



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0029633443** | File Number: **CPR-119322** | Submit Date: **04/07/2011** | Call Sign: **WLOV-TV** | Facility ID: **37732** |

City: **WEST POINT** | State: **MS**

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

04/07/2011 | Filing Status: **Active**

Report reflects information for : **First Quarter of 2011**

General Information

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

**Applicant
Information**

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type
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Contact
Representatives
(0)

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

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	Fox
	Nielsen DMA	Columbus-Tupelo-W Pt.
	Web Home Page Address	www.wlov.com

Digital Core
Programming

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	3.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	168.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	6.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core
Programs(12)

Digital Core Program (1 of 12)	Response
Program Title	Jack Hanna Into The Wild
Origination	Syndicated
Days/Times Program Regularly Scheduled	Mondays at 7:00am 1/03/11 - 3/28/11 and Saturdays at 7:30am 1/01/11 - 3/26/11
Total times aired at regularly scheduled time	26
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 Into The Wild is based on Jack traveling the world with his friends and family, taking the viewer to his favorite destinations and introducing them to new and amazing creatures each week. Throughout his travels, Jack raises awareness of different cultures, geography and spectacular animals and animal facts, while teaching children the importance of stewardship of our environment through his documented donations to conservation efforts worldwide.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 12)	Response
Program Title	Awesome Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled	Tuesdays and Wednesdays at 7:00am 1/04/11 - 3/30/11
Total times aired at regularly scheduled time	26
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.	Awesome Adventures is a half-hour E/I adventure series that airs 52 weeks a year. Our host, as well as two different teens, travel each week to destinations around the world that can be both exotic and remote. Awesome Adventures is designed to educate, inform and entertain children about the world around them. Each journey is a lesson in the beauty of nature, its creatures, and the people who inhabit the land. The shows are not designed to be preachy or overly pedantic, but rather, the goal is to make the learning fun.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 12)		Response
Program Title		Wild About Animals
Origination		Syndicated
Days/Times Program Regularly Scheduled		Thursdays and Fridays at 7:00am 1/06/11 - 3/31/11
Total times aired at regularly scheduled time		25
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.	Wild About Animals is a half-hour animal E/I magazine series that airs 52 weeks a year. The show is hosted by the Emmy-award winning actress Mariette Hartley. Mariette has committed herself to fighting for the rights of animals for 20 years. As the producers of Wild About Animals, it is the objective of Steve Rotfeld Productions, Inc., to educate and inform children specifically in the target age group, by bringing them entertaining and interesting stories about the most fascinating animals. Each episode will consist of four different stories designed to teach children about both exotic and unique animals, as well as to educate them further about animals they see everyday.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 12)	Response
Program Title	Whaddyado
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 7:00am 1/01/11 - 3/26/11
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.	Whaddyado is a half-hour weekly E/I series designed to educate, inform, inspire and entertain children about the world around them. Each episode is an educational life-lesson, based in reality, intended to prepare young people for potential situations that could easily crop up at any time, anywhere. Through dramatic re-enactments, Whaddyado skillfully documents the event, interviews the participants, and talks to various experts, who explain what the proper reaction should be when faced with similar life-threatening circumstances. Also, in an effort to help young people make the right decision at the right moment, there is a moral dilemma segment featured in each show.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (5 of 12)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 9:00am 1/01/11 - 3/26/11
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 Cs as well as the three Rs - Curiosity, Confidence, Citizenship, and Compassion. Green Screen Adventures aired on the secondary digital stream 27.2.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 12)	Response
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Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 9:30am 1/01/11 - 3/26/11
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	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Busytown Mysteries' format is a fun and easily understandable venue for creative problem solving. By focusing on the fascinating conundrums faced by a group of Richard Scarry's most enchanting characters, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn from the actions and enlightenment of others. Learning is engaging, natural, and part of the overall enjoyment of the series. Busytown Mysteries aired on the secondary digital stream, 27-2.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 12)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 10:00am and 10:30am 1/01/11 - 3/26/11
Total times aired at regularly scheduled time	26
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile. The Busy world of Richard Scarry aired on the secondary digital stream, 27-2.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 12)	Response
Program Title	Cake
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 11:00am 1/01/11 - 3/26/11
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	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Four youngsters (Cake, Benjamin, Miracle and Amy) team up to produce a weekly, local access how-to-do-it TV program. Each week, they develop and produce an "educational program" expressly designed to teach young viewers how to execute a new creative, handicraft project. Much of Cake's and her friends' cooperative effort in each episode is directed toward conceptualizing and producing their weekly TV show, the aim of which is to teach pre-adolescents how to express their own originality and creativity through a variety of different handicraft projects. The characters' day-to-day lives influence what each week's craft will be. Their on-camera demonstrations provide viewers with step-by-step information about how to execute the various craft projects. Their interpersonal interactions model highly positive social behaviors. Cake aired on the secondary digital stream 27.2.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 12)	Response
Program Title	Dance Revolution
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 11:30am 1/01/11 - 3/26/11
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	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In each episode, an attractive dance instructor demonstrates a series of new and demanding Hip-hop dance steps, challenging each pair of contestants to incorporate those moves into their own dance routine. During the portrayal of the demonstration of the new steps, the competitors practicing of those steps, and the dance competition itself, viewers are encouraged to participate in the action by learning the steps and getting up and dancing along with the contestants. Frequent comments by both the program host and by the dance instructor are designed to engage viewers in the activity. In addition, by incorporating techniques such as split screens, pop-up screens, and rolling text messages, dance is associated with exercise and good health throughout the program, and viewers are continually encouraged to get up and dance. (It should be noted that Hip-hop demands a great deal of energy, endurance, and skill to master. It is an ideal device to engage young viewers in relatively vigorous physical activity). Both on-screen talent and pop-up screens promote participation in dance by linking it to various other sports (i.e., via improved balance, coordination, timing), to good health, and to increased energy and attractiveness. Episodes also include occasional references to historical and cultural facts related to dance. Anything that makes dance attractive and encourages young viewers to get up and move, is considered fair game. Dance Revolution aired on the secondary digital stream 27.2.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 12)	Response
Program Title	Stargate Infinity
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 9:00am 1/02/11 - 3/27/11
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.	Each week the Stargate explorers enter a new world. About the only things they can be sure of are that they will encounter new and vastly different life forms and cultures, that they will face problems that require functioning smoothly as a team, and that the team is only as strong as the character and abilities of its individual members. At its core, Stargate Infinity explores issues, attitudes, and behaviors important to learning how to get along with others, whether those others are from different races, cultures, and species, or from their own team of trainees. The young explorers serve as models for the young audience. As the cadets learn hard lessons about such things as trying to see the world from the perspective of other cultures, the positive benefits in diversity, or how to mesh their own strengths and abilities with those of others on the team, so too do young viewers. Each episode examines fundamental issues about how and why to get along with others who are very different from oneself, and about the kinds of abilities and strength of character necessary to be a Stargate Explorer and a good person. Stargate Infinity aired on the secondary digital stream 27.2.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 12)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 9:30am 1/02/11 - 3/27/11
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 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem solving. How do kids get the "right" information and make proper use of it? What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn along with their human and decidedly nonhuman colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. Magi-Nation aired on the secondary digital stream 27.2.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 12)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Monday - Fridays at 8:30am 1/03/11 - 3/31/11
Total times aired at regularly scheduled time	64
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem solving. How do kids get the "right" information and make proper use of it? What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn along with their human and decidedly nonhuman colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. Magi-Nation aired on the secondary digital stream 27.2.
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	Jennifer Dennington
Address	P. O. Box 1732
City	Tupelo
State	MS
Zip	38802
Telephone Number	662-842-2227
Email Address	manager@wlov.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 (13)

Other Matters (1 of 13)	Response
Program Title	Jack Hanna Into The Wild
Origination	Syndicated
Days/Times Program Regularly Scheduled	Mondays at 7:00am 4/04/11 - 6/27/11 and Saturdays at 7:30am 4/02/11 - 6/25/11
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.	Jack Hanna Into The Wild is based on Jack traveling the world with his friends and family, taking the viewer to his favorite destinations and introducing them to new and amazing creatures each week. Throughout his travels, Jack raises awareness of different cultures, geography and spectacular animals and animal facts, while teaching children the importance of stewardship of our environment through his documented donations to conservation efforts worldwide. Jack Hanna Into The Wild will air on the primary digital stream, 27.1.

Other Matters (2 of 13)	Response
Program Title	Awesome Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled	Tuesdays and Wednesdays at 7:00am 4/05/11 - 6/29/11
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.	Awesome Adventures is a half-hour E/I adventure series that airs 52 weeks a year. Our host, as well as two different teens, travel each week to destinations around the world that can be both exotic and remote. Awesome Adventures is designed to educate, inform and entertain children about the world around them. Each journey is a lesson in the beauty of nature, its creatures, and the people who inhabit the land. The shows are not designed to be preachy or overly pedantic, but rather, the goal is to make the learning fun. Awesome Adventures will air on the primary digital stream, 27.1.

Other Matters (3 of 13)	Response
Program Title	Wild About Animals
Origination	Syndicated

Days/Times Program Regularly Scheduled	Thursdays and Fridays at 7:00am 4/01/11 - 6/30/11
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.	Wild About Animals is a half-hour animal E/I magazine series that airs 52 weeks a year. The show is hosted by the Emmy-award winning actress Mariette Hartley. Mariette has committed herself to fighting for the rights of animals for 20 years. As the producers of Wild About Animals, it is the objective of Steve Rotfeld Productions, Inc., to educate and inform children specifically in the target age group, by bringing them entertaining and interesting stories about the most fascinating animals. Each episode will consist of four different stories designed to teach children about both exotic and unique animals, as well as to educate them further about animals they see everyday. Wild About Animals will air on the primary digital stream, 27.1.

Other Matters (4 of 13)	Response
Program Title	Whaddyado
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays at 7:00am 4/02/11 - 6/25/11
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.	Whaddyado is a half-hour weekly E/I series designed to educate, inform, inspire and entertain children about the world around them. Each episode is an educational life-lesson, based in reality, intended to prepare young people for potential situations that could easily crop up at any time, anywhere. Through dramatic re-enactments, Whaddyado skillfully documents the event, interviews the participants, and talks to various experts, who explain what the proper reaction should be when faced with similar life-threatening circumstances. Also, in an effort to help young people make the right decision at the right moment, there is a moral dilemma segment featured in each show. Whaddyado will air on the primary digital stream, 27.1.

Other Matters (5 of 13)	Response
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Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 9:00am 4/02/11 - 6/25/11
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 Cs as well as the three Rs - Curiosity, Confidence, Citizenship, and Compassion. Green Screen Adventures will air on the secondary digital stream, 27.2.

Other Matters (6 of 13)	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 9:30am 4/02/11 - 6/25/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Busytown Mysteries' format is a fun and easily understandable venue for creative problem solving. By focusing on the fascinating conundrums faced by a group of Richard Scarry's most enchanting characters, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn from the actions and enlightenment of others. Learning is engaging, natural, and part of the overall enjoyment of the series. Busytown Mysteries will air on the secondary digital stream, 27-2.

Other Matters (7 of 13)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 10:00am and 10:30am 4/02/11 - 6/25/11

Total times aired at regularly scheduled time	26
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.	This fully animated series is based on the books by Richard Scarry which parents worldwide rely on to teach valuable lessons. Busytown is an enchanting place that's abuzz with energy and life. Young audiences love to sing and laugh along as Huckle Cat and Lowly Worm make their way through the day. Always concerned for each other, the residents of Busytown make time for a song and a smile. The Busy World of Richard Scarry will air on the secondary digital stream, 27-2.

Other Matters (8 of 13)	
Response	
Program Title	Cake
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 11:00am 4/02/11 - 6/25/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Four youngsters (Cake, Benjamin, Miracle and Amy) team up to produce a weekly, local access how-to-do-it TV program. Each week, they develop and produce an "educational program" expressly designed to teach young viewers how to execute a new creative, handicraft project. Much of Cake's and her friends' cooperative effort in each episode is directed toward conceptualizing and producing their weekly TV show, the aim of which is to teach pre-adolescents how to express their own originality and creativity through a variety of different handicraft projects. The characters' day-to-day lives influence what each week's craft will be. Their on-camera demonstrations provide viewers with step-by-step information about how to execute the various craft projects. Their interpersonal interactions model highly positive social behaviors. Cake will air on the secondary digital stream, 27.2.

Other Matters (9 of 13)	
Response	
Program Title	Dance Revolution
Origination	Network

Days/Times Program Regularly Scheduled	Saturdays at 11:30am 4/02/11 - 6/25/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In each episode, an attractive dance instructor demonstrates a series of new and demanding Hip-hop dance steps, challenging each pair of contestants to incorporate those moves into their own dance routine. During the portrayal of the demonstration of the new steps, the competitors practicing of those steps, and the dance competition itself, viewers are encouraged to participate in the action by learning the steps and getting up and dancing along with the contestants. Frequent comments by both the program host and by the dance instructor are designed to engage viewers in the activity. In addition, by incorporating techniques such as split screens, pop-up screens, and rolling text messages, dance is associated with exercise and good health throughout the program, and viewers are continually encouraged to get up and dance. (It should be noted that Hip-hop demands a great deal of energy, endurance, and skill to master. It is an ideal device to engage young viewers in relatively vigorous physical activity). Both on-screen talent and pop-up screens promote participation in dance by linking it to various other sports (i.e., via improved balance, coordination, timing), to good health, and to increased energy and attractiveness. Episodes also include occasional references to historical and cultural facts related to dance. Anything that makes dance attractive and encourages young viewers to get up and move, is considered fair game. Dance Revolution will air on the secondary digital stream, 27.2.

Other Matters (10 of 13)	Response
Program Title	Stargate Infinity
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 9:00am 4/03/11 - 6/26/11
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.	Each week the Stargate explorers enter a new world. About the only things they can be sure of are that they will encounter new and vastly different life forms and cultures, that they will face problems that require functioning smoothly as a team, and that the team is only as strong as the character and abilities of its individual members. At its core, Stargate Infinity explores issues, attitudes, and behaviors important to learning how to get along with others, whether those others are from different races, cultures, and species, or from their own team of trainees. The young explorers serve as models for the young audience. As the cadets learn hard lessons about such things as trying to see the world from the perspective of other cultures, the positive benefits in diversity, or how to mesh their own strengths and abilities with those of others on the team, so too do young viewers. Each episode examines fundamental issues about how and why to get along with others who are very different from oneself, and about the kinds of abilities and strength of character necessary to be a Stargate Explorer and a good person. Stargate Infinity will air on the secondary digital stream, 27-2.
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Other Matters (11 of 13)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 9:30am 4/03/11 - 6/26/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem solving. How do kids get the "right" information and make proper use of it? What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn along with their human and decidedly nonhuman colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. Magi-Nation will air on the secondary digital stream, 27-2.

Other Matters (12 of 13)	Response
Program Title	Magi-Nation
Origination	Network

Days/Times Program Regularly Scheduled	Mondays - Fridays at 8:30am 4/01/11 - 6/30/11
Total times aired at regularly scheduled time	65
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem solving. How do kids get the "right" information and make proper use of it? What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn along with their human and decidedly nonhuman colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. Magi-Nation will air on the secondary digital stream, 27-2.

Other Matters (13 of 13)	Response
Program Title	This Week In Baseball
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 2:30pm 4/02/11 - 6/25/11
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 Week In Baseball highlights the pro-social on and off the field activities of MLB's leading players and coaches. Working with the National Association for Sport and Physical Education (NASPE), This Week In Baseball seeks to provide today's youth with educational messages that can have an impact on the development of positive lifestyle behaviors. This program portrays the positive outcomes that result from dedication, hard work, self-discipline, teamwork, practice and personal responsibilities. The program also relates the achievements and experiences of baseball players to potential achievements in life. This Week In baseball will air on the primary digital stream, 27-1.
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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>Lingard Broadcasting Corporation</p>

Attachments

No Attachments.