

Children's Television Programming Report

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State:
KS

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Children's TV Programming Report
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Report reflects information for : First Quarter of 2014

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

| Applicant | Applicant Name, Typ | e, and Contact Info | rmation | | |
|-------------|---------------------|---------------------|---------|-------|----------------|
| Information | Applicant | Address | Phone | Email | Applicant Type |

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

Contact Representatives (0)

| Children's Television Information | Section | Question | Response | |
|---|--|---|-------------------------|----------|
| | Station Type | Station Type | Network Affiliation | ı |
| | | Affiliated network | NBC | |
| | | Nielsen DMA | Wichita-Hutchinson Plus | |
| | | Web Home Page Address | www.ksn.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 |
| | • | information identifying each Core Program aired on its station, inclue, to publishers of program guides as required by 47 C.F.R. Section | • | Yes |
| | programming guideline (ap | hat at least 50% of the Core Programming counted toward meeting plied to free video programming aired on other than the main Yes N rogram episodes that had already aired within the previous seven d | o program | Yes |

station's main program stream or on another of the station's free digital program streams?

Digital Core Programs(9)

| Digital Core Program (1 of 9) | Response |
|--|--|
| Program Title | The Chica Show |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/9AM |
| 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. | Features a five-year-old "baby" 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 ardifferent skills. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (2 of 9) | Response |
|--|---|
| Program Title | Noodle & Doodle |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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 of transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full or prank playing animated characters. The art projects typically promote utilizing recycled materials in order demonstrate that creativity can transform something intended for one purpose into something that achier a completely different goal. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core | |
|--------------|----------|
| Program (3 | |
| of 9) | Response |

| Program Title | Justin Time |
|--|---|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/10AM |
| 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. | 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 comed 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 Core Program (4 | |
|----------------------------|-------------|
| of 9) | Response |
| Program Title | Tree Fu Tom |

| Origination | Network |
|--|--|
| Days/Times Program Regularly Scheduled | Saturday/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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in t 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 problet disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring "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, know 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 Core Program (5 | |
|----------------------------|----------|
| of 9) | Response |
| Program Title | Lazytown |
| Origination | Network |

| Days/Times Program Regularly Scheduled | Saturday/11AM |
|--|---|
| Total times aired at regularly scheduled time | 10 |
| Total times aired | 13 |
| Number of Preemptions | 3 |
| 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. | 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 zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance o 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. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|--|-------------|
| Title of Program | Lazytown |
| List date and time rescheduled | 2/22 8:00AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |

| Date Preempted | |
|-----------------------|-----------------|
| Episode # | 2/22 NBC Kids 5 |
| Reason for Preemption | Sports |

| Questions | Response |
|--|-----------------|
| Title of Program | Lazytown |
| List date and time rescheduled | 2/08 8:00AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 2/08 NBC Kids 5 |
| Reason for Preemption | Sports |

| Questions | Response |
|--|-----------------|
| Title of Program | Lazytown |
| List date and time rescheduled | 3/29 12:30PM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 3/15 NBC Kids 5 |
| Reason for Preemption | Sports |

| Digital Core Program (6 of 9) | Response |
|--|--------------------|
| Program Title | Make Way For Noddy |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/11:30AM |
| Total times aired at regularly scheduled time | 7 |
| Total times aired | 13 |
| Number of Preemptions | 6 |

| Number of Preemptions for other than Breaking News | |
|--|---|
| Number of Preemptions Rescheduled | 6 |
| 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. | 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. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Questions | Response |
|--|--------------------|
| Title of Program | Make Way For Noddy |
| List date and time rescheduled | 2/08 8:30AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 2/08 NBC Kids 6 |
| Reason for Preemption | Sports |

| Questions | Response |
|--|--------------------|
| Title of Program | Make Way For Noddy |
| List date and time rescheduled | 3/15 8:30AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 3/15 NBC Kids 6 |

| Questions | Response |
|--|--------------------|
| Title of Program | Make Way For Noddy |
| List date and time rescheduled | 2/22 8:30AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 2/22 NBC Kids 6 |
| Reason for Preemption | Sports |

Digital Preemption Programs #4

| Questions | Response |
|--|--------------------|
| Title of Program | Make Way For Noddy |
| List date and time rescheduled | 1/18 8:30AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 01/11 NBC Kids 6 |
| Reason for Preemption | Sports |

Digital Preemption Programs #5

| Questions | Response |
|--|--------------------|
| Title of Program | Make Way For Noddy |
| List date and time rescheduled | 1/18 8:30AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 01/18 NBC Kids 6 |
| Reason for Preemption | Sports |

| Questions | Response |
|--|--------------------|
| Title of Program | Make Way For Noddy |
| List date and time rescheduled | 2/01 8:30AM |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |

Episode

/l?

Reasor

| Reason for Preemption | Sports | |
|--|---|--|
| Digital Core Program (7 of 9) | Response | |
| Program Title | Raggs (Telemundo) | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Saturday/7am and Sunday/7am and 730 | |
| Total times aired at regularly scheduled time | 39 | |
| 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. | RAGGS is a musical & educational preschool series starring five colorful average dogs - they're also talented musicians who make great rock 'n' r Band. Over 200 original songs, the power of the music and humor stimul actively involved in learning. Raggs introduces children to elements that curriculum, working to nurture their sense of self and others, as well as for to learn and achieve. | oll music as The Raggs ate children to become span the preschool |
| Does the Licensee identify the program by displaying throughout the program the symbol E | Yes | |

2/01 NBC Kids 6

| Digital Core Program (8 of 9) | Response |
|---|-------------------------------|
| Program Title | Noodle and Doodle (Telemundo) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/8:00AM & Sunday/8AM |

| Total times aired at regularly scheduled time | 26 |
|--|---|
| 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. | 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 |
| | |

| of 9) | Response |
|---|-------------------------------|
| Program Title | Lazy Town (Telemundo) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/8:30AM Sunday/8:30AM |

| Total times aired at regularly scheduled time | 26 |
|--|--|
| 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. | LAZY TOWN promotes fitness and healthful habits for children of preschool and primary grades. 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 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 and holding athletic competitions, to building forts and play structures. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

Non-Core Educational and Informational Programming (0) Sponsored Core Programming (0)

Liaison Contact

Question

Response Does the Licensee publicize the existence and Yes 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)? Name of children's programming liaison **Brooke Campbell** Address 833 N. Main St. City Wichita State KS Zip 67203 **Telephone Number** (316)292-1105 Email Address brooke.campbell@ksn.com Include any other comments or information The licensee has reviewed internal station records and documentation you want the Commission to consider in provided to us by program suppliers for compliance with the FCC's evaluating your compliance with the Children's commercial limits in children's programs (47 C.F.R. Section 73.670) and the licensee hereby certifies that the station fully complied with these limits Television Act (or use this space for supplemental explanations). This may include for all programs specifically designed for children ages twelve (12) and information on any other noncore educational under. In addition to the programs listed in this report, the station and informational programming that you aired broadcast the following programs specifically designed for children ages this quarter or plan to air during the next twelve (12) and under: None. Notwithstanding the foregoing, on October quarter, or any existing or proposed non-12, 2013, the closing credits for "Lazytown," an educational and broadcast efforts that will enhance the informational program supplied to the NBC Network by Sprout for the educational and informational value of such "NBC Kids" Saturday morning E/I block, inadvertently included a fleeting (one-half second) display of the URL for a web site (www.lazytown.com). programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.

Other Matters (10)

| Other Matters (1 of 10) | Response |
|--|---|
| Program Title | The Chica Show |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/9:00AM |
| 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. | Features a five-year-old "baby" 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. |
| Other Matters | |
| (2 of 10) | Response |
| Program Title | Noodle & Doodle |
| Origination Days/Times Program Regularly Scheduled | Network Saturday/9:30AM |
| 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.

Program Title

Tree Fu Tom

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.

| Other Matters (3 of 10) | Response |
|--|---|
| Program Title | Justin Time |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/10AM |
| 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. | 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 |
| Other Matters (4 of 10) | Response |

| Origination | Network | | |
|---|------------------|--|--|
| Days/Times Program Regularly Scheduled | Saturday/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. | 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 of 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 that being selfish or relying on teamwork in order to accomplish a goal. |
| Other Matters (5 of 10) | Response |
| Program Title | Lazytown |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday/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 | 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. |

| Other Matters (6 of 10) | Response |
|-------------------------|---|
| Program Title | Zou |
| Origination | Network |
| Days/Times | Saturday/11:30AM |
| Program | |
| Regularly | |
| Scheduled | |
| Total times aired | 13 |
| at regularly | |
| scheduled time | |
| Length of Program | 30 mins |
| Age of Target | 2 years to 5 years |
| Child Audience | |
| from | |
| Describe the | Zou is based on a young zebra named Bizou, whose nickname is Zou, and his family. Most episodes |
| educational and | contain Zou's name in the title, with the exception of "A Halloween Hunt," "Elzee's Fashion Show," |
| informational | "Pirates and Fairies," "Goldie the Sunflower," "The Big Race," and "The Very Windy Day." The |
| objective of the | episodes usually take place at Zou's house or in his backyard. Zou lives with his mother, father, |
| program and how | grandparents, and great-grandmother. His family is always there for him whenever there's a problem, |
| it meets the | whether it's an issue with his friends and other family members or just that he needs a fun, new game |
| definition of Core | to play. |
| Programming. | |

| Other Matters (7 of 10) | Response |
|--|---|
| Program Title | Raggs (Digital) Telemundo |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 7am and Sunday 7am |
| Total times aired at regularly scheduled time | 26 |
| 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. | RAGGS is a musical & educational preschool series starring five colorful canines. They are not you average dogs - they're also talented musicians who make great rock 'n' roll music as The Raggs Band. Over 200 original songs, the power of the music and humor stimulate children to become actively involved in learning. Raggs introduces children to elements that span the preschool curriculum, working to nurture their sense of self and others, as well as fostering a strong motivation to learn and achieve. |

| Other Matters (8 of 10) | Response |
|---|---------------------------------|
| Program Title | Jay Jay The Jet Plane |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 7:30AM & Sunday 7:30AM |

| Total times aired at regularly scheduled time | 26 |
|---|---|
| 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. | This award-winning series, JAY JAY THE JET PLANE. centers around the adventure of Jay Jay an inquisitive, energetic six-year-old jet plane and his friends as they discover the world around them. Children are encouraged to explore new ideas and accept differences. The series also educates children in a number of areas, including science, nature and health as well as teaching life lessons, such as sharing, problem solving and making friends. |

| Other Matters (9 of 10) | Response |
|--|---|
| Program Title | Noodle and Doodle |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 8AM and Sunday 8AM |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 5 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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. |

| Other Matters (10 of 10) | Response |
|---|---------------------------------|
| Program Title | Lazy Town |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 830AM and Sunday 830AM |

| Total times | 26 |
|---------------|--|
| aired at | |
| regularly | |
| scheduled | |
| time | |
| Length of | 30 mins |
| Program | |
| Age of | 2 years to 5 years |
| Target Child | |
| Audience | |
| from | |
| Describe the | encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, |
| educational | characters' eating and fitness habits are linked to problem solving in their world. The lead character is |
| and | Stephanie, a young girl who guides the audience through the story as she and her friends ("human" |
| informational | puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the |
| objective of | underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health |
| the program | and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, |
| and how it | Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a |
| meets the | zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of |
| definition of | eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to |
| Core | engage in a wide range of physical activities including playing games, competing athletically, and even |
| Programming. | building forts and play structures. |

| Certification | Question | Response |
|---------------|--|--------------------|
| | 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. | |
| | FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID 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. | |
| | 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). | |
| | I certify that this application includes all required and relevant attachments. | |
| | I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above. | Brooke Campbell |

Attachments No Attachments.