



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0018223693** | File Number: **CPR-144036** | Submit Date: **07/09/2013** | Call Sign: **WITN-TV** | Facility ID: **594** | City: **WASHINGTON** | State: **NC**
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **07/09/2013** | Filing Status: **Active**

Report reflects information for : Second 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 | NBC |
| | Nielsen DMA | Greenville-New Bern-Wash |
| | Web Home Page Address | www.witn.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 | 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: | 10.0 |
| 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(25)

| Digital Core Program (1 of 25) | Response |
|--|---|
| Program Title | The Chica Show |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sa 10-10:30a |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 12 |
| 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 | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>The Chica Show is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. Chica's parents were formerly entertainers in the vaudeville tradition and they regale the audience with stories and songs from their theatrical past. They enjoy and indulge Chica, who sometimes acts younger than her age and gets into all kinds of predicaments. Kelly uses fantasy play to transform herself, Chica, Bunji and Stitches into animated characters in another universe, who are struggling with a problem similar to the one Chica experienced in the Coop. Without fail, they find the problem can be solved and they carry that knowledge back to the Coop to use on another day.</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Questions | Response |
|--|----------------|
| Title of Program | The Chica Show |
| List date and time rescheduled | |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | 2013-06-08 |
| Episode # | |
| Reason for Preemption | Sports |

| Digital Core Program (2 of 25) | Response |
|--|--------------------|
| Program Title | Pajaminals |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sa 10:30-11a |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 12 |
| 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 | 2 years to 5 years |

| | |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Pajanimals are a group of four preschool aged puppets who live together in house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show us their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow. |
| 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 | Pajanimals |
| List date and time rescheduled | |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | No |
| Date Preempted | 2013-06-08 |
| Episode # | |
| Reason for Preemption | Sports |

| Digital Core Program (3 of 25) | |
|---|--------------|
| | Response |
| Program Title | Poppy Cat |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sa 11-11:30a |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 12 |
| Number of Preemptions | 1 |

| | |
|--|---|
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Poppy Cat is based on the book series by Lara Jones and uses embedded lessons on imagination and storytelling to encourage creating thinking for preschool children. In each story the narrator, Lara reads a story about Poppy Cat, to her own cat named Poppy. She makes up a story that will be exciting and just follows her imagination to distant lands reached by boat, plane or train. Poppy Cat is the leader of his group of animal friends, and the story always features an underlying message about being nice to yet ignoring the antics of the resident bully, a badger named Egbert. The lesson is always to think creatively and exercise your mind through reading and storytelling because it will always lead to enjoyment and adventure. |
| 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 | Poppy Cat |
| List date and time rescheduled | 06/08/13 @ 2p |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2013-06-08 |
| Episode # | |
| Reason for Preemption | Sports |

| Digital Core Program (4 of 25) | Response |
|--|-----------------|
| Program Title | Justin Time |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sa 11:30a - 12p |

| | |
|--|--|
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 12 |
| Number of Preemptions | 1 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time features and little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

Digital Preemption Programs #1

| Questions | Response |
|--|-----------------|
| Title of Program | Justin Time |
| List date and time rescheduled | 6/08/13 @ 2:30p |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2013-06-08 |
| Episode # | |

| Digital Core Program (5 of 25) | Response |
|--|--|
| Program Title | Lazy Town |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sa 12-12:30p |
| Total times aired at regularly scheduled time | 10 |
| Total times aired | 10 |
| Number of Preemptions | 3 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 3 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>Lazy Town promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.</p> |
| 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 | Lazy Town |
| List date and time rescheduled | 6/01/13 @ 9a |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2013-06-01 |
| Episode # | |
| Reason for Preemption | Sports |

Digital Preemption Programs #2

| Questions | Response |
|--|--------------|
| Title of Program | Lazy Town |
| List date and time rescheduled | 6/15/13 @ 9a |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2013-06-15 |
| Episode # | |
| Reason for Preemption | Sports |

Digital Preemption Programs #3

| Questions | Response |
|--|--------------|
| Title of Program | Lazy Town |
| List date and time rescheduled | 6/08/13 @ 3p |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2013-06-08 |
| Episode # | |
| Reason for Preemption | Sports |

Digital Core Program (6 of 25)

| | Response |
|--|-----------------|
| Program Title | Noodle & Doodle |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sa 12:30-1p |

| | |
|--|--|
| Total times aired at regularly scheduled time | 9 |
| Total times aired | 9 |
| Number of Preemptions | 4 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 4 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Noodle & Doodle is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal. |
| 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 | Noodle & Doodle |
| List date and time rescheduled | 6/01/13 @ 9:30a |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2013-06-01 |
| Episode # | |

| | |
|-----------------------|--------|
| Reason for Preemption | Sports |
|-----------------------|--------|

Digital Preemption Programs #2

| Questions | Response |
|--|-----------------|
| Title of Program | Noodle & Doodle |
| List date and time rescheduled | 5/04/13 @ 9:30a |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2013-05-04 |
| Episode # | |
| Reason for Preemption | Sports |

Digital Preemption Programs #3

| Questions | Response |
|--|-----------------|
| Title of Program | Noodle & Doodle |
| List date and time rescheduled | 6/08/13 @ 3:30p |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2013-06-08 |
| Episode # | |
| Reason for Preemption | Sports |

Digital Preemption Programs #4

| Questions | Response |
|--|-----------------|
| Title of Program | Noodle & Doodle |
| List date and time rescheduled | 6/15/13 @ 9:30a |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 6/15/13` |
| Reason for Preemption | Sports |

Digital Core Program (7 of 25)

| Response | |
|--|-------------------------|
| Program Title | The Real Winning Edge A |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 7-7:30a |

| | |
|--|---|
| 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 series is developed to be an educational/ informational (E/I) program for the 13-16 year age group. It is designed to help youth make winning choices in their lives in order to grow to be productive citizens. This series is based on role models who are making pro-social life choices. Emphasis on being honest, loyal, hard working toward productive goals, and treating others as they would like to be treated, are values emphasized by the positive role models in The Real Winning Edge. Education research indicates that, from preadolescence through the teenage years, youth are most influenced by their peers. Their role model preferences switch from parents to the sports and entertainment icons during these years for most. If the peers and the icons promote antisocial standards and nonconformity to guiding principles honored in our society, youth soon adopt behaviors that not only hurt others but hurt themselves. The Real Winning Edge will go a long way in helping youth to develop character, being the best they can be by seeing their peers and the celebrities whom they admire, who themselves have the character to make winning choices. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core Program (8 of 25)

Response

| | |
|--|----------------------------|
| Program Title | Sports Stars of Tomorrow A |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 7:30-8a |

| | |
|--|---|
| 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. | 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. "Sports Stars of Tomorrow" 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. In Sports Stars of Tomorrow, we recognize those athletes that have learned "life lessons" along the way while battling varying obstacles. These stories inspire and teach our 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 |

Digital Core Program (9 of 25)

Response

| | |
|---|-----------------|
| Program Title | The Cen\$tables |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 8-8:30a |
| 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 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Centsables represents educational programming that children ages 6-12 can relate to. Story lines convey positive financial or moral values. The educational segments built into the program, teach kids financial literacy and cover a range of topics such as earning interest, wants vs. needs, ATM's, checking & savings accounts and other financial lessons |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (10 of 25) | Response |
|--|----------------------|
| Program Title | Eco Company |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 8:30-9a |
| 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. | Eco Company provides CORE programming in the area of the environment and preservation of the earth's resources. Eco Company explores all aspects of being "green" and understanding how our actions impact the world. The E-Co team find out about climate change by asking questions to discover the truths and myths of the climate change issue. They learn about alternative energies by visiting wind farms and solar installations and discovering new energy technologies currently under development. They learn more about recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference, young entrepreneurs who are taking their passion for green to develop ideas, and new products for a sustainable future. Most importantly, each story and each feature is reported by teens and told from their perspective. Additionally Eco Company regularly provides practical tips that teens, and people of all ages can use in their daily lives |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (11 of 25) | | Response |
|--|--|-----------------|
| Program Title | Mystery Hunters | |
| Origination | Syndicated | |
| Days/Times Program Regularly Scheduled | Sa 9-9:30a | |
| 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. | Mystery Hunters is an excellent example of children's programming that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography and international customs. | |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes | |

| Digital Core Program (12 of 25) | Response |
|--|---|
| Program Title | Sports Stars of Tomorrow B |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 9:30-10a |
| 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. | 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. "Sports Stars of Tomorrow" 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. In Sports Stars of Tomorrow, we recognize those athletes that have learned "life lessons" along the way while battling varying obstacles. These stories inspire and teach our 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 |

| Digital Core Program (13 of 25) | Response |
|--|-----------------|
|--|-----------------|

| | |
|--|---|
| Program Title | The Real Winning Edge B |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 11:30a-12p |
| 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 series is developed to be an educational/ informational (E/I) program for the 13-16 year age group. It is designed to help youth make winning choices in their lives in order to grow to be productive citizens. This series is based on role models who are making pro-social life choices. Emphasis on being honest, loyal, hard working toward productive goals, and treating others as they would like to be treated, are values emphasized by the positive role models in The Real Winning Edge. Education research indicates that, from preadolescence through the teenage years, youth are most influenced by their peers. Their role model preferences switch from parents to the sports and entertainment icons during these years for most. If the peers and the icons promote antisocial standards and nonconformity to guiding principles honored in our society, youth soon adopt behaviors that not only hurt others but hurt themselves. The Real Winning Edge will go a long way in helping youth to develop character, being the best they can be by seeing their peers and the celebrities whom they admire, who themselves have the character to make winning choices. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core
Program (14 of 25)
Response

Program Title

Green Screen Adventure A

| | |
|---|---|
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 8-8:30a |
| 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 | 7 years to 13 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (15 of 25) | | Response |
|---|---------------------------|-----------------|
| Program Title | Green Screen Adventures B | |
| Origination | Syndicated | |
| Days/Times Program Regularly Scheduled | Sa 8:30-9a | |
| 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 | 7 years to 13 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (16 of 25) | | Response |
|--|---------------------|-----------------|
| Program Title | Children Talk | |
| Origination | Syndicated | |
| Days/Times Program Regularly Scheduled | Sa 9-9:30a | |
| 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 12 years | |

| | |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Children Talk is a weekly half-hour series where children talk about what they know and learn about what they don't. Featuring nationally known ventriloquist Taylor Mason, each weekly episode of Children Talk provides young viewers with an educational experience by visiting a variety of locations with historical or scientific significance. Visits are combined with practical demonstrations and useful information for building important life skills. Series includes an interview segment where children participate in a question and answer session on what they have learned. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (17 of 25) | Response |
|--|--|
| Program Title | Workforce |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 9:30-10a |
| 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. | Workforce is a half-hour series designed to help young people make educated decisions about their future careers. In each episode, four teens are catapulted into a job for one day to find out first hand what different careers are all about. With a good sense of humor and a healthy understanding of humility, these teens take on various jobs including zookeeper, plastic surgeon, private detective, city mayor, veterinarian, crane operator, farmer, web designer, juggler, butcher and everything in between. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (18 of 25) | Response |
|--|-----------------|
|--|-----------------|

| | |
|--|---|
| Program Title | Travel Thru History |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 10-10:30a |
| 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. | Travel Thru History is designed to spark interest and enthusiasm in teens and their families to learn about our country's rich and fascinating history. The series visits diverse locales across the U.S. from Las Vegas to Key West. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core Program (19 of 25)

Response

| | |
|--|--------------|
| Program Title | Safari |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 10:30-11a |
| 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. | Safari provides core programming in the areas of global ecology, wildlife biology and species conservation and preservation. Emmy award-winning host and wildlife expert John Ross travels to the farthest reaches of the world to bring the viewers face to face with some of the planet's most interesting animals. Safari offers a dynamic television experience for teens - with the exciting experience of exploring the fascinating world of wildlife and at the same time discovering what needs to be done to protect the animals and their habitat so that they can live on in the wild. Various age-appropriate global wildlife and ecology issues are introduced to the viewing audience with in-depth and thoughtful explanations. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (20 of 25) | | Response |
|--|---|-----------------|
| Program Title | Green Screen Adventures C | |
| Origination | Syndicated | |
| Days/Times Program Regularly Scheduled | Su 8-8:30a | |
| 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 | 7 years to 13 years | |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion. | |

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

| Digital Core Program (21 of 25) | Response |
|--|-----------------|
|--|-----------------|

| | |
|--|---|
| Program Title | Green Screen Adventures D |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Su 8:30-9a |
| 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 | 7 years to 13 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (22 of 25) | Response |
|--|-----------------|
|--|-----------------|

| | |
|---------------|--------------------|
| Program Title | Cookin' With Cutty |
| Origination | Syndicated |

| | |
|--|--|
| Days/Times Program Regularly Scheduled | Su 9-9:30a |
| 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 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Cookin' With Cutty promotes positive health and nutrition lifestyle choices for children and their parents. Fast-paced, high-energy segments featuring Cutty, Lisa, Blakely and the kids focus on the benefits of eating well, exercising and being tobacco free. Our mission is to encourage good health, nutrition and fitness habits to children around the world. Filmed on location throughout the beautiful Hawaiian Islands, Cookin' With Cutty informs and educates children, parents and families through the easiest learning method on earth-FUN! |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core Program (23 of 25)

Response

| | |
|---|-----------------------|
| Program Title | Kids Cooking for Kids |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Su 9:30-10a |
| 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 COOKING FOR KIDS serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of proper nutrition and developing good habits for a healthy living. The series allows children to explore the world of good food and healthy eating. The series also educates and informs youngsters about exercise, safety, and good hygiene. Each episode highlights a recipe for making healthy dish using wholesome ingredients, offering practical alternatives to junk food. The weekly series also promotes children's creative skills and physical wellbeing. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (24 of 25) | Response |
|--|-----------------|
| Program Title | Mad About |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Su 10-10:30a |
| 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. | Mad About is a half hour sketch- comedy/ variety show aimed at educating and entertaining kids ages 13 to 16. A true E/I series, episodes use a creative mixture of humor, improve, animation and viewer-generated video. Mad About conveys important messages about life skills such as personal finance, health & nutrition, fitness, conservation, and decision making in a fun and entertaining way. Each TV episode relies on a small company of skilled comedic actors to explore significant topics within a subject area. It incorporates comic monologues, sketch and improv comedy, eye-catching animation, music videos, humorous "man on the street" interviews, and viewer-created questions about life's issues |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (25 of 25) | |
|--|----------------------|
| | Response |
| Program Title | Edgemont |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Su 10:30-11a |
| 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. | Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30-minute episode portrays the interactions between the students of AC McKinley Secondary School. Edgemont is designed to entertain its teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on the social and emotional challenges faced by every secondary school student, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships |
| 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 | Michael Riddle |
| Address | 275 E. Arlington Boulevard |
| City | Greenville |
| State | NC |
| Zip | 27858 |
| Telephone Number | 252-439-7777 |
| Email Address | witn@witn.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. | WITN airs a series of Public Service Announcements specifically produced to serve children 16 years of age and younger throughout the year. WITN maintains quarterly affidavits of these public service announcements designed specifically for children that aired on WITN's three digital channel. |

Other Matters (25)

| Other Matters (1 of 25) | Response |
|--|--|
| Program Title | The Chica Show (Digital only)(Digital 32.1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sa 10-10:30a |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Chica Show is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. Chica's parents were formerly entertainers in the vaudeville tradition and they regale the audience with stories and songs from their theatrical past. They enjoy and indulge Chica, who sometimes acts younger than her age and gets into all kinds of predicaments. Kelly uses fantasy play to transform herself, Chica, Bunji and Stitches into animated characters in another universe, who are struggling with a problem similar to the one Chica experienced in the Coop. Without fail, they find the problem can be solved and they carry that knowledge back to the Coop to use on another day. |

| Other Matters (2 of 25) | Response |
|---|---|
| Program Title | Pajaminals (Digital only)(Digital 32.1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sa 10:30-11a |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |

| | |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Pajanimals are a group of four preschool aged puppets who live together in house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show us their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow. |
|--|--|

Other Matters (3 of 25)

Response

| | |
|---------------|--|
| Program Title | Justin Time (Digital only)(Digital 32.1) |
|---------------|--|

| | |
|-------------|---------|
| Origination | Network |
|-------------|---------|

| | |
|--|--------------|
| Days/Times Program Regularly Scheduled | Sa 11-11:30a |
|--|--------------|

| | |
|---|----|
| Total times aired at regularly scheduled time | 13 |
|---|----|

| | |
|-------------------|---------|
| Length of Program | 30 mins |
|-------------------|---------|

| | |
|-----------------------------------|--------------------|
| Age of Target Child Audience from | 2 years to 5 years |
|-----------------------------------|--------------------|

| | |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time features and little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination. |
|--|--|

Other Matters (4 of 25)

Response

| | |
|---------------|--|
| Program Title | Tree Fu Tom (Digital only)(Digital 32.1) |
|---------------|--|

| | |
|-------------|---------|
| Origination | Network |
|-------------|---------|

| | |
|--|---------------|
| Days/Times Program Regularly Scheduled | Sa 11:30a-12p |
|--|---------------|

| | |
|--|---|
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>Tree Fu Tom. This series focuses on the amazing adventures of a young boy called Tom who, with the power of 'movement magic' called 'Tree Fu', can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods. During each program he calls upon the audience to follow his moves to send him the magic he needs to solve a problem encountered by Tom and his friends. . These include Ariella, a butterfly who is also a rancher and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green tree frog and the resident genius inventor. In each episode there are an action adventure sequences that are key to resolving the challenge of the day.</p> |

| Other Matters (5 of 25) | Response |
|--|--|
| Program Title | Lazytown (Digital only)(Digital 32.1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sa 12-12:30p |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>Lazy Town promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.</p> |

| Other Matters (6 of 25) | |
|--|--|
| | Response |
| Program Title | Noodle & Doodle (Digital only)(Digital 32.1) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sa 12:30-1p |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Noodle & Doodle is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal. |

| Other Matters (7 of 25) | |
|---|--|
| | Response |
| Program Title | The Real Winning Edge A (Digital only)(Digital 32.2) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 7-7:30a |
| 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 series is developed to be an educational/ informational (E/I) program for the 13-16 year age group. It is designed to help youth make winning choices in their lives in order to grow to be productive citizens. This series is based on role models who are making pro-social life choices. Emphasis on being honest, loyal, hard working toward productive goals, and treating others as they would like to be treated, are values emphasized by the positive role models in The Real Winning Edge. Education research indicates that, from preadolescence through the teenage years, youth are most influenced by their peers. Their role model preferences switch from parents to the sports and entertainment icons during these years for most. If the peers and the icons promote antisocial standards and nonconformity to guiding principles honored in our society, youth soon adopt behaviors that not only hurt others but hurt themselves. The Real Winning Edge will go a long way in helping youth to develop character, being the best they can be by seeing their peers and the celebrities whom they admire, who themselves have the character to make winning choices. |
|--|---|

| Other Matters (8 of 25) | Response |
|-------------------------|----------|
|-------------------------|----------|

| | |
|---------------|---|
| Program Title | Sports Stars of Tomorrow A (Digital only)(Digital 32.2) |
|---------------|---|

| | |
|-------------|------------|
| Origination | Syndicated |
|-------------|------------|

| | |
|--|------------|
| Days/Times Program Regularly Scheduled | Sa 7:30-8a |
|--|------------|

| | |
|---|----|
| 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. "Sports Stars of Tomorrow" 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. In Sports Stars of Tomorrow, we recognize those athletes that have learned "life lessons" along the way while battling varying obstacles. These stories inspire and teach our 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 (9 of 25) | Response |
|-------------------------|----------|
|-------------------------|----------|

| | |
|---------------|---|
| Program Title | The Censtables (Digital only)(Digital 32.2) |
|---------------|---|

| | |
|-------------|------------|
| Origination | Syndicated |
|-------------|------------|

| | |
|--|------------|
| Days/Times Program Regularly Scheduled | Sa 8-8:30a |
|--|------------|

| | |
|---|----|
| Total times aired at regularly scheduled time | 13 |
|---|----|

| | |
|-------------------|---------|
| Length of Program | 30 mins |
|-------------------|---------|

Age of Target Child Audience from 6 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. The Centsables represents educational programming that children ages 6-12 can relate to. Story lines convey positive financial or moral values. The educational segments built into the program, teach kids financial literacy and cover a range of topics such as earning interest, wants vs. needs, ATM's, checking & savings accounts and other financial lessons.

Other Matters (10 of 25)

Response

Program Title Eco Company (Digital only)(Digital 32.2)

Origination Syndicated

Days/Times Program Regularly Scheduled Sa 8:30-9a

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. Eco Company provides CORE programming in the area of the environment and preservation of the earth's resources. Eco Company explores all aspects of being "green" and understanding how our actions impact the world. The E-Co team find out about climate change by asking questions to discover the truths and myths of the climate change issue. They learn about alternative energies by visiting wind farms and solar installations and discovering new energy technologies currently under development. They learn more about recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference, young entrepreneurs who are taking their passion for green to develop ideas, and new products for a sustainable future. Most importantly, each story and each feature is reported by teens and told from their perspective. Additionally Eco Company regularly provides practical tips that teens, and people of all ages can use in their daily lives

Other Matters (11 of 25)

Response

Program Title Mystery Hunters (Digital only)(Digital 32.2)

Origination Syndicated

Days/Times Program Regularly Scheduled Sa 9-9:30a

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. | Mystery Hunters is an excellent example of children's programming that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography and international customs. |
|--|--|

| Other Matters (12 of 25) | |
|--|---|
| | Response |
| Program Title | Sports Stars of Tomorrow B (Digital only)(Digital 32.2) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 9:30-10a |
| 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. "Sports Stars of Tomorrow" 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. In Sports Stars of Tomorrow, we recognize those athletes that have learned "life lessons" along the way while battling varying obstacles. These stories inspire and teach our 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 (13 of 25) | |
|---|--|
| | Response |
| Program Title | The Real Winning Edge B (Digital only)(Digital 32.2) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 11:30a-12p |
| 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 series is developed to be an educational/ informational (E/I) program for the 13-16 year age group. It is designed to help youth make winning choices in their lives in order to grow to be productive citizens. This series is based on role models who are making pro-social life choices. Emphasis on being honest, loyal, hard working toward productive goals, and treating others as they would like to be treated, are values emphasized by the positive role models in The Real Winning Edge. Education research indicates that, from preadolescence through the teenage years, youth are most influenced by their peers. Their role model preferences switch from parents to the sports and entertainment icons during these years for most. If the peers and the icons promote antisocial standards and nonconformity to guiding principles honored in our society, youth soon adopt behaviors that not only hurt others but hurt themselves. The Real Winning Edge will go a long way in helping youth to develop character, being the best they can be by seeing their peers and the celebrities whom they admire, who themselves have the character to make winning choices.

Other Matters (14 of 25)

Response

Program Title Green Screen Adventures A (Digital only)(Digital 32.3)

Origination Syndicated

Days/Times Sa 8-8:30a
Program Regularly Scheduled

Total times aired at regularly scheduled time 13

Length of Program 30 mins

Age of Target Child Audience from 7 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion.

Other Matters (15 of 25)

Response

Program Title Green Screen Adventures B (Digital only)(Digital 32.3)

Origination Syndicated

Days/Times Sa 8:30-9a
Program Regularly Scheduled

Total times aired at regularly scheduled time 13

Length of Program 30 mins

Age of Target Child Audience from 7 years to 13 years

| | |
|--|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion. |
|--|---|

| Other Matters (16 of 25) | Response |
|--------------------------|----------|
|--------------------------|----------|

| | |
|---|--|
| Program Title | Children Talk (Digital only)(Digital 32.3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 9-9:30a |
| 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. | Children Talk is a weekly half-hour series where children talk about what they know and learn about what they don't. Featuring nationally known ventriloquist Taylor Mason, each weekly episode of Children Talk provides young viewers with an educational experience by visiting a variety of locations with historical or scientific significance. Visits are combined with practical demonstrations and useful information for building important life skills. Series includes an interview segment where children participate in a question and answer session on what they have learned. |
|--|--|

| Other Matters (17 of 25) | Response |
|--------------------------|----------|
|--------------------------|----------|

| | |
|---|--|
| Program Title | Workforce (Digital only)(Digital 32.3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 9:30-10a |
| 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. | Workforce is a half-hour series designed to help young people make educated decisions about their future careers. In each episode, four teens are catapulted into a job for one day to find out first hand what different careers are all about. With a good sense of humor and a healthy understanding of humility, these teens take on various jobs including zookeeper, plastic surgeon, private detective, city mayor, veterinarian, crane operator, farmer, web designer, juggler, butcher and everything in between. |
|--|--|

| Other Matters (18 of 25) | Response |
|--------------------------|----------|
|--------------------------|----------|

| | |
|--|---|
| Program Title | Travel Thru History (Digital only)(Digital 32.3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 10-10:30a |
| 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. | Travel Thru History is designed to spark interest and enthusiasm in teens and their families to learn about our country's rich and fascinating history. The series visits diverse locales across the U.S. from Las Vegas to Key West. |

Other Matters (19 of 25)

Response

| | |
|--|--|
| Program Title | Safari (Digital only)(Digital 32.3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sa 10:30-11a |
| 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. | Safari provides core programming in the areas of global ecology, wildlife biology and species conservation and preservation. Emmy award-winning host and wildlife expert John Ross travels to the farthest reaches of the world to bring the viewers face to face with some of the planet's most interesting animals. Safari offers a dynamic television experience for teens - with the exciting experience of exploring the fascinating world of wildlife and at the same time discovering what needs to be done to protect the animals and their habitat so that they can live on in the wild. Various age-appropriate global wildlife and ecology issues are introduced to the viewing audience with in-depth and thoughtful explanations. |

Other Matters (20 of 25)

Response

| | |
|--|---|
| Program Title | Green Screen Adventures C (Digital only) (Digital 32.3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Su 8-8:30a |

| | |
|--|---|
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 7 years to 13 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion. |

Other Matters (21 of 25)

Response

| | |
|--|---|
| Program Title | Su 8:30-9a (Digital only)(Digital 32.3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Su 8:30-9a |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 7 years to 13 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C's" as well as the three "R's" - Curiosity, Confidence, Citizenship, Compassion. |

Other Matters (22 of 25)

Response

| | |
|---|---|
| Program Title | Cookin' With Cutty (Digital only)(Digital 32.3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Su 9-9:30a |
| 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. | Cookin' With Cutty promotes positive health and nutrition lifestyle choices for children and their parents. Fast-paced, high-energy segments featuring Cutty, Lisa, Blakely and the kids focus on the benefits of eating well, exercising and being tobacco free. Our mission is to encourage good health, nutrition and fitness habits to children around the world. Filmed on location throughout the beautiful Hawaiian Islands, Cookin' With Cutty informs and educates children, parents and families through the easiest learning method on earth-FUN! |
|--|--|

| Other Matters (23 of 25) | Response |
|--------------------------|----------|
|--------------------------|----------|

| | |
|---|--|
| Program Title | Kids Cooking for Kids (Digital only)(Digital 32.3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Su 9:30-10a |
| 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 COOKING FOR KIDS serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of proper nutrition and developing good habits for a healthy living. The series allows children to explore the world of good food and healthy eating. The series also educates and informs youngsters about exercise, safety, and good hygiene. Each episode highlights a recipe for making healthy dish using wholesome ingredients, offering practical alternatives to junk food. The weekly series also promotes children's creative skills and physical wellbeing. |
|--|--|

| Other Matters (24 of 25) | Response |
|--------------------------|----------|
|--------------------------|----------|

| | |
|---|--|
| Program Title | Mad About (Digital only)(Digital 32.3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Su 10-10:30a |
| 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. | Mad About is a half hour sketch- comedy/ variety show aimed at educating and entertaining kids ages 13 to 16. A true E/I series, episodes use a creative mixture of humor, improv, animation and viewer-generated video. Mad About conveys important messages about life skills such as personal finance, health & nutrition, fitness, conservation, and decision making in a fun and entertaining way. Each TV episode relies on a small company of skilled comedic actors to explore significant topics within a subject area. It incorporates comic monologues, sketch and improv comedy, eye-catching animation, music videos, humorous "man on the street" interviews, and viewer-created questions about life's issues. |
|--|---|

| Other Matters (25 of 25) | |
|--|--|
| | Response |
| Program Title | Edgemont (Digital only)(Digital 32.3) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Su 10:30-11a |
| 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. | Edgemont is a television series that revolves around the everyday lives of teenagers in the fictitious suburban town of Edgemont. The series targets 13-16 year-old viewers. Each 30-minute episode portrays the interactions between the students of AC McKinley Secondary School. Edgemont is designed to entertain its teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on the social and emotional challenges faced by every secondary school student, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. |

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>Gray Television Licensee, LCC</p> |

Attachments

No Attachments.