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Children's Television Programming Report

FRN: **0002931061** | File Number: **CPR-129917** | Submit Date: **04/10/2012** | Call Sign: **WFMJ-TV** | Facility ID: **72062** |

City: **YOUNGSTOWN** | State: **OH**

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

04/10/2012 | Filing Status: **Active**

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

General Information

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

**Applicant
Information**

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type
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Contact
Representatives
(0)

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

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	NBC
	Nielsen DMA	Youngstown
	Web Home Page Address	www.wfmj.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:	6.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core
Programs(18)

Digital Core Program (1 of 18)	Response
Program Title	Turbo Dogs
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 9:00-9:30 a.m.
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 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Turbo Dogs" is an animated show based on the books, Racer Dogs, by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing such as directionality and concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 18)	Response
Program Title	The Zula Patrol
Origination	Network

Days/Times Program Regularly Scheduled	Sat. 9:00-9:30 a.m.
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 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the book series by Deborah Manchester, "The Zula Patrol" teaches science and astronomy facts to a target audience of children 6-10 years of age. The Zula Patrol is a group of six animated aliens, headed by Captain Bula, who carry out a variety of scientific space missions. During their missions, Captain Bula and his crew often encounter their foe, Dark Truder, and his minion, Traxie, who are trying to take over the universe. Over the course of the story, the audience learns different facts about specific space topics such as stars, planets, orbits, moons, asteroids, comets, gravity, and space probes. The information is then highlighted during a segment where crew member Professor Multo delivers his "Multo-Moments" or summary of scientific facts from the story. Typically, the stories also provide a social-emotional tag based on tolerance and non-violent conflict resolution.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (3 of 18)	Response
Program Title	Shelldon
Origination	Network

Days/Times Program Regularly Scheduled	Sat. 9:30-10:00 a.m.
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Shelldon" is an animated series about a school-aged yoka shell mollusk named Shelldon. He lives with his adoptive family, the Clams, in Shell Land, an undersea community populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowrie shell mollusk) and Herman (a hermit crab), face a specific challenge in every episode. The problem may be managing a bully, improving their grades, learning how to be altruistic, or protecting their environment from natural and man-made disasters. In most cases, they rely on Dr. Shell, the most venerated intellectual and elder in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct social-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (4 of 18)	Response
Program Title	The Magic School Bus
Origination	Network

Days/Times Program Regularly Scheduled	Sat. 10:00-10:30 a.m.
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 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"The Magic School Bus" is based on a series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions or learn many new things about the place the class visits. Each episode is a fact-filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges them to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 6 to 10 and in addition to all the factual content, the children also have a social-emotional problem to solve that is embedded into the story line.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 18)	Response
Program Title	Jane and the Dragon
Origination	Network

Days/Times Program Regularly Scheduled	Sat. 10:00-10:30 a.m.
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 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Set in medieval times, "Jane and the Dragon" is an animated show based on Martin Baynton's best-selling book about a middle-class medieval girl named Jane. Jane is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (6 of 18) Response	
Program Title	Babar
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:30-11:00 a.m.

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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Babar," based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 18)		Response
Program Title	Willa's Wild Life	
Origination	Network	
Days/Times Program Regularly Scheduled	Sat. 11:00-11:30 a.m.	
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Willa's Wild Life," based on the book An Octopus Followed Me Home, by Dan Yaccarino, is an animated series centered on a six-year-old girl and her menagerie of animals. Willa lives at home with her father and pets - an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence, and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 18)	Response
Program Title	Pearlie
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:00-11:30 a.m.
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Pearlie" is an animated comedy series based on the children's book series, Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 6- to 10-year-old range, episodes focus on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin, Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, Pearlie approaches new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 18)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 7:00-7:30 a.m.
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	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving -- how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 18)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 7:30-8:00 a.m.
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	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving -- how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 18)	Response
Program Title	Cubix
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 7:00-7:30 a.m.
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.	In order to best develop the skills and values that will produce "socially conscious" and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills -- such as confidence, courage, loyalty, teamwork and problem solving -- provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these "pro-social" behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of age appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties' experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (12 of 18)	Response
Program Title	Cubix
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 7:30-8:00 a.m.

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.	In order to best develop the skills and values that will produce "socially conscious" and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills -- such as confidence, courage, loyalty, teamwork and problem solving -- provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these "pro-social" behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of age appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties' experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (13 of 18)		Response
Program Title		Kids Can Cook
Origination		Local
Days/Times Program Regularly Scheduled		Sun. 7:30-8:00 a.m.

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.	Kids Can Cook was created to reach out to our community's children ages 13 and up in order to help them learn more about simple cooking methods for healthy eating. This innovative, weekly 30-minute program also teaches kids about where the whole grains, fruit and vegetables they eat come from, getting enough exercise, and sharing their healthy, home-cooked meals with family and friends. It is our hope that this fun, educational and engaging program will be one more way we can help our children to live longer and healthier lives.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 18)		Response
Program Title		Whaddyadoo
Origination		Syndicated
Days/Times Program Regularly Scheduled		Sun. 8:00-8:30 a.m.
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.	Whaddyadoo is a half-hour series targeting 13 to 16-year olds, offering instruction on how to handle difficult and threatening real-life situations. Suppose you're a 13-year old boy in a diner and a woman begins to choke on her food. What would you do? What should you do? Whaddyadoo looks at stories like these, as well as fire rescues, animal attacks and everyday moral dilemmas in an entertaining and educational half-hour.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 18)		Response
Program Title		Animal Exploration with Jarod Miller
Origination		Syndicated
Days/Times Program Regularly Scheduled		Sun. 8:30-9:00 a.m.
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 Jarod Miller looks at exotic and domestic animals from his own unique perspective. Every week Jarod travels to zoos and aquariums to explore animals that fit a particular theme, whether it's the need for speed or animal heroes - there's always something amazing happening. Filled with energy, youth and humor, Jarod is a welcome visitor in living rooms around American on a weekly basis. It is the mission of this program to inspire viewers, children and adults alike, to preserve the innate human instinct to explore. The producers design each episode to reveal to children the world around them in a way that identifies positive role models and pro-social values within an environmentally responsible universe.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (16 of 18)		Response
Program Title		Live Life and Win
Origination		Syndicated
Days/Times Program Regularly Scheduled		Sun. 9:30-10:00 a.m.
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		The series features inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (17 of 18)		Response
Program Title		Mystery Hunters
Origination		Syndicated
Days/Times Program Regularly Scheduled		Sun. 12:30-1:00 p.m.
Total times aired at regularly scheduled time		12

Total times aired	11
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Mystery Hunters are regular kids with inquisitive minds, who travel the globe to investigate the sites and delve into the tales which have baffled people throughout the ages - looking for the Loch Ness Monster, unraveling a smelly mummy, searching for Princess Anastasia, and learning the true story of King Tut. Armed with video cameras and their instincts, they gather facts and meet the experts, debunking common myths and offering explanations for legends, spooky stories, and unexplained phenomena. They use critical thinking and scientific reasoning to show that things are not always what they seem. Back at the Discovery Mystery Lab, Doubting Dave, the resident skeptical scientist, challenges viewers to send in their own mysteries and then tackles the questions with experiments and logical explanations. Dave also assists the Mystery Hunters with their investigations.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Mystery Hunters
List date and time rescheduled	3/13/12 8:00-8:30 a.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2012-03-11
Episode #	
Reason for Preemption	Sports

Digital Core Program (18 of 18)	Response
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Program Title	Edgemont
Origination	Syndicated
Days/Times Program Regularly Scheduled	Mon.-Fri. 2:30-3:00 p.m.
Total times aired at regularly scheduled time	65
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Edgemont series is designed to entertain its youth audience and also to inform and educate these viewers about issues that arise in school and at home. Storylines focus on the social and emotional challenges that every secondary school student faces, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. The programs illustrate the possible consequences of choices that these viewers may face, and these outcomes provide "life lessons" that are shown plainly to the teen audience. Edgemont further benefits its viewers by opening dialogue with peers and potentially also parents and educators regarding the topics portrayed in the series. Edgemont also touches on significant societal issues and can complement classroom discussions on these topics. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse.
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	Jack Stevenson
Address	101 W. Boardman Street
City	Youngstown
State	OH
Zip	44503
Telephone Number	330-744-8611
Email Address	jstev@wfmj.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.	THE MORE YOU KNOW WEBSITE - "The More You Know's" comprehensive website (themoreyouknow.com) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a general campaign overview, message boards, press releases, kids's pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed. THE CHIDLREN'S CENTER FOR SCIENCE AND TECHNOLOGY - 21 WFMJ contributes to and maintains an exhibit at the Children's Center for Science and Technology. The museum serves children in Mahoning, Trumbull and Columbiana counties in Ohio and Mercer County in Pennsylvania. The Children's Center for Science and Technology opened in August 2004. Network programming changes took place in the 7:00-8:00 a.m., 9:00-9:30 a.m. and 10:00-10:30 am. time periods. All of the programs replaced were with a program that was similar to the original program. The target audience remained the same or was comparable in all instances. As a result of the network programming changes, two programs are included for each of the above-referenced time periods.

Other Matters (14)

Other Matters (1 of 14)	Response
Program Title	The Zula Patrol
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 9:00-9:30 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the book series by Deborah Manchester, "The Zula Patrol" teaches science and astronomy facts to a target audience of children 6-10 years of age. The Zula Patrol is a group of six animated aliens, headed by Captain Bula, who carry out a variety of scientific space missions. During their missions, Captain Bula and his crew often encounter their foe, Dark Truder, and his minion, Traxie, who are trying to take over the universe. Over the course of the story, the audience learns different facts about specific space topics such as stars, planets, orbits, moons, asteroids, comets, gravity, and space probes. The information is then highlighted during a segment where crew member Professor Multo delivers his "Multo-Moments" or summary of scientific facts from the story. Typically, the stories also provide a social-emotional tag based on tolerance and non-violent conflict resolution.

Other Matters (2 of 14)	Response
Program Title	Shelldon
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 9:30-10:00 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Shelldon" is an animated series about a school-aged yoka shell mollusk named Shelldon. He lives with his adoptive family, the Clams, in Shell Land, an undersea community populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowrie shell mollusk) and Herman (a hermit crab), face a specific challenge in every episode. The problem may be managing a bully, improving their grades, learning how to be altruistic, or protecting their environment from natural and man-made disasters. In most cases, they rely on Dr. Shell, the most venerated intellectual and elder in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct social-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation.
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Other Matters (3 of 14)	Response
Program Title	Jane and the Dragon
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:00-10:30 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Set in medieval times, "Jane and the Dragon" is an animated show based on Martin Baynton's best-selling book about a middle-class medieval girl named Jane. Jane is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.

Other Matters (4 of 14)	Response
Program Title	Babar
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:30-11:00 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins

Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Babar," based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members.

Other Matters (5 of 14)	Response
Program Title	Willa's Wild Life
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:00-11:30 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Willa's Wild Life," based on the book An Octopus Followed Me Home, by Dan Yaccarino, is an animated series centered on a six-year-old girl and her menagerie of animals. Willa lives at home with her father and pets - an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence, and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.
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Other Matters (6 of 14)	Response
Program Title	Pearlie
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:30-12:00 p.m.

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Pearlie" is an animated comedy series based on the children's book series, Pearlle the Park Fairy by Wendy Harmer. Pearlle is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 6-to 10-year-old range, episodes focus on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlle was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlle's nemesis and cousin, Saphira, often takes advantage of Pearlle's good nature which requires that Pearlle must also frequently outwit the park bully. In each episode, Pearlle approaches new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.
Other Matters (7 of 14)	
Program Title	Cubix
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 7:00-7:30 a.m.
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.	In order to best develop the skills and values that will produce "socially conscious" and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills -- such as confidence, courage, loyalty, teamwork and problem solving -- provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these "pro-social" behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of age appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties' experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.
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Other Matters (8 of 14)	Response
Program Title	Cubix
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 7:30-8:00 a.m.
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.	In order to best develop the skills and values that will produce "socially conscious" and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills -- such as confidence, courage, loyalty, teamwork and problem solving -- provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these "pro-social" behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of age appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties' experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.

Other Matters (9 of 14)	Response
Program Title	Kids Can Cook
Origination	Local

Days/Times Program Regularly Scheduled	Sun. 7:30-8:00 a.m.
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.	Kids Can Cook was created to reach out to our community's children ages 13 and up in order to help them learn more about simple cooking methods for healthy eating. This innovative, weekly 30-minute program also teaches kids about where the whole grains, fruit and vegetables they eat come from, getting enough exercise, and sharing their healthy, home-cooked meals with family and friends. It is our hope that this fun, educational and engaging program will be one more way we can help our children to live longer and healthier lives.

Other Matters (10 of 14)	Response
Program Title	Whaddyadoo
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sun. 8:00-8:30 a.m.
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.	Whaddyadoo is a half-hour series targeting 13 to 16-year olds, offering instruction on how to handle difficult and threatening real-life situations. Suppose you're a 13-year old boy in a diner and a woman begins to choke on her food. What would you do? What should you do? Whaddyadoo looks at stories like these, as well as fire rescues, animal attacks and everyday moral dilemmas in an entertaining and educational half-hour.

Other Matters (11 of 14)	Response
Program Title	Animal Exploration with Jarod Miller
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sun. 8:30-9:00 a.m.
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 Jarod Miller looks at exotic and domestic animals from his own unique perspective. Every week Jarod travels to zoos and aquariums to explore animals that fit a particular theme, whether it's the need for speed or animal heroes - there's always something amazing happening. Filled with energy, youth and humor, Jarod is a welcome visitor in living rooms around American on a weekly basis. It is the mission of this program to inspire viewers, children and adults alike, to preserve the innate human instinct to explore. The producers design each episode to reveal to children the world around them in a way that identifies positive role models and pro-social values within an environmentally responsible universe.
Other Matters (12 of 14)	
Program Title	Live Life and Win
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sun. 9:30-10:00 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series features inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition.
Other Matters (13 of 14)	
Program Title	Mystery Hunters
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sun. 12:30-1:00 p.m.
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.	<p>The Mystery Hunters are regular kids with inquisitive minds, who travel the globe to investigate the sites and delve into the tales which have baffled people throughout the ages - looking for the Loch Ness Monster, unraveling a smelly mummy, searching for Princess Anastasia, and learning the true story of King Tut.</p> <p>Armed with video cameras and their instincts, they gather facts and meet the experts, debunking common myths and offering explanations for legends, spooky stories, and unexplained phenomena. They use critical thinking and scientific reasoning to show that things are not always what they seem. Back at the Discovery Mystery Lab, Doubting Dave, the resident skeptical scientist, challenges viewers to send in their own mysteries and then tackles the questions with experiments and logical explanations. Dave also assists the Mystery Hunters with their investigations.</p>
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Other Matters (14 of 14)	Response
Program Title	Edgemont
Origination	Syndicated
Days/Times Program Regularly Scheduled	Mon.-Fri. 2:30-3:00 p.m.
Total times aired at regularly scheduled time	65
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.	<p>The Edgemont series is designed to entertain its youth audience and also to inform and educate these viewers about issues that arise in school and at home. Storylines focus on the social and emotional challenges that every secondary school student faces, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. The programs illustrate the possible consequences of choices that these viewers may face, and these outcomes provide "life lessons" that are shown plainly to the teen audience. Edgemont further benefits its viewers by opening dialogue with peers and potentially also parents and educators regarding the topics portrayed in the series. Edgemont also touches on significant societal issues and can complement classroom discussions on these topics. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse.</p>

Certification

Question	Response
<p>The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.</p> <p>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</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>WFMJ Television, Inc.</p>

Attachments

No Attachments.