14 of 18)		Response
Program Title		Made in Hollywood: Teen Edition
Origination		Network
Days/Times Program Regularly Scheduled		Saturdays 12:30pm
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	To provide for adolescent boys and girls in the 13 to 16 year old age group an opportunity to explore and learn about the technical, artistic, creative, business and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries, as well as to learn about some of the skills, personal attributes, techniques, and strategies needed to enter these fields.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 18)		Response
Program Title		Wild, LTD
Origination		Network
Days/Times Program Regularly Scheduled		Sundays 11:00am
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		13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		'Wild, LTD' is a half hour series created and designed with the focus of education and entertaining children from 13 to 16 years of age. In each episode the cameras follow Game Ranger Michelle Garforth-Venter, on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work - suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (16 of 18)		Response
Program Title	Made in Hollywood: Teen Edition	
Origination	Network	
Days/Times Program Regularly Scheduled	Sundays 11:30pm	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	To provide for adolescent boys and girls in the 13 to 16 year old age group an opportunity to explore and learn about the technical, artistic, creative, business and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries, as well as to learn about some of the skills, personal attributes, techniques, and strategies needed to enter these fields.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Core Program (17 of 18)		Response
Program Title	Live Life & Win (digital ch. 15.2-CW)	
Origination	Network	
Days/Times Program Regularly Scheduled	Sundays 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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series features Inspirational segments and teen success stories of character and personal determination in the arts, school, sports and community considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the 13 to 16 year old audience to (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about life skills necessary to Live Life and Win!
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (18 of 18)	Response
Program Title	On the Spot (digial ch. 15.2-CW)
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12:30pm
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music and technology, and then teaches them the answer.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Non-Core Educational and Informational Programming (1)

Non-Core Educational and Informational Programming (1 of 1)	Response
Program Title	Jack Hanna's Animal Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Saturdays 11:00am
Total times aired at regularly scheduled time:	1
Number of Preemptions	12
Length of Program	30 mins
Age of Target Child Audience	12 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In each episode the cameras follow Jack as he spends time with nature's creatures across the continents. Jack talks with people that are knowledgeable about each animal and habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	2/4 3:00pm
Date Time	1/14 7:30am
Date Time	1/8 10:30am
Date Time	3/17 4:30pm
Date Time	2/25 4:30pm
Date Time	3/31 4:30pm
Date Time	3/11 5:00pm
Date Time	1/21 3:00pm
Date Time	2/11 4:00pm
Date Time	3/25 9:30am
Date Time	1/28 3:00pm
Date Time	3/3 4:00pm

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	Rebecca Paxton
Address	1772 Calle Joaquib
City	San Luis Obispo
State	CA
Zip	93405
Telephone Number	805-541-6666
Email Address	rpaxton@ksby.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 (12)

Other Matters (1 of 12)	Response
Program Title	The Zulu Patrol
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 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 deals with science as the title characters travel to space in vignettes that teach viewers about space, our galaxy, and friendship. The science topics are based on earth and solar science.

Other Matters (2 of 12)	Response
Program Title	Shelldon
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each episode which features Shelldon, a shell mollusk, provides a direct socio-emotional lesson and many episodes provide information content relating to the sea life habitat of Shell Land and environmental conservation.

Other Matters (3 of 12)	Response
Program Title	Jane and the Dragon
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jane and the Dragon is a CGI animated series based on the books of the same name by Martin Baynton. The show is directed by Mike Fallows and motion capture by Nelvana Limited in Canada. The series follows the comedic exploits of Jane, an adolescent girl training to be a knight, and her friend, Dragon, a talking, flying, 300-year-old, fire-breathing dragon.

Other Matters (4 of 12)	Response
Program Title	Babar
Origination	Network

Days/Times Program Regularly Scheduled	Saturdays 9:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Babar is an animated show about a young orphaned elephant who finds the strength to rise above 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 peoples 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 (5 of 12)	Response
Program Title	Willa's Wild Life
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Willa's Wild Life is an animated series centered on a six-year-old girl, and her menagerie of animals. Willa's Wild Life 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's Wild Life 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's Wild Life 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's Wild Life 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's Wild Life finds a way to analyze her situation and learn from experience.

Other Matters (6 of 12)	Response
Program Title	Pearlie

Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 8 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 everyone, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4 to 8 year old range, Pearlie focuses on the importance of following the rules, using good judgement 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, Sapphire, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, Pearlie approaches new tasks and problems with a great deal of enthusiasm, but without 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 (7 of 12)	Response
Program Title	Cubix: Robots for Everyone (digital ch 15.2-CW)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00am & 7:30am
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same reallife conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes.</p>
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Other Matters (8 of 12)	Response
Program Title	Elizabeth Stanton's Great Big World
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 12:00pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues. Award-winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss.

Other Matters (9 of 12)	Response
Program Title	Made in Hollywood: Teen Edition (digital ch 15.2-CW)
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 12:30pm & Sundays 11:30am
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	To provide for adolescent boys and girls in the 13 to 16 year old age group an opportunity to explore and learn about the technical, artistic, creative, business and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries, as well as to learn about some of the skills, personal attributes, techniques, and strategies needed to enter these fields.

<b>Other Matters (10 of 12)</b>	<b>Response</b>
Program Title	Wild LTD (digital ch. 15.2-CW)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 11:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	'Wild, LTD' is a half hour series created and designed with the focus of education and entertaining children from 13 to 16 years of age. In each episode the cameras follow Game Ranger Michelle Garforth-Venter, on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work - suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within.

<b>Other Matters (11 of 12)</b>	<b>Response</b>
Program Title	Live Life & Win (digital ch 15.2-CW)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 12:00pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series features Inspirational segments and teen success stories of character and personal determination in the arts, school, sports and community considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the 13 to 16 year old audience to (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about life skills necessary to Live Life and Win!

Other Matters (12 of 12)	Response
Program Title	On the Spot (digital ch 15.2-CW)
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 12:30pm
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music and technology, and then teaches them the answer.

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>KSBY Communications, Inc.</b></p>

**Attachments**

No Attachments.