



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0003828738** | File Number: **CPR-147719** | Submit Date: **10/28/2013** | Call Sign: **WBMM** | Facility ID: **68427** | City:  
**TUSKEGEE** | State: **AL**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**10/28/2013** | Filing Status: **Active**

Report reflects information for : Third Quarter of 2013

General Information

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

**Applicant  
Information**

**Applicant Name, Type, and Contact Information**

| Applicant | Address | Phone | Email | Applicant Type |
|-----------|---------|-------|-------|----------------|
|-----------|---------|-------|-------|----------------|

Contact  
Representatives  
(0)

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

Children's  
Television  
Information

| Section      | Question              | Response             |
|--------------|-----------------------|----------------------|
| Station Type | Station Type          | Network Affiliation  |
|              | Affiliated network    | CW                   |
|              | Nielsen DMA           | Montgomery           |
|              | Web Home Page Address | www.cwmontgomery.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  | 4.0      |
| 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  | 336.0    |
| 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:  | 7.0      |
| 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(26)

| Digital Core<br>Program (1<br>of 26)   | Response   |
|--|--|
| Program Title  | RESCUE HEROES 22.1 (thru 8/10)   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 7:00-7:30AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 6  |
| 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   | 6 years to 11 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. | Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. The Rescue Heroes are a crack team of international emergency response professionals who travel the globe to help those in danger. Equipped with the latest up-to-the-minute knowledge, high-tech hardware and cutting-edge technology, they are dedicated to promoting safety and saving lives everywhere. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core<br>Program (2<br>of 26)   | Response  |
|--|---|
| Program Title  | RESCUE HEROES II 22.1 (thru 8/17)   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SATURDAYS, 7:30-8:00AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 7   |
| 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   | 6 years to 11 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. | Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. The Rescue Heroes are a crack team of international emergency response professionals who travel the globe to help those in danger. Equipped with the latest up-to-the-minute knowledge, high-tech hardware and cutting-edge technology, they are dedicated to promoting safety and saving lives everywhere. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, reparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (3<br>of 26) | Response |
|--------------------------------------|----------|
|--------------------------------------|----------|

|  |   |
|--|---|
| Program Title  | CHAT ROOM 22.1  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SATURDAYS, 12:00-12:30PM  |
| 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   | 13 years to 16 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. | Chat Room is designed to inform, educate, and entertain through re-enacting teen-oriented dilemmas and discussing them in an open honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. Chat Room is a program about issues and concerns that teens face. The program focuses on some of the ethical choices today's teens must face with regard to social issues. Questions are framed by real life stories from the teen cast. Two young women and two young men talk about their own experiences with topics in the program. The structure of the show includes a variety of short segments which makes for a fast paced talk/interview show. It is the type of show that middle school students could also learn from. The objective is for teens to develop strategies for appropriate behavior; to learn how to handle difficult decisions whether its adults and teens or teen to teen, and it highlights social interaction, modeling good behaviors. The goal of the program is to present issues that are real and raw and discuss the pros and cons of each situation in a free flowing environment. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

**Digital Core Program  
(4 of 26)**

**Response**

|               |                  |
|---------------|------------------|
| Program Title | ON THE SPOT 22.1 |
|---------------|------------------|

|  |  |
|--|--|
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SATURDAYS, 12:30-1:00PM  |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  |  |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This series uses an entertaining on the street format to test how well young people know the information contained in their own national curriculum, then, On The Spot explains the answer to each question. The show is designed to be both educational and entertaining, and challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (5 of 26)                |                        | Response |
|---|------------------------|----------|
| Program Title                                 | ANIMAL SCIENCE 22.1    |          |
| Origination                                   | Network                |          |
| Days/Times Program Regularly Scheduled        | SUNDAYS, 11:00-11:30AM |          |
| Total times aired at regularly scheduled time | 13                     |          |
| Total times aired                             |                        |          |
| Number of Preemptions                         | 0                      |          |



|  |  |
|--|--|
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | While most animal shows look at the behavior of animals, Animal Science goes one step further to look at how and why an animal is able to excel in its environment. It provides interesting factoids about a variety of animals. It targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience, in particular younger children, 8-12. The show uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. The show and each segment are introduced with a question designed to peak curiosity, similar to the anticipatory set in a lesson. It allows for discussion and the making of predictions, making it ideal for the classroom. Each segment is united by a theme: fastest, largest, etc. In a tight, well edited format, the answers the question posed for each segment are revealed, along with interesting facts provided by an expert. The enthusiastic host's modern vocal style will be engaging to the target audience, and the program will attract all age demographics. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (6 of 26)</b>         | <b>Response</b>          |
|---|--------------------------|
| Program Title                                 | GREAT BIG WORLD 22.1     |
| Origination                                   | Network                  |
| Days/Times Program Regularly Scheduled        | SUNDAYS, 11:30AM-12:00PM |
| Total times aired at regularly scheduled time | 13                       |
| Total times aired                             |                          |
| Number of Preemptions                         | 0                        |

|  |  |
|--|--|
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 9 years to 11 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to teens; including global, social, educational, and wellness issues. Elizabeth Stanton and her celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens combining the exciting, fun, and diverse experiences of world exploration with the life changing volunteer opportunities available in these same areas. Friendship is a central theme to all episodes; each episode educates and informs the audience with lessons in geography, the initial and ongoing development of culture, volunteer opportunities, social dynamics, action and adventure, arts and entertainment, national customs, local transportation and trivia. Social responsibility and selfless behavior is presented in a positive and encouraging manner in each episode. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (7 of 26)                | Response               |
|---|------------------------|
| Program Title                                 | LIVE LIFE AND WIN 22.1 |
| Origination                                   | Network                |
| Days/Times Program Regularly Scheduled        | SUNDAYS, 12:00-12:30PM |
| Total times aired at regularly scheduled time | 13                     |
| Total times aired                             |                        |
| Number of Preemptions                         | 0                      |

|  |  |
|--|--|
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational/informational series seeks to educate young viewers with teen success stories and segments focusing on school, sports, arts, and health, and promotes themes such as social responsibility and volunteerism. Adolescents from all walks of life grapple with a number of pivotal but normal developmental milestones, such as preparing for more independence and responsibility and experiencing change in relationships with family and peers. Live and Let Win features inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the audience to explore, discover and learn strategies to achieve personal dreams; learn about the personal attributes important for achieving dreams; explore volunteerism as an opportunity to build character and to uncover personal passions; and gain knowledge about life skills necessary to Live Life and Win. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (8 of 26)                | Response               |
|---|------------------------|
| Program Title                                 | MADE IN HOLLYWOOD 22.1 |
| Origination                                   | Network                |
| Days/Times Program Regularly Scheduled        | SUNDAYS, 12:30-1:00PM  |
| Total times aired at regularly scheduled time | 13                     |
| Total times aired                             |                        |
| Number of Preemptions                         | 0                      |

|  |   |
|--|---|
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious on-camera career in acting, there are also a number of behind the screen pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created to provide career information and advice from top Hollywood professionals to 13 to 16-year-old viewers. The goals of this series are the following: To provide for adolescent boys and girls in the 13 to 16 year old age-group an opportunity to explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries, as well as to learn about some of the skills, personal attributes, techniques, and strategies needed to enter these fields. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core Program (9 of 26)</b>         | <b>Response</b>                      |
|---|--------------------------------------|
| Program Title                                 | ANIMAL EXPLORATIONS 22.3 (thru 9/14) |
| Origination                                   | Syndicated                           |
| Days/Times Program Regularly Scheduled        | SATURDAYS, 7:00-7:30AM               |
| Total times aired at regularly scheduled time | 11                                   |
| Total times aired                             | 12                                   |
| Number of Preemptions                         | 0                                    |

|  |   |
|--|---|
| 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. | Animal Explorations is a half-hour live action television program designed to meet the educational and informational needs of children. Each week Jarod 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 America 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. Each episode is designed 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   |

| Digital Core Program (10 of 26)               | Response                      |
|---|-------------------------------|
| Program Title                                 | SPORTS STARS OF TOMORROW 22.3 |
| Origination                                   | Syndicated                    |
| Days/Times Program Regularly Scheduled        | SATURDAYS, 7:30-8:00AM        |
| Total times aired at regularly scheduled time | 13                            |
| Total times aired                             | 12                            |
| Number of Preemptions                         | 0                             |

|  |  |
|--|--|
| 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. | Sports Stars of Tomorrow displays the hard work and dedication that it takes to be a true sports star. It chronicles the trials and tribulations of the young athletes as they strive to become a top level performer in the sports arena. The program helps youngsters realize that their full potential in both life and the playing field are attainable with lots of hard work and determination. It reinforces the importance of key values like dedication, discipline, commitment and community involvement. The show also provides in-depth, human interest stories that reveal the important challenges and lessons that mold our young athletes. Not everyone is cut out to be a superstar. Sports Stars of Tomorrow recognize those athletes that have learned life lessons along the way while battling varying obstacles. These stories inspire and teach youth that while many desire greatness on the grand stage of competition, much can be learned through the journey that can make a significant difference throughout one's life. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (11 of 26)</b>        | <b>Response</b>        |
|---|------------------------|
| Program Title                                 | DRAGONFLY TV 22.3      |
| Origination                                   | Syndicated             |
| Days/Times Program Regularly Scheduled        | SATURDAYS, 8:00-8:30AM |
| Total times aired at regularly scheduled time | 13                     |
| Total times aired                             | 12                     |
| Number of Preemptions                         | 0                      |

|  |   |
|--|---|
| 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. | Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The series engages young viewers with various scientific projects and provides a variety of information from multiple scientific fields. It also highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (12 of 26)               | Response               |
|---|------------------------|
| Program Title                                 | SWAP TV 22.3           |
| Origination                                   | Syndicated             |
| Days/Times Program Regularly Scheduled        | SATURDAYS, 8:30-9:00AM |
| Total times aired at regularly scheduled time | 13                     |
| Total times aired                             | 12                     |
| Number of Preemptions                         | 0                      |

|  |  |
|--|--|
| 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. | SWAP TV is a weekly half-hour television series about two teenagers from different backgrounds "swapping" lives for a weekend. The series meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The programs explore the opposite lives of the participating youngsters as they learn about different cultures and family settings. Young viewers are exposed to the special interests of the "swapping" youngsters and what adjustments they make to a different life situation. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else's way of life. It is a good illustration of how young people learn about the lives of their peers from different backgrounds as well as providing valuable information about a variety of lifestyles and familial situations. Each episode is informative, entertaining, and promotes good social values and respect. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (13 of 26)               | Response             |
|---|----------------------|
| Program Title                                 | CAREER DAY 22.3      |
| Origination                                   | Syndicated           |
| Days/Times Program Regularly Scheduled        | SUNDAYS, 7:00-7:30AM |
| Total times aired at regularly scheduled time | 13                   |
| Total times aired                             | 12                   |
| Number of Preemptions                         | 0                    |



|  |  |
|--|--|
| 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. | Career Day is a television program that introduces our youth to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career Day provides an avenue to view experts in their respective fields as they discuss their work, the education/training needed to prepare for the job, and the experiences that led them to choose their career. To encourage students to make informed decisions, they must be introduced to career awareness, such as the concept that success in most careers requires education and training. Middle school is an ideal age at which to expose students to the challenging world of work. The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities, which has been proven to enhance academic performance, facilitate high school completion and encourage post-secondary education. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perseverance children can apply to their lives. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (14 of 26)</b>        | <b>Response</b>            |
|---|----------------------------|
| Program Title                                 | THE REAL WINNING EDGE 22.3 |
| Origination                                   | Syndicated                 |
| Days/Times Program Regularly Scheduled        | SUNDAYS, 7:30-8:00AM       |
| Total times aired at regularly scheduled time | 13                         |
| Total times aired                             | 12                         |
| Number of Preemptions                         | 0                          |

|  |  |
|--|--|
| 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 Real Winning Edge highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. The Winning Edge Series seeks to expose youth to other youth who have consistently made the behavior choices that have helped them have a greater sense of internal significance and acceptance, which results in a more self-directed personality. They are more able to negotiate the challenges inherent in life. The youth profiled in the series are chosen for their adoptions of pro-social values and principles that have become the ethos of their behavior. Thus the characteristics demonstrated by the stories of these youth give rise to adherence to these sound choices that have given them the real winning edge to life. The program promotes the values through these very engaging positive youth role models who are introduced by celebrities in the same talent field as the youth. The celebrities reinforce the values by calling attention to these youths' qualities as they are exhibited in the program. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (15 of 26)</b>        | <b>Response</b>      |
|---|----------------------|
| Program Title                                 | ANIMAL ATLAS 22.3    |
| Origination                                   | Syndicated           |
| Days/Times Program Regularly Scheduled        | SUNDAYS, 8:00-8:30AM |
| Total times aired at regularly scheduled time | 13                   |
| Total times aired                             | 12                   |
| Number of Preemptions                         | 0                    |

|  |  |
|--|--|
| 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. | Animal Atlas explores the world of wildlife in a blend of education and entertainment. Some episodes focus solely on one animal, whereas others are organized in themes, including habitats, antics, locomotion and animal babies. Endangered species and conservation are also addressed. It gives the viewer a better understanding of how different animal species live and what they need to survive. This series deals with different topics like Animal Appetites, Animal Antics, Animal Babies, and also has shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows viewers go on a thorough and entertaining exploration of the specific animal that takes them into that animal's world as they see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (16 of 26)                    |  | Response             |
|--|--|----------------------|
| Program Title                                      |  | TEEN KIDS NEWS 22.3  |
| Origination  |  | Syndicated           |
| Days/Times Program Regularly Scheduled             |  | SUNDAYS, 8:30-9:00AM |
| Total times aired at regularly scheduled time      |  | 13                   |
| Total times aired                                  |  | 12                   |
| Number of Preemptions                              |  | 0                    |
| 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. | Teen Kids News is the first kid-to-kid newscast created for and delivered by children. Hosted by a diverse news team made up of young "journalists" reporting from a professional news set and from the field on stories of interest and educational value to its own audience. Emphasis on diversity and experience to develop a cast of engaging and intelligent African-American, Hispanic, Asian, Caucasian, male and female child actors who interact with each other and connect to the viewers. This program meets the needs of children whose sophistication and curiosity about their world is motivated by the information explosion. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core Program (17 of 26)</b>             | <b>Response</b>        |
|--|------------------------|
| Program Title                                      | DRAGONFLY TV 22.2      |
| Origination  | Syndicated             |
| Days/Times Program Regularly Scheduled             | SATURDAYS, 8:00-8:30AM |
| Total times aired at regularly scheduled time      | 13                     |
| Total times aired                                  |                        |
| Number of Preemptions                              | 0                      |
| Number of Preemptions for other than Breaking News |                        |
| Number of Preemptions Rescheduled                  |                        |
| Length of Program                                  | 30 mins                |

|  |   |
|--|---|
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The series engages young viewers with various scientific projects and provides a variety of information from multiple scientific fields. It also highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (18 of 26)                    | Response                 |
|--|--------------------------|
| Program Title                                      | SWAP TV 22.2 (thru 8/31) |
| Origination  | Syndicated               |
| Days/Times Program Regularly Scheduled             | SATURDAYS, 8:30-9:00AM   |
| Total times aired at regularly scheduled time      | 9                        |
| 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. | SWAP TV is a weekly half-hour television series about two teenagers from different backgrounds "swapping" lives for a weekend. The series meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The programs explore the opposite lives of the participating youngsters as they learn about different cultures and family settings. Young viewers are exposed to the special interests of the "swapping" youngsters and what adjustments they make to a different life situation. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else's way of life. It is a good illustration of how young people learn about the lives of their peers from different backgrounds as well as providing valuable information about a variety of lifestyles and familial situations. Each episode is informative, entertaining, and promotes good social values and respect. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (19 of 26)                    | Response              |
|--|-----------------------|
| Program Title                                      | CAREER DAY 22.2       |
| Origination  | Syndicated            |
| Days/Times Program Regularly Scheduled             | SATURDAYS,9:00-9:30AM |
| Total times aired at regularly scheduled time      | 13                    |
| Total times aired                                  |                       |
| Number of Preemptions                              | 0                     |
| Number of Preemptions for other than Breaking News |                       |
| Number of Preemptions Rescheduled                  |                       |
| Length of Program                                  | 30 mins               |

|  |  |
|--|--|
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Career Day is a television program that introduces our youth to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career Day provides an avenue to view experts in their respective fields as they discuss their work, the education/training needed to prepare for the job, and the experiences that led them to choose their career. To encourage students to make informed decisions, they must be introduced to career awareness, such as the concept that success in most careers requires education and training. Middle school is an ideal age at which to expose students to the challenging world of work. The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities, which has been proven to enhance academic performance, facilitate high school completion and encourage post-secondary education. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perseverance children can apply to their lives. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (20 of 26)</b>             | <b>Response</b>            |
|--|----------------------------|
| Program Title                                      | THE REAL WINNING EDGE 22.2 |
| Origination  | Syndicated                 |
| Days/Times Program Regularly Scheduled             | SATURDAYS, 9:30-10:00AM    |
| Total times aired at regularly scheduled time      | 13                         |
| Total times aired                                  |                            |
| Number of Preemptions                              | 0                          |
| Number of Preemptions for other than Breaking News |                            |
| Number of Preemptions Rescheduled                  |                            |
| Length of Program                                  | 30 mins                    |

|  |  |
|--|--|
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Real Winning Edge highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. The Winning Edge Series seeks to expose youth to other youth who have consistently made the behavior choices that have helped them have a greater sense of internal significance and acceptance, which results in a more self-directed personality. They are more able to negotiate the challenges inherent in life. The youth profiled in the series are chosen for their adoptions of social values and principles that have become the ethos of their behavior. Thus the characteristics demonstrated by the stories of these youth give rise to adherence to these sound choices that have given them the real winning edge to life. The program promotes the values through these very engaging positive youth role models who are introduced by celebrities in the same talent field as the youth. The celebrities reinforce the values by calling attention to these youths' qualities as they are exhibited in the program. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (21 of 26)</b>             | <b>Response</b>          |
|--|--------------------------|
| Program Title                                      | ANIMAL ATLAS 22.2        |
| Origination  | Syndicated               |
| Days/Times Program Regularly Scheduled             | SATURDAYS, 10:00-10:30AM |
| Total times aired at regularly scheduled time      | 13                       |
| Total times aired                                  |                          |
| Number of Preemptions                              | 0                        |
| Number of Preemptions for other than Breaking News |                          |
| Number of Preemptions Rescheduled                  |                          |
| Length of Program                                  | 30 mins                  |



|  |  |
|--|--|
| Age of Target Child Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animal Atlas explores the world of wildlife in a blend of education and entertainment. Some episodes focus solely on one animal, whereas others are organized in themes, including habitats, antics, locomotion and animal babies. Endangered species and conservation are also addressed. It gives the viewer a better understanding of how different animal species live and what they need to survive. This series deals with different topics like Animal appetites, Animal Antics, Animal Babies, and also has shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows viewers go on a thorough and entertaining exploration of the specific animal that takes them into that animal's world as they see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (22 of 26)                    | Response                 |
|--|--------------------------|
| Program Title                                      | TEEN KIDS NEWS 22.2      |
| Origination  | Syndicated               |
| Days/Times Program Regularly Scheduled             | SATURDAYS, 10:30-11:00AM |
| Total times aired at regularly scheduled time      | 13                       |
| Total times aired                                  |                          |
| Number of Preemptions                              | 0                        |
| Number of Preemptions for other than Breaking News |                          |
| Number of Preemptions Rescheduled                  |                          |
| Length of Program                                  | 30 mins                  |
| Age of Target Child Audience                       | 13 years to 16 years     |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Teen Kids News is the first kid-to-kid newscast created for and delivered by children. Hosted by a diverse news team made up of young "journalists" reporting from a professional news set and from the field on stories of interest and educational value to its own audience. Emphasis on diversity and experience to develop a cast of engaging and intelligent African-American, Hispanic, Asian, Caucasian, male and female child actors who interact with each other and connect to the viewers. This program meets the needs of children whose sophistication and curiosity about their world is motivated by the information explosion. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (23 of 26)  | Response   |
|--|--|
| Program Title  | THE NEW ADVENTURES OF CHUCK AND FRIENDS 22.1 (as of 8/17)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SATURDAYS, 7:00-7:30AM   |
| Total times aired at regularly scheduled time  | 7  |
| Total times aired  |  |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 4 years to 7 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This is an action-comedy to inspire children to approach playtime as an exciting, limitless adventure in which everyone learns how to solve problems creatively, compassionately, and with a sense of humor. To support this mission, the characters and stories will inspire children to be good friends with their peers at home and at schoool by approaching social situations with self-confidence and a willingness to try new things. Chuck and his friends will use problem solving strategies such as teamwork, thinking creatively, taking responsibilities for their actions, perseverance when they encounter obstacles and to ask for help when trying to handle a frustrating situation. |

|   |     |
|---|-----|
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |
|---|-----|

| Digital Core Program (24 of 26)  | Response  |
|--|---|
| Program Title  | BIZ KIDS 22.2 (as of 9/7)   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SATURDAYS, 8:30-9:00AM  |
| Total times aired at regularly scheduled time  | 4   |
| 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. | This 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. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (25 of 26)               | Response                                    |
|---|---|
| Program Title                                 | JACK HANNAH INTO THE WILD 22.3 (as of 9/21) |
| Origination                                   | Syndicated                                  |
| Days/Times Program Regularly Scheduled        | SATURDAYS 7:00-7:30AM                       |
| Total times aired at regularly scheduled time | 2   |
| Total times aired                             |   |
| Number of Preemptions                         | 0   |

|  |   |
|--|---|
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Jack Hanna's Into the Wild takes viewers on excursions around the world through the eyes of America's most beloved animal adventurer and his family. More than just a collection of animal escapades, Into the Wild provides insight into the protection and conservation of some of our planet's most precious and endangered species. Into the Wild is unscripted and action packed - it takes you on a raucous ride, leaving you with a renewed appreciation for all creatures, great and small. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (26 of 26)                    | Response                                    |
|--|---|
| Program Title                                      | NEW ADVENTURES OF NANOBOY 22.1 (as of 8/24) |
| Origination  | Network                                     |
| Days/Times Program Regularly Scheduled             | SATURDAYS, 7:30-8:00AM                      |
| Total times aired at regularly scheduled time      | 6   |
| Total times aired                                  |   |
| Number of Preemptions                              | 0   |
| Number of Preemptions for other than Breaking News |   |
| Number of Preemptions Rescheduled                  |   |
| Length of Program                                  | 30 mins                                     |
| Age of Target Child Audience                       | 5 years to 10 years                         |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Nine-year-old Oscar often gets picked on for his small size, but he's a little boy hiding a big secret: he's Nanoboy, the world's tiniest superhero. When there's trouble in the world of molecules, Oscar shrinks down to be smaller than the average cell to fight off little villains that could mean big trouble. While dealing with these microscopic dangers, Oscar still has to live the life of a regular kid, complete with homework and peer pressure, and often uses what he learns fighting evil to help him solve problems in the human world |
| 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  | MARK SMITH         |
| Address   | 3251 HARRISON ROAD |
| City  | MONTGOMERY         |
| State   | AL                 |
| Zip   | 36109              |
| Telephone Number  | 334-271-8888       |
| Email Address   | MSMITH@WAKA.COM    |
| Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3. |                    |



Other Matters (21)

| Other Matters (1 of 21)  | Response   |
|--|--|
| Program Title  | NEW ADVENTURES OF CHUCK AND FRIENDS 22.1   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SATURDAYS, 7:00-7:30AM   |
| Total times aired<br>at regularly<br>scheduled time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from  | 4 years to 7 years   |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and<br>how it meets the<br>definition of<br>Core<br>Programming. | This is an action-comedy to inspire children to approach playtime as an exciting, limitless adventure in which everyone learns how to solve problems creatively, compassionately, and with a sense of humor. To support this mission, the characters and stories will inspire children to be good friends with their peers at home and at schoool by approaching social situations with self-confidence and a willingness to try new things. Chuck and his friends will use problem solving strategies such as teamwork, thinking creatively, taking responsibilities for their actions, perseverance when they encounter obstacles and to ask for help when trying to handle a frustrating situation. |

| Other Matters (2 of 21)                                   | Response               |
|---|------------------------|
| Program Title   | RESCUE HEROES II 22.1  |
| Origination   | Network                |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | SATURDAYS, 7:30-8:00AM |
| 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                | 6 years to 11 years    |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. The Rescue Heroes are a crack team of international emergency response professionals who travel the globe to help those in danger. Equipped with the latest up-to-the-minute knowledge, high-tech hardware and cutting-edge technology, they are dedicated to promoting safety and saving lives everywhere. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, reparedness, procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story. |
|--|---|

| Other Matters (3 of 21)  | Response  |
|--|---|
| Program Title  | CHAT ROOM 22.1  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SATURDAYS, 12:00-12:30PM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Chat Room is designed to inform, educate, and entertain through re-enacting teen-oriented dilemmas and discussing them in an open honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. Chat Room is a program about issues and concerns that teens face. The program focuses on some of the ethical choices today's teens must face with regard to social issues. Questions are framed by real life stories from the teen cast. Two young women and two young men talk about their own experiences with topics in the program. The structure of the show includes a variety of short segments which makes for a fast paced talk/interview show. It is the type of show that middle school students could also learn from. The objective is for teens to develop strategies for appropriate behavior; to learn how to handle difficult decisions whether its adults and teens or teen to teen, and it highlights social interaction, modeling good behaviors. The goal of the program is to present issues that are real and raw and discuss the pros and cons of each situation in a free flowing environment. |

| Other Matters (4 of 21)                       | Response                  |
|---|---------------------------|
| Program Title                                 | ON THE SPOT 22.1          |
| Origination                                   | Network                   |
| Days/Times Program Regularly Scheduled        | SATURDAYS, 12:30PM-1:00PM |
| Total times aired at regularly scheduled time | 13                        |
| Length of Program                             | 30 mins                   |

|                                   |                      |
|-----------------------------------|----------------------|
| Age of Target Child Audience from | 13 years to 16 years |
|-----------------------------------|----------------------|

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This series uses an entertaining on the street format to test how well young people know the information contained in their own national curriculum, then, On The Spot explains the answer to each question. The show is designed to be both educational and entertaining, and challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer. |
|--|--|

| Other Matters (5 of 21)                       | Response              |
|---|-----------------------|
| Program Title                                 | ANIMAL SCIENCE 22.1   |
| Origination                                   | Network               |
| Days/Times Program Regularly Scheduled        | SUNDAY, 11:00-11:30AM |
| Total times aired at regularly scheduled time | 13                    |
| Length of Program                             | 30 mins               |
| Age of Target Child Audience from             | 13 years to 16 years  |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | While most animal shows look at the behavior of animals, Animal Science goes one step further to look at how and why an animal is able to excel in its environment. It provides interesting factoids about a variety of animals. It targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience, in particular younger children, 8-12. The show uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. The show and each segment are introduced with a question designed to peak curiosity, similar to the anticipatory set in a lesson. It allows for discussion and the making of predictions, making it ideal for the classroom. Each segment is united by a theme: fastest, largest, etc. In a tight, well edited format, the answers the question posed for each segment are revealed, along with interesting facts provided by an expert. The enthusiastic host's modern vocal style will be engaging to the target audience, and the program will attract all age demographics. |
|--|--|

| Other Matters (6 of 21)                | Response                 |
|--|--------------------------|
| Program Title                          | GREAT BIG WORLD 22.1     |
| Origination                            | Network                  |
| Days/Times Program Regularly Scheduled | SUNDAYS, 11:30AM-12:00PM |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 9 years to 11 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to teens; including global, social, educational, and wellness issues. Elizabeth Stanton and her celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens combining the exciting, fun, and diverse experiences of world exploration with the life changing volunteer opportunities available in these same areas. Friendship is a central theme to all episodes; each episode educates and informs the audience with lessons in geography, the initial and ongoing development of culture, volunteer opportunities, social dynamics, action and adventure, arts and entertainment, national customs, local transportation and trivia. Social responsibility and selfless behavior is presented in a positive and encouraging manner in each episode. |

| Other Matters (7 of 21)  | Response   |
|--|--|
| Program Title  | LIVE LIFE AND WIN 22.1   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SUNDAYS, 12:00-12:30PM   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational/informational series seeks to educate young viewers with teen success stories and segments focusing on school, sports, arts, and health, and promotes themes such as social responsibility and volunteerism. Adolescents from all walks of life grapple with a number of pivotal but normal developmental milestones, such as preparing for more independence and responsibility and experiencing change in relationships with family and peers. Live and Let Win features inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the audience to explore, discover and learn strategies to achieve personal dreams; learn about the personal attributes important for achieving dreams; explore volunteerism as an opportunity to build character and to uncover personal passions; and gain knowledge about life skills necessary to Live Life and Win. |

| Other Matters (8 of 21)  |   |
|--|---|
|  | Response  |
| Program Title  | MADE IN HOLLYWOOD 22.1  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SUNDAYS, 12:30-1:00PM   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious on-camera career in acting, there are also a number of behind the screen pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created to provide career information and advice from top Hollywood professionals to 13 to 16-year-old viewers. The goals of this series are the following: To provide for adolescent boys and girls in the 13 to 16 year old age-group an opportunity to explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries, as well as to learn about some of the skills, personal attributes, techniques, and strategies needed to enter these fields. |

| Other Matters (9 of 21)  |   |
|--|---|
|  | Response  |
| Program Title  | JACK HANNAH INTO THE WILD 22.3  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | SATURDAYS, 7:00-7:30AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Jack Hanna's Into the Wild takes viewers on excursions around the world through the eyes of America's most beloved animal adventurer and his family. More than just a collection of animal escapades, Into the Wild provides insight into the protection and conservation of some of our planet's most precious and endangered species. Into the Wild is unscripted and action packed - it takes you on a raucous ride, leaving you with a renewed appreciation for all creatures, great and small. |

| Other Matters (10 of 21)   |  | Response |
|--|--|----------|
| Program Title  | SPORTS STARS OF TOMORROW 22.3  |          |
| Origination  | Syndicated   |          |
| Days/Times Program Regularly Scheduled   | SATURDAYS, 7:30-8:00AM   |          |
| Total times aired at regularly scheduled time  | 13   |          |
| Length of Program  | 30 mins  |          |
| Age of Target Child Audience from  | 13 years to 16 years   |          |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Sports Stars of Tomorrow displays the hard work and dedication that it takes to be a true sports star. It chronicles the trials and tribulations of the young athletes as they strive to become a top level performer in the sports arena. The program helps youngsters realize that their full potential in both life and the playing field are attainable with lots of hard work and determination. It reinforces the importance of key values like dedication, discipline, commitment and community involvement. The show also provides in-depth, human interest stories that reveal the important challenges and lessons that mold our young athletes. Not everyone is cut out to be a superstar. Sports Stars of Tomorrow recognize those athletes that have learned life lessons along the way while battling varying obstacles. These stories inspire and teach youth that while many desire greatness on the grand stage of competition, much can be learned through the journey that can make a significant difference throughout one's life. |          |

  

| Other Matters (11 of 21)                      |                        | Response |
|---|------------------------|----------|
| Program Title                                 | DRAGONFLY TV 22.3      |          |
| Origination                                   | Syndicated             |          |
| Days/Times Program Regularly Scheduled        | SATURDAYS, 8:00-8:30AM |          |
| Total times aired at regularly scheduled time | 13                     |          |
| Length of Program                             | 30 mins                |          |
| Age of Target Child Audience from             | 13 years to 16 years   |          |

|  |   |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The series engages young viewers with various scientific projects and provides a variety of information from multiple scientific fields. It also highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own. |
|--|---|

| Other Matters (12 of 21)   | Response  |
|--|---|
| Program Title  | BIZ KIDS 22.3   |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | SATURDAYS, 8:30-9:00AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This 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 (13 of 21)                      | Response             |
|---|----------------------|
| Program Title                                 | CAREER DAY 22.3      |
| Origination                                   | Syndicated           |
| Days/Times Program Regularly Scheduled        | SUNDAYS 7:00-7:30AM  |
| Total times aired at regularly scheduled time | 13                   |
| Length of Program                             | 30 mins              |
| Age of Target Child Audience from             | 13 years to 16 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Career Day is a television program that introduces our youth to career exploration and awareness. Students often do not know what they want to do and are unsure of potential interests they may have that could be a career. Career Day provides an avenue to view experts in their respective fields as they discuss their work, the education/training needed to prepare for the job, and the experiences that led them to choose their career. To encourage students to make informed decisions, they must be introduced to career awareness, such as the concept that success in most careers requires education and training. Middle school is an ideal age at which to expose students to the challenging world of work. The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities, which has been proven to enhance academic performance, facilitate high school completion and encourage post-secondary education. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by guests instill a grounded balance of priorities, dedication, and perseverance children can apply to their lives. |
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| Other Matters (14 of 21)   | Response   |
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| Program Title  | THE REAL WINNING EDGE 22.3   |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | SUNDAYS, 7:30-8:00AM   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Real Winning Edge highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. The Winning Edge Series seeks to expose youth to other youth who have consistently made the behavior choices that have helped them have a greater sense of internal significance and acceptance, which results in a more self-directed personality. They are more able to negotiate the challenges inherent in life. The youth profiled in the series are chosen for their adoptions of pro-social values and principles that have become the ethos of their behavior. Thus the characteristics demonstrated by the stories of these youth give rise to adherence to these sound choices that have given them the real winning edge to life. The program promotes the values through these very engaging positive youth role models who are introduced by celebrities in the same talent field as the youth. The celebrities reinforce the values by calling attention to these youths' qualities as they are exhibited in the program. |

| Other Matters (15 of 21) | Response          |
|--------------------------|-------------------|
| Program Title            | ANIMAL ATLAS 22.3 |
| Origination              | Syndicated        |



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| Days/Times<br>Program<br>Regularly<br>Scheduled  | SUNDAYS, 8:00-8:30AM   |
| 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   | 13 years to 16 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. | Animal Atlas explores the world of wildlife in a blend of education and entertainment. Some episodes focus solely on one animal, whereas others are organized in themes, including habitats, antics, locomotion and animal babies. Endangered species and conservation are also addressed. It gives the viewer a better understanding of how different animal species live and what they need to survive. This series deals with different topics like Animal Appetites, Animal Antics, Animal Babies, and also has shows which focus solely on certain animals such as elephants, bears, and monkeys. In these shows viewers go on a thorough and entertaining exploration of the specific animal that takes them into that animal's world as they see where it lives, how it eats, how it plays, how the family unit operates, and what threatens and supports its survival. |

| Other Matters (16 of 21)  | Response  |
|---|---|
| Program Title   | TEEN KIDS NEWS 22.3   |
| Origination   | Syndicated  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | SUNDAYS, 8:30-9:00AM  |
| 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 16 years  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how<br>it meets the<br>definition of Core<br>Programming. | Teen Kids News is the first kid-to-kid newscast created for and delivered by children. Hosted by a diverse news team made up of young "journalists" reporting from a professional news set and from the field on stories of interest and educational value to its own audience. Emphasis on diversity and experience to develop a cast of engaging and intelligent African-American, Hispanic, Asian, Caucasian, male and female child actors who interact with each other and connect to the viewers. This program meets the needs of children whose sophistication and curiosity about their world is motivated by the information explosion. |

| Other Matters (17 of 21) | Response               |
|--------------------------|------------------------|
| Program Title            | DUDLEY THE DRAGON 22.2 |

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|--|---|
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | SATURDAYS, 7:00-7:30AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 3 years to 6 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The story follows Dudley, a life-sized dragon who recently woke up from centuries of hibernation and his new ten-year old friends Matt and Sally. The two kids would guide dudley around the modern world and the trio would learn about environmentalism, friendship, and pro-social values. |

| Other Matters (18 of 21)   | Response  |
|--|---|
| Program Title  | MUSTARD PANCAKES 22.2   |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | SATURDAYS, 7:30-8:00AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 3 years to 6 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mustard Pancakes is designed to contribute to preschool children's social and environmental development, with a secondary focus on literacy and storytelling. Every episode of the series conveys important socioemotional content regarding topics such as cooperation, diversity, respect for others, or coping with failure. |

| Other Matters (19 of 21)   | Response  |
|--|---|
| Program Title  | REAL LIFE 101 22.2  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | SATURDAYS, 8:00-8:30am and 9:30-10:00am   |
| Total times aired at regularly scheduled time  | 26  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Real Life 101 presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series' young audience. |

| Other Matters (20 of 21) | Response                                      |
|--------------------------|---|
| Program Title            | CAT AND DOG TRAINING WITH JOEL SILVERMAN 22.2 |
| Origination              | Syndicated                                    |

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|--|--|
| Days/Times Program Regularly Scheduled   | SATURDAYS, 9:00-9:30AM   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Through Joel's revealing interviews with fellow Hollywood animal trainers and his "in-the-home" training sessions with people and their pets, this show presents dog and cat owners as well as a wide array of opportunities to learn to train their pets. The skills learned in each half hour is not only to improve training skills, but will teach young people patience, kindness, responsibility, determination, and understanding--all needed in life, as well. |

| Other Matters (21 of 21)   | Response   |
|--|--|
| Program Title  | MOUSE IN THE HOUSE 22.2  |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | SATURDAYS, 8:30-9:00AM   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 9 years to 12 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mouse In The House serves the educational and informational needs of children ages 9-12 with its program content, providing young viewers with an educational experience conducting scientific experiments that children can repeat for themselves. The program combines practical demonstrations of science and physics with useful information for building important life skills. |

Certification

| Question   | Response  |
|--|---|
| <p>The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.</p> <p><b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b></p> <p>Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.</p> <p>WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).</p> |   |
| <p>I certify that this application includes all required and relevant attachments.</p>   |   |
| <p>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.</p>  | <p><b>ALABAMA<br/>BROADCASTING<br/>PARTNERS</b></p> |

**Attachments**

No Attachments.