

# Children's Television Programming Report

 FRN: 0001582816
 File Number: CPR-159340
 Submit Date: 10/06/2014
 Call Sign: KHQ-TV
 Facility ID: 34537
 City:

 SPOKANE
 State: WA

 Service: Full Service Television
 Purpose: Children's TV Programming Report
 Status: Received
 Status Date:

 10/06/2014
 Filing Status: Active
 Filing Status: Active
 Filing Status: Active
 Filing Status: Active

## **Report reflects information for : Third 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                | Section  | Question   | Response            |          |
|---------------------------|--|--|---------------------|----------|
| Television<br>Information | Station Type   | Station Type   | Network Affiliation |          |
|                           |  | Affiliated network   | NBC                 |          |
|                           |  | Nielsen DMA  | Spokane             |          |
|                           |  | Web Home Page Address  | www.khq.com         |          |
|                           |  |  |                     |          |
| Digital Core              | Question   |  |                     | Response |
| Programming               | State the average number of hours of Core Programming per week broadcast by the station on its main program stream   |  |                     | 3.0      |
|                           | State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream   |  |                     | 168.0    |
|                           | State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:   |  |                     | 3.0      |
|                           | Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673? |  |                     | Yes      |
|                           | •  | at least 50% of the Core Programming counted toward meeting<br>ed to free video programming aired on other than the main Yes N |                     | Yes      |

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?

## Digital Core Programs(12)

| Digital Core<br>Program (1<br>of 12)   | Response   |
|--|--|
| Program Title  | The Chica Show   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SAT- 3:00PM - 3:30PM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 11   |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 2  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 2  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | "The Chica Show" 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. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Questions  | Response            |
|--|---------------------|
| Title of Program   | The Chica Show      |
| List date and time rescheduled   | 9/5/14 - 11:30AM    |
| Is the rescheduled date the second home?   | Yes                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2014-08-30          |
| Episode #  | 8/30/14 - ETCS211DH |
| Reason for Preemption  | Sports              |

| Questions  | Response           |
|--|--------------------|
| Title of Program   | The Chica Show     |
| List date and time rescheduled   | 9/12/14 - 11:30AM  |
| Is the rescheduled date the second home?   | Yes                |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   | 2014-09-06         |
| Episode #  | 9/6/14 - ETCS208DH |
| Reason for Preemption  | Sports             |

| Digital Core<br>Program (2 of<br>12)                           | Response              |
|--|-----------------------|
| Program Title  | Noodle & Doodle       |
| Origination  | Network               |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | SAT - 3:00PM - 3:30PM |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 12                    |
| Total times<br>aired   | 13                    |
| Number of<br>Preemptions                                       | 1                     |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |                       |
| Number of<br>Preemptions<br>Rescheduled                        | 1                     |

| Length of<br>Program   | 30 mins   |
|--|---|
| Age of Target<br>Child<br>Audience   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | "Noodle and Doodle", an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Noodle & Doodle     |
| List date and time rescheduled   | 9/4/14 - 11:30AM    |
| Is the rescheduled date the second home?   | Yes                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2014-08-30          |
| Episode #  | 8/30/14 - ENAD114DH |
| Reason for Preemption  | Sports              |

| Digital Core<br>Program (3<br>of 12)                      | Response              |
|---|-----------------------|
| Program Title   | Justin Time           |
| Origination   | Network               |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | SAT - 4:00PM - 4:30PM |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 13                    |

| Total times<br>aired   |   |
|--|---|
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | "Justin Time" is an animated show specifically directed to the preschool audience and always conveys and<br>embedded lesson; it is possible to understand and manage any problem you have by thinking about it<br>creatively. Justin is a little boy who has two imaginary playmates, Olivia (who meets him on his travels) a<br>Squidgy the sponge (who also lives in Justin's bedroom). When Justin has a problem or doesn't want to do<br>something his mother has suggested he daydreams his way into an adventure that takes him to places a<br>around the world. On these adventures, he meets Olivia who guides him through an experience that<br>demonstrates to Justin how he can solve his problem. The show provides many facts about the context to<br>characters visit while on the adventure, but the central point is to teach a lesson about a social/emotional<br>dilemma universally experienced by preschool children. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/l?                                   | Yes   |

| Digital Core<br>Program (4<br>of 12)                      | Response              |
|---|-----------------------|
| Program Title   | Tree Fu Tom           |
| Origination   | Network               |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | SAT - 4:30PM - 5:00PM |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 11                    |
| Total times<br>aired                                      | 13                    |

| Number of<br>Preemptions   | 2  |
|--|--|
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 2  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | "Tree Fu Tom" is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish or relying on teamwork in order to accomplish a goal. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Tree Fu Tom         |
| List date and time rescheduled   | 9/16/14 - 11:30AM   |
| Is the rescheduled date the second home?   | Yes                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2014-09-13          |
| Episode #  | 9/13/14 - ETFT113DH |
| Reason for Preemption  | Sports              |

| Questions                      | Response         |
|--------------------------------|------------------|
| Title of Program               | Tree Fu Tom      |
| List date and time rescheduled | 9/9/14 - 11:30AM |

| Is the rescheduled date the second home?   | Yes                |
|--|--------------------|
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   | 2014-09-06         |
| Episode #  | 9/6/14 - ETFT209DH |
| Reason for Preemption  | Sports             |
|  |                    |

| Digital Core Program<br>(5 of 12)   | Response   |
|---|--|
| Program Title   | Missing  |
| Origination   | Syndicated   |
| Days/Times Program<br>Regularly Scheduled   | MON - 10:00AM - 10:30AM  |
| Total times aired at regularly scheduled time   | 13   |
| Total times aired   |  |
| Number of Preemptions   | 0  |
| Number of Preemptions<br>for other than Breaking<br>News  |  |
| Number of Preemptions<br>Rescheduled  |  |
| Length of Program   | 30 mins  |
| Age of Target Child<br>Audience   | 13 years to 15 years   |
| Describe the<br>educational and<br>informational objective<br>of the program and how<br>it meets the definition of<br>Core Programming. | "Missing" serves the educational and informational needs of children 13 to 16 years of age with<br>its program content, including safety tips and real life stories using various resources to help find<br>missing people. The show carries the important message for young people in regard to being<br>aware of their surroundings, and using caution when dealing with strangers. The show offers tips<br>about how to act in dangerous, or potentially dangerous circumstances. |
| Does the Licensee<br>identify the program by<br>displaying throughout<br>the program the symbol<br>E/I?                                 | Yes  |

| Digital Core<br>Program (6 of 12)                   | Response                |
|---|-------------------------|
| Program Title                                       | Think Big               |
| Origination   | Syndicated              |
| Days/Times<br>Program<br>Regularly<br>Scheduled     | TUE - 10:00AM - 10:30AM |
| Total times aired<br>at regularly<br>scheduled time | 13                      |

| Total times aired   |   |
|---|---|
| Number of<br>Preemptions  | 0   |
| Number of<br>Preemptions for<br>other than<br>Breaking News   |   |
| Number of<br>Preemptions<br>Rescheduled   |   |
| Length of<br>Program  | 30 mins   |
| Age of Target<br>Child Audience   | 13 years to 15 years  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and<br>how it meets the<br>definition of Core<br>Programming. | "Think Big" is a kid-hosted series features top kid inventors who face off against each other in an Invent-<br>Off to see who can come up with the most innovative and creative invention. Each episode is set in the<br>Think Tank, a studio filled with art supplies and construction materials. Two teams, each led by a<br>Featured Inventor, brainstorm, choose materials, and then sketch, design and build their idea. Once<br>completed, the competing inventions are presented to a judge. The best invention wins the coveted<br>Genius Cup. In "Think Big" kids acquire and showcase their skills in creativity, science, innovation,<br>marketing, design and teamwork. |
| Does the<br>Licensee identify<br>the program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes   |

| Digital Core Program (7<br>of 12)                        | Response                 |
|--|--------------------------|
| Program Title  | Sports Stars of Tomorrow |
| Origination  | Syndicated               |
| Days/Times Program<br>Regularly Scheduled                | WED - 10:00AM - 10:30AM  |
| Total times aired at regularly scheduled time            | 14                       |
| Total times aired  |                          |
| Number of Preemptions                                    | 0                        |
| Number of Preemptions<br>for other than Breaking<br>News |                          |
| Number of Preemptions<br>Rescheduled                     |                          |
| Length of Program  | 30 mins                  |
| Age of Target Child<br>Audience                          | 13 years to 15 years     |

| Describe the educational<br>and informational<br>objective of the program<br>and how it meets the<br>definition of Core<br>Programming. | "Sports Stars of Tomorrow" provides information and examples to teen viewers of how their teen contemporaries can and are achieving positive things through the discipline and dedication experienced in sportsboth team and individual competition. The program also often includes inspirational stories of youth with physical handicaps who have overcome their limitations and challenges to succeed in sports and life. |
|---|---|
| Does the Licensee<br>identify the program by<br>displaying throughout the<br>program the symbol E/I?                                    | Yes   |

| Digital Core Program (8 of<br>12)  | Response  |
|--|---|
| Program Title  | Biz Kids  |
| Origination  | Syndicated  |
| Days/Times Program<br>Regularly Scheduled  | THU - 10:00AM - 10:30AM   |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions<br>for other than Breaking<br>News   |   |
| Number of Preemptions<br>Rescheduled   |   |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience  | 13 years to 15 years  |
| Describe the educational<br>and informational objective<br>of the program and how it<br>meets the definition of<br>Core Programming. | "Biz Kids" is a weekly half-hour series focusing on financial literacy and entrepreneurship for<br>teens. Using a mix of strong financial education tools, dynamic sketch comedy, and inspiring<br>true stories of young entrepreneurs, Biz Kids provides important information for future<br>success. Each episode features math, language arts, and social studies as well as teaching<br>teens about money and business. |
| Does the Licensee identify<br>the program by displaying<br>throughout the program<br>the symbol E/I?                                 | Yes   |

| Digital Core Program<br>(9 of 12)             | Response                |
|---|-------------------------|
| Program Title                                 | Dog Tales               |
| Origination                                   | Syndicated              |
| Days/Times Program<br>Regularly Scheduled     | FRI - 10:00AM - 10:30AM |
| Total times aired at regularly scheduled time | 13                      |

| Total times aired  |  |
|--|--|
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions for other<br>than Breaking News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience  | 13 years to 15 years   |
| Describe the<br>educational and<br>informational objective<br>of the program and<br>how it meets the<br>definition of Core<br>Programming. | "Dog Tales" is a program designed to provide children ages 13 to 16 with information regarding dog safety and care tips as well as lessons on the responsibility of owning a dog. The show also provides informative segments about the various breeds of dogs and showcases various veterina experts explaining different issues affecting canines. Each show also includes recommended reading lists about dogs and promotes children's writing and creating skills with essay and art contests. |
| Does the Licensee<br>identify the program<br>by displaying<br>throughout the<br>program the symbol E<br>/I?                                | Yes  |

| Digital Core Program<br>(10 of 12)                       | Response                |
|--|-------------------------|
| Program Title  | The Real Winning Edge   |
| Origination  | Syndicated              |
| Days/Times Program<br>Regularly Scheduled                | FRI - 10:30AM - 11:00AM |
| Total times aired at regularly scheduled time            | 13                      |
| Total times aired  |                         |
| Number of Preemptions                                    | 0                       |
| Number of Preemptions<br>for other than Breaking<br>News |                         |
| Number of Preemptions<br>Rescheduled                     |                         |
| Length of Program  | 30 mins                 |
| Age of Target Child<br>Audience                          | 13 years to 15 years    |

| Describe the educational<br>and informational<br>objective of the program<br>and how it meets the<br>definition of Core<br>Programming. | "The Real Winning Edge" series is developed to be an educational/informational program for the 13-16 year of age group. It is designed to help youth make "winning choices" in their lives in order to grow to be productive citizens. This series is based on role models who are making presocial life choices. Emphasis is on being honest, loyal, hard-working toward productive goals, and treating others as they would like to be treated. |
|---|---|
| Does the Licensee<br>identify the program by<br>displaying throughout<br>the program the symbol<br>E/I?                                 | Yes   |

| Digital Core<br>Program (11<br>of 12)  | Response   |
|--|--|
| Program Title  | Lazy Town  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SUN - 3:00PM - 3:30PM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 11   |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 2  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 2  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | "Lazy Town" encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. |

| Yes |     |     |     |
|-----|-----|-----|-----|
|     |     |     |     |
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|     |     |     |     |
|     |     |     |     |
|     |     |     |     |
|     |     |     |     |
|     |     |     |     |
|     | Yes | Yes | Yes |

| Questions  | Response            |
|--|---------------------|
| Title of Program   | Lazy Town           |
| List date and time rescheduled   | 7/15/14 - 11:00AM   |
| Is the rescheduled date the second home?   | Yes                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2014-07-13          |
| Episode #  | 7/13/14 - ELZT123DH |
| Reason for Preemption  | Sports              |

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Lazy Town         |
| List date and time rescheduled   | 9/9/14 - 11:00AM  |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2014-09-07        |
| Episode #  | 9/7/14 - ELZT302H |
| Reason for Preemption  | Sports            |

| Program (12<br>of 12)                                     | Response              |
|---|-----------------------|
| Program Title   | ZOU                   |
| Origination   | Network               |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | SUN - 3:30PM - 4:00PM |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 12                    |
| Total times<br>aired                                      | 13                    |

| Number of<br>Preemptions   | 1  |
|--|--|
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | An animated series, Zou, is the story of a 5-year-old zebra, Bizou, who lives in an intergenerational household composed of his parents, grandparents, and great grandmother. They reside in a lovely brightly colored suburban community of vertical, bi-pedaled zebras that walk, talk, dress and interact like humans. Bizou's best friend, Elzee lives next door and his other good friend, Zac, is often found in his father's store. Bizou also has a less rewarding relationship with his snooty, spoiled cousin Zinnia, a budding ballerina. We follow Zou through his humdrum days, vicariously participating in his birthday, a trip to the store, taking his pet parakeet Poc, to the doctor, or helping Elzee find a lost toy. The show is very centered on family and personal relationships, and the abundant adults in the family are always around to guild but not direct Bizou through his dilemmas, projects, and predicaments. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Questions  | Response            |
|--|---------------------|
| Title of Program   | ZOU                 |
| List date and time rescheduled   | 7/15/14 - 11:00AM   |
| Is the rescheduled date the second home?   | Yes                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                 |
| Date Preempted   | 2014-07-13          |
| Episode #  | 7/13/14 - EZOU101DH |
| Reason for Preemption  | Sports              |

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

| 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  | Lori Ramsdell                  |
| Address   | 1201 West<br>Sprague<br>Avenue |
| City  | Spokane                        |
| State   | WA                             |
| Zip   | 99201                          |
| Telephone Number  | 509-448-4613                   |
| Email Address   | lori.<br>ramsdell@khq<br>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. |                                |

Liaison Contact

### Other Matters (12)

| Other<br>Matters (1 of<br>12)  | Response   |
|--|--|
| Program Title  | The Chica Show   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SAT - 3:30PM - 4:00PM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The Chica Show 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 12)  | Response   |
| Program Title  | Noodle and Doodle  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SUN - 3:30PM - 4:00PM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>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. Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal.

| Other<br>Matters (3 of<br>12)  | Response   |
|--|--|
| Program Title  | Astroblast   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SAT - 3:00pm - 3:30pm  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Astroblast!, based on the book series "Astroblast!" by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. The station is populated by five animal characters and one 3-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to: keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or embarrassing incident, or resist the urge to blame others for your mistakes. |
| Other<br>Matters (4 of<br>12)  | Response   |
| Program Title  | Tree Fu Tom  |
| Origination  | Network  |

| Origination                                     | Network |  |
|---|---------|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled |         |  |
|   |         |  |

| Total times  | 13  |
|--|---|
| aired at<br>regularly<br>scheduled<br>time   |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Tree Fu Tom is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that with bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish or relying on teamwork in order to accomplish a goal.   |
| Other<br>Matters (5 of<br>12)  | Response  |
| Program Title  | Lazytown  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SAT - 4:30PM - 5:00PM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of                         | Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character 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 |

| Program Title   | Missing  |
|---|--|
| Origination   | Syndicated   |
| Days/Times Program<br>Regularly Scheduled   | MON - 10:00AM - 10:30AM  |
| Total times aired at regularly scheduled time   | 13   |
| Length of Program   | 30 mins  |
| Age of Target Child<br>Audience from  | 13 years to 15 years   |
| Describe the<br>educational and<br>informational objective<br>of the program and how<br>it meets the definition of<br>Core Programming. | "Missing" serves the educational and informational needs of children 13 to 16 years of age with its program content, including safety tips and real life stories using various resources to help find missing people. The show carries the important message for young people in regard to being aware of their surroundings, and using caution when dealing with strangers. The show offers tips about how to act in dangerous, or potentially dangerous circumstances. |

| Other Matters (7<br>of 12)  | Response  |
|---|---|
| Program Title   | Think Big   |
| Origination   | Syndicated  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | TUE - 10:00AM - 10:30AM   |
| Total times aired<br>at regularly<br>scheduled time   | 13  |
| Length of<br>Program  | 30 mins   |
| Age of Target<br>Child Audience<br>from   | 13 years to 15 years  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and<br>how it meets the<br>definition of Core<br>Programming. | "Think Big" is a kid-hosted series features top kid inventors who face off against each other in an Inver<br>Off to see who can come up with the most innovative and creative invention. Each episode is set in the<br>Think Tank, a studio filled with art supplies and construction materials. Two teams, each led by a<br>Featured Inventor, brainstorm, choose materials, and then sketch, design and build their idea. Once<br>completed, the competing inventions are presented to a judge. The best invention wins the coveted<br>Genius Cup. In "Think Big" kids acquire and showcase their skills in creativity, science, innovation,<br>marketing, design and teamwork. |

| Other Matters (8 of 12)                       | Response                 |
|---|--------------------------|
| Program Title                                 | Sports Stars of Tomorrow |
| Origination                                   | Syndicated               |
| Days/Times Program<br>Regularly Scheduled     | WED - 10:00AM - 10:30AM  |
| Total times aired at regularly scheduled time | 13                       |
| Length of Program                             | 30 mins                  |
|   |                          |

#### Age of Target Child Audience from

13 years to 15 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. "Sports Stars of Tomorrow" provides information and examples to teen viewers of how their teen contemporaries can and are achieving positive things through the discipline and dedication experienced in sports...both team and individual competition. The program also often includes inspirational stories of youth with physical handicaps who have overcome their limitations and challenges to succeed in sports and life.

| Other Matters (9 of 12)  | Response  |
|--|---|
| Program Title  | Biz Kids  |
| Origination  | Syndicated  |
| Days/Times Program<br>Regularly Scheduled  | THU - 10:00AM - 10:30AM   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience from   | 13 years to 15 years  |
| Describe the educational<br>and informational objective<br>of the program and how it<br>meets the definition of<br>Core Programming. | "Biz Kids" is a weekly half-hour series focusing on financial literacy and entrepreneurship for teens. Using a mix of strong financial education tools, dynamic sketch comedy, and inspiring true stories of young entrepreneurs, Biz Kids provides important information for future success. Each episode features math, language arts, and social studies as well as teaching teens about money and business. |

| Other Matters (10 of<br>12)  | Response   |
|--|--|
| Program Title  | Dog Tales  |
| Origination  | Syndicated   |
| Days/Times Program<br>Regularly Scheduled  | FRI - 10:00AM - 10:30AM  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience from   | 13 years to 15 years   |
| Describe the<br>educational and<br>informational objective<br>of the program and<br>how it meets the<br>definition of Core<br>Programming. | "Dog Tales" is a program designed to provide children ages 13 to 16 with information regarding dog safety and care tips as well as lessons on the responsibility of owning a dog. The show also provides informative segments about the various breeds of dogs and showcases various veterinary experts explaining different issues affecting canines. Each show also includes recommended reading lists about dogs and promotes children's writing and creating skills with essay and art contests. |

| Other Matters (11 of 12) | Response              |
|--------------------------|-----------------------|
| Program Title            | The Real Winning Edge |
| Origination              | Syndicated            |

| Days/Times Pr<br>Regularly Sche  | -                           | FRI - 10:30AM - 11:00AM  |
|--|-----------------------------|--|
| Total times aire regularly scheo   |                             | 13   |
| Length of Prog   | ram                         | 30 mins  |
| Age of Target (<br>Audience from   |                             | 13 years to 15 years   |
| Describe the en-<br>and information<br>objective of the<br>and how it meen<br>definition of Co<br>Programming. | nal<br>e program<br>ets the | "The Real Winning Edge" series is developed to be an educational/informational program for the 13-16 year of age group. It is designed to help youth make "winning choices" in their lives in order to grow to be productive citizens. This series is based on role models who are making pre-<br>social life choices. Emphasis is on being honest, loyal, hard-working toward productive goals, and treating others as they would like to be treated. |
| Other<br>Matters (12<br>of 12)   | Response                    |  |
| Program Title  | Poppy Cat                   | t  |
| Origination  | Network                     |  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SUN - 3:0                   | 0PM - 3:30PM   |
| Total times  | 13                          |  |

| Length of<br>Program   | 30 mins  |
|--|--|
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | "Poppy Cat", based on the book series by Lara Jones, models the use of imagination and storytelling to encourage creative thinking in viewers. Each episode features the narrator, Lara, reading a story about Poppy Cat to her own cat (who is also named Poppy). She weaves an exciting tale following her imagination, which leads her to distant lands reached by boat, plane, hot air balloon or train. Each story features Poppy Cat, as the leader of a group of animal friends, a resident bully Egbert the badger, and other occasionally recurring characters. A prevailing message emerges within each episode to be nice to your friends and always work together. There remains an overarching implicit message within every episode as well; think creatively and exercise your mind through reading and storytelling - for these activities always lead to enjoyment and adventure. |

| 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. <b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b> 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.  | KHQ<br>Incorporated |

Attachments No Attachments.