



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

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**PHILADELPHIA** | State: **PA**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**10/22/2013** | Filing Status: **Active**

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	CW
	Nielsen DMA	Philadelphia
	Web Home Page Address	www.cwphilly.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	0.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	0.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	No

Digital Core  
Programs(9)

Digital Core Program (1 of 9)	Response
Program Title	Rescue Heroes
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 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.	Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.
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	The Adventures of Chuck and Friends
Origination	Network

Days/Times Program Regularly Scheduled	Saturday, 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	4 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The New Adventures of Chuck and Friends is an action-comedy to inspire children, especially 4-7 year-old boys to approach playtime as an exciting, limitless adventure, in which everyone learns how to solve problems creatively, compassionately, and with a sense of humor. CHUCK's storylines and characters aim to spark young children's imaginations, and encourage them to think of fun ways of turning their daydreams into action-packed adventures and games with their real-life friends. To support this mission, the characters and stories will inspire children to be good friends to their peers at home and at school by approaching social situations with self-confidence and a willingness to try new things. Through each weeks' stories Chuck and his friends will use problem-solving strategies such as teamwork, thinking creatively, taking responsibilities for their actions, perseverance when they encounter obstacles and to ask for help when trying to handle a frustrating situation. Each weeks stories will demonstrate through creative storytelling by acknowledging that making mistakes is a natural part of any problem-solving, and everyone has strengths and weaknesses.
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	Rescue Heroes
Origination	Network

Days/Times Program Regularly Scheduled	Saturday, 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.	Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.
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	The New Adventures of Nanoboy
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 7:30am

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.	The New Adventures of Nanoboy is an action-comedy about a boy who transforms into the world's smallest superhero to fight microscopic villains too small for the naked eye! In the micro-cosmos, the tiny world of cells, molecules and atoms, a battle of good versus evil rages as each week Nanoboy, tinier than the average cell, takes on bad-to-the-bone-bacteria while trying to survive the biggest challenge of all - being a 10-year-old! Each episode takes place in two worlds: In the human world Oscar tries to live the life of a normal 9-year-old, always keeping his identity as Nanoboy a secret, Oscar solves conflicts like peer pressure, and exam stress. In the micro-cosmos, Oscar/Nanoboy encounters bigger-than-life problems. Deranged proteins and Amazonian Amoebas, and with the help of his Nano-team reforms a flu virus and a goofy brain cell. In resolving these crimes in the micro-world, Nanoboy encounters solutions that he can bring back to solve human world problems.
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	Real Life 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 9:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0



Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Real life jobs and careers are explored in an energetic style. The careers and people chosen to reflect those categories offer a vital inside look at what it would really be like, and what it takes to choose a particular profession.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 9)	Response
Program Title	Whaddyado
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each week teens will learn lessons about how to react when perilous situations and everyday problems occur. Real footage and re-enactments mix with teen interviews and expert opinions on what to do.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 9)	Response
Program Title	Mystery Hunters
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 10:00am

Total times aired at regularly scheduled time	11
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.	Mystery Hunters: sets out to explore some of the world's greatest myths and mysteries. Combining on-site reporting and exciting adventures, the Mystery Hunters uses science and reasoning to try to uncover the truth. The program teaches children how to gather facts, meet with experts, debunk common myths, and offer explanations for legends. Mystery Hunters is an award-winning series on "the paranormal, the supernatural and, by extension, the incredible." Araya (Mengesha) and Christina (Broccolini), two real-life teenage mystery hunters, along with scientist/skeptic/magician Doubting Dave (played by David Acer, who is also a writer on the show), scour the world in search of unexplained phenomena. Are there prehistoric mega-sharks hiding deep in our oceans? Is there an underwater U.F.O. base off the coast of Puerto Rico? Who built Stonehenge, and what does it do? Could the dinosaurs have been wiped out by an asteroid from space? Did an ancient King named Midas really have the power to turn everything he touched into gold? Are there hundreds of ghosts trapped under the streets of Edinburgh? Did a race of giant humans once walk the Earth? Does the fire goddess Pele live deep inside Mount Kilauea? Is there an ancient sea monster lurking in the dark waters of Loch Ness? And the list goes on.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 9)	Response
Program Title	Career Day
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 10:00am

Total times aired at regularly scheduled time	2
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.	<p>The purpose of Career Day is to provide a safe learning environment for young viewers to become more informed about the gamut of possible careers available for them to explore. Career Day is a television program that introduces young adults to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career Day provides an avenue to view experts in their respective fields as they discuss their work, the education /training to prepare for the job, and experiences that led them to choose their career. To encourage students to make informed decisions, young adults must be introduced to career awareness, such as the concept that success in most careers requires education and training (Fouad, 1995). As the National Alliance of Business recommended in its 1999 publication Preparing Young People for Tomorrow's Workplace, "Middle school is an ideal age at which to expose students to the challenging world of work".</p> <p>The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities, which has been proven to enhance academic performance, facilitate high school completion and encourage postsecondary education (Broadening Career Horizons for Students in At-Risk Environments, O'Brien et al (1999). Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perseverance children can apply to their lives.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (9 of 9)	Response
Program Title	Made in Hollywood - Teen Edition
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Behind the scenes look at various jobs in the entertainment industry, focused on educating young adults on how to get into the business, what it takes to succeed. Features interviews and footage with the talent and particularly those off-screen.
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	Shelley Hoffman
Address	1555 Hamilton Street
City	Philadelphia
State	PA
Zip	19130
Telephone Number	215-977-5700
Email Address	shelley.hoffman@wpsg.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 (6)

Other Matters (1 of 6)	Response
Program Title	The Adventures of Chuck and Friends
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 7:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The New Adventures of Chuck and Friends is an action-comedy to inspire children, especially 4-7 year-old boys to approach playtime as an exciting, limitless adventure, in which everyone learns how to solve problems creatively, compassionately, and with a sense of humor. CHUCK's storylines and characters aim to spark young children's imaginations, and encourage them to think of fun ways of turning their daydreams into action-packed adventures and games with their real-life friends. To support this mission, the characters and stories will inspire children to be good friends to their peers at home and at school by approaching social situations with self-confidence and a willingness to try new things. Through each weeks' stories Chuck and his friends will use problem-solving strategies such as teamwork, thinking creatively, taking responsibilities for their actions, perseverance when they encounter obstacles and to ask for help when trying to handle a frustrating situation. Each weeks stories will demonstrate through creative storytelling by acknowledging that making mistakes is a natural part of any problem-solving, and everyone has strengths and weaknesses.

Other Matters (2 of 6)	Response
Program Title	Rescue Heroes
Origination	Network
Days/Times Program Regularly Scheduled	Saturday, 7:30am
Total times aired at regularly scheduled time	13
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>Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes.</p> <p>Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.</p>
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Other Matters (3 of 6)	Response
Program Title	Real Life 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 9:00am
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.	Real life jobs and careers are explored in an energetic style. The careers and people chosen to reflect those categories offer a vital inside look at what it would really be like, and what it takes to choose a particular profession.

Other Matters (4 of 6)	Response
Program Title	Whaddyado
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 9:30am
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.	Each week teens will learn lessons about how to react when perilous situations and everyday problems occur. Real footage and re-enactments mix with teen interviews and expert opinions on what to do.

Other Matters (5 of 6)	Response
Program Title	Career Day
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 10:00am
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.	The purpose of Career Day is to provide a safe learning environment for young viewers to become more informed about the gamut of possible careers available for them to explore. Career Day is a television program that introduces young adults to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career Day provides an avenue to view experts in their respective fields as they discuss their work, the education /training to prepare for the job, and experiences that led them to choose their career. To encourage students to make informed decisions, young adults must be introduced to career awareness, such as the concept that success in most careers requires education and training (Fouad, 1995). As the National Alliance of Business recommended in its 1999 publication Preparing Young People for Tomorrow's Workplace, "Middle school is an ideal age at which to expose students to the challenging world of work". The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities, which has been proven to enhance academic performance, facilitate high school completion and encourage postsecondary education (Broadening Career Horizons for Students in At-Risk Environments, O'Brien et al (1999). Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perseverance children can apply to their lives.

Other Matters (6 of 6)	Response
Program Title	Made in Hollywood - Teen Edition
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday, 10:30am
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.	Behind the scenes look at various jobs in the entertainment industry, focused on educating young adults on how to get into the business, what it takes to succeed. Features interviews and footage with the talent and particularly those off-screen.

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>Philadelphia Television Station WPSG Inc.</b></p>

**Attachments**

No Attachments.