



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0018223693** | File Number: **CPR-178458** | Submit Date: **01/11/2016** | Call Sign: **WIS** | Facility ID: **13990** | City: **COLUMBIA** | State: **SC**
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **01/11/2016** | Filing Status: **Active**

Report reflects information for : **Fourth Quarter of 2015**

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 | Columbia SC |
| | Web Home Page Address | www.wistv.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: | 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(16)

| Digital Core Program (1 of 16) | Response |
|--|--|
| Program Title | Astroblast (10.1 Main Digital Channel) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 10:30am (10/3/15-12/26/15) |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| 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. | Astroblast!, based on the book series by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. The station is populated by five animal characters and one three-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or an embarrassing incident, or resist the urge to blame others for your mistakes. On 10/3/15, Astroblast was joined in progress at 10:34 am following a 4 minute severe weather advisory. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|--|--|
| Title of Program | Astroblast (10.1 Main Digital Channel) |
| List date and time rescheduled | 12/6/15 12:00 pm |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2015-12-05 |
| Episode # | 12/5/15 EATBR123DH |
| Reason for Preemption | Public Interest |

| Digital Core Program (2 of 16) | Response |
|--|--|
| Program Title | Ruff Ruff Tweet & Dave (10.1 Main Digital Channel) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 10:00am (10/3/15-12/26/15) |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| 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. | Ruff Ruff Tweet & Dave is an animated show which puts an emphasis on logical thinking and use of language through fun problem solving adventures. The trio, RRTD, is guided by Hatty, an erudite hamster who wears a hat full of questions. The three characters agree that they would like to take a particular adventure and rev up their Roly-pods, enter the Spin-Again transport vehicle and arrive at their destination. Once there, Hatty challenges them to make decisions and choose options that will lead to success or failure with their quest. Once their mission is complete, they review their effort, assemble the Roly-Pods and head home. Their adventures are varied. They might go climb a mountain, design their own fairy tale, or build a sand castle. On 10/3/15, Ruff Ruff Tweet & Dave was joined in progress at 10:05 am following a 5 minute severe weather advisory. |
| 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 | Ruff Ruff Tweet & Dave (10.1 Main Digital Channel) |
| List date and time rescheduled | 12/6/15 11:30 am |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2015-12-05 |
| Episode # | 12/5/15 ERTDR110DH |
| Reason for Preemption | Public Interest |

| Digital Core Program (3 of 16) | Response |
|---|---------------------------------------|
| Program Title | Lazy Town (10.1 Main Digital Channel) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 12:00 pm (10/3/15-12/26/15) |
| Total times aired at regularly scheduled time | 10 |
| Total times aired | 13 |
| 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. | Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. On 10/3/15, Lazytown was joined in progress at 12:03 pm following a 3 minute severe weather advisory. |
| 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 (10.1 Main Digital Channel) |
| List date and time rescheduled | 10/10/15 8:00 am |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2015-10-10 |
| Episode # | 10/10/15 ELZT118DH |
| Reason for Preemption | Sports |

Digital Preemption Programs #2

| Questions | Response |
|--|---------------------------------------|
| Title of Program | Lazy Town (10.1 Main Digital Channel) |
| List date and time rescheduled | 12/6/15 1:30 pm |
| Is the rescheduled date the second home? | Yes |

| | |
|--|-------------------|
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2015-12-05 |
| Episode # | 12/5/15 ELZT135DH |
| Reason for Preemption | Public Interest |

Digital Preemption Programs #3

| Questions | Response |
|--|---------------------------------------|
| Title of Program | Lazy Town (10.1 Main Digital Channel) |
| List date and time rescheduled | 10/31/15 8:00 am |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2015-10-31 |
| Episode # | 10/31/15 ELZT124DH |
| Reason for Preemption | Sports |

| Digital Core Program (4 of 16) | | Response |
|--|---|----------|
| Program Title | Earth to Luna (10.1 Main Digital Channel) | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Sat. 11:30am (10/3/15-12/26/15) | |
| Total times aired at regularly scheduled time | 12 | |
| Total times aired | 13 | |
| 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. | Earth to Luna is a Brazilian animated series specifically aimed at teaching 2-5 year old children how to ask questions about nature and science and vigorously pursue the answers. The show encourages curiosity, research, and critical thinking. Each episode of the show is focused on a particular creature, object, or phenomenon that would be of interest to the target audience. For example, Luna might wonder how she can grow a plant without a seed and finds the answer through her inquiry process. The characters, Luna, Jupiter (her brother), and Clive (their pet ferret) embark on a research effort that takes the audience through each step that answers their overarching question. The show uses recurring features, signature phrases, and songs to cue the audience when they need to do research, when they transition to the adventure, and when they have reached the ending to review all they've learned. On 10/3/15 and 10/10/15, Earth to Luna was preempted due to severe weather coverage and local safety advisories. |
| 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 | Earth to Luna (10.1 Main Digital Channel) |
| List date and time rescheduled | 12/6/15 1:00pm |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2015-12-05 |
| Episode # | 12/5/15 EETL123DH |
| Reason for Preemption | Public Interest |

| Digital Core Program (5 of 16) | Response |
|---|--------------------------------------|
| Program Title | Clangers (10.1 Main Digital Channel) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 11:00 am (10/3/15-12/26/15) |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| 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. | Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouse-like creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and Clangers have to figure out who the visitors really are and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space: meteors and comets and eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place. On 10/3/15 and 10/10/15, Clangers was preempted due to severe weather coverage and local safety advisories. |
| 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 | Clangers (10.1 Main Digital Channel) |
| List date and time rescheduled | 12/6/15 12:30 pm |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | 2015-12-05 |
| Episode # | 12/5/15 ECLGR0010DH |
| Reason for Preemption | Public Interest |

| Digital Core Program (6 of 16) | Response |
|--------------------------------|--|
| Program Title | Tree Fu Tom(10.1 Main Digital Channel) |
| Origination | Network |

| | |
|--|--|
| Days/Times Program Regularly Scheduled | Sat. 8:30 am (10/3/15-12/26/15) |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| 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. | Tree Fu Tom is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish or relying on teamwork in order to accomplish a goal. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

Digital Preemption Programs #1

| Questions | Response |
|--|--|
| Title of Program | Tree Fu Tom(10.1 Main Digital Channel) |
| List date and time rescheduled | 11/14/15 12:30 pm |
| Is the rescheduled date the second home? | Yes |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |

| | |
|-----------------------|--------------------|
| Date Preempted | 2015-11-14 |
| Episode # | 11/14/15 ETFT212DH |
| Reason for Preemption | Non-breaking News |

| Digital Core Program (7 of 16) | Response |
|--|--|
| Program Title | Wild About Animals (Digital Multicast Only-THIS TV 10.2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun. 10am (10/4/15-12/27/15) |
| 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. | Wild About Animals is a reality science series that is produced for children in the 13-16 age group, and is designed to educate, inform and entertain those viewers. This program fulfills its purpose by providing a high level of educational value. The structure of each show consists of four (4) different segments/stories which make for a varied, fast paced program. Through the use of dramatic, stunning footage combined with an engaging and entertaining narrative, the show creates a general tone that is particularly effective in connecting to the target audience. The level of detail in each show is also appropriate and the segments move quickly from one topic to the next. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (8 of 16) | Response |
|--------------------------------|----------|
|--------------------------------|----------|

| | |
|--|--|
| Program Title | Wild About Animals (Digital Multicast Only-THIS TV 10.2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun. 10:30am (10/4/15-12/27/15) |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | 13 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| 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 reality science series that is produced for children in the 13-16 age group, and is designed to educate, inform and entertain those viewers. This program fulfills its purpose by providing a high level of educational value. The structure of each show consists of four (4) different segments/stories which make for a varied, fast paced program. Through the use of dramatic, stunning footage combined with an engaging and entertaining narrative, the show creates a general tone that is particularly effective in connecting to the target audience. The level of detail in each show is also appropriate and the segments move quickly from one topic to the next. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (9 of 16) | Response |
|--|--|
| Program Title | Awesome Adventures (Digital Multicast Only-THIS TV 10.2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun. 11am (10/4/15-12/27/15) |

| | |
|--|--|
| Total times aired at regularly scheduled time | 13 |
| Total times aired | 13 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| 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 an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program. Educational objective include Learn about other cities or countries including all aspects of the culture, Recognize connections between past and present, Appreciate the nature of geographical space and Understand the importance of an action-adventure experience in a new environment, Develop working knowledge of other countries or cities and their cultures, Compare and contrast one's own society to other cultures and Understanding the historical construction of similarities and differences between regions or nations. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (10 of 16) | Response |
|--|--|
| Program Title | Awesome Adventures (Digital Multicast Only-THIS TV 10.2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun. 11:30am (10/4/15-12/27/15) |

| | |
|--|--|
| Total times aired at regularly scheduled time | 13 |
| Total times aired | 13 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| 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 an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program. Educational objective include Learn about other cities or countries including all aspects of the culture, Recognize connections between past and present, Appreciate the nature of geographical space and Understand the importance of an action-adventure experience in a new environment, Develop working knowledge of other countries or cities and their cultures, Compare and contrast one's own society to other cultures and Understanding the historical construction of similarities and differences between regions or nations. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (11 of 16) | Response |
|--|---|
| Program Title | Whaddyado (Digital Multicast Only-THIS TV 10.2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun. 12pm (10/4/15-12/27/15) |

| | |
|--|--|
| Total times aired at regularly scheduled time | 13 |
| Total times aired | 13 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| 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, a half-hour weekly series designed to educate, inform, inspire and entertain, does an exceptional job educating teenagers. The show's target audience is between 13 and 16 years of age, the time period when children are making the transition to becoming adults. Both theory and research demonstrate that this is the stage of life where children begin to experiment with who they are who they want to be. It's a time which is typified by feeling invincible. This sense of invulnerability is commonly coupled with withdraw from parents and authority figures which leaves teenagers susceptible to poor decision making. Therefore, this time where insight and judgment are developing, but adult influence is limited, educational programming can make an immense impact on a child's decisions. WHADDYADO provides an excellent opportunity for teenagers to learn life lessons they likely are otherwise not open to receiving. What makes WHADDYADO such a valuable resource for teenagers is that it exposes them to real life situations. The reenactments give the audience the opportunity to develop important life saving skills. By exposing the audience to perilous situations that have actually occurred, then, using interviews with the participants, and instructions from experts, teenagers are shown what the proper reaction should be when faced with similar life-threatening circumstances this show is perfectly positioned to educate its audience. Because research demonstrates that teenagers learn best from children their own age, this show is uniquely designed to get its lessons through to teenagers. It is likely that in addition to learning the life saving lessons contained in each episode, the show will also work to minimize a viewer's belief in their immortality, a priceless lesson for all teenagers |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (12 of 16) | Response |
|---------------------------------|---|
| Program Title | Whaddyado (Digital Multicast Only-THIS TV 10.2) |
| Origination | Network |

| | |
|--|---|
| Days/Times Program Regularly Scheduled | Sun. 12:30pm (10/4/15-12/27/15) |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | 13 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| 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, a half-hour weekly series designed to educate, inform, inspire and entertain, does an exceptional job educating teenagers. The show's target audience is between 13 and 16 years of age, the time period when children are making the transition to becoming adults. Both theory and research demonstrate that this is the stage of life where children begin to experiment with who they are who they want to be. It's a time which is typified by feeling invincible. This sense of invulnerability is commonly coupled with withdraw from parents and authority figures which leaves teenagers susceptible to poor decision making. Therefore, this time where insight and judgment are developing, but adult influence is limited, educational programming can make an immense impact on a child's decisions. WHADDYADO provides an excellent opportunity for teenagers to learn life lessons they likely are otherwise not open to receiving. What makes WHADDYADO such a valuable resource for teenagers is that it exposes them to real life situations. The reenactments give the audience the opportunity to develop important life saving skills. By exposing the audience to perilous situations that have actually occurred, then, using interviews with the participants, and instructions from experts, teenagers are shown what the proper reaction should be when faced with similar life-threatening circumstances this show is perfectly positioned to educate its audience. Because research demonstrates that teenagers learn best from children their own age, this show is uniquely designed to get its lessons through to teenagers. It is likely that in addition to learning the life saving lessons contained in each episode, the show will also work to minimize a viewer's belief in their immortality, a priceless lesson for all teenagers. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| | |
|--|--|
| Program Title | Awesome Adventures (Digital Multicast Only-Bounce TV 10.3) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 10:00am & 11:30 am (10/3/15-12/26/15) |
| 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 an educational and informational adventure travel program that targets the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience. With a host and the use of young guides from a specific locale, it is ideal for the "tween/teen" market. This program is fast paced, and provides information which encompasses many aspects of the location. It is produced in a contemporary style, and features both historical and cultural information, in addition to an action adventure. The introduction about the specific food, music, geography, history and environmental issues as well as popular recreational activities of the locale, make for a most entertaining program. Educational objective include Learn about other cities or countries including all aspects of the culture, Recognize connections between past and present, Appreciate the nature of geographical space and Understand the importance of an action-adventure experience in a new environment, Develop working knowledge of other countries or cities and their cultures, Compare and contrast one's own society to other cultures and Understanding the historical construction of similarities and differences between regions or nations. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (14 of 16) | | Response |
|---------------------------------|--|--|
| Program Title | | Animal Atlas (Digital Multicast Only-Bounce TV 10.3) |

| | |
|--|---|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 11am (10/3/15-12/26/15) |
| 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. | On Animal Atlas we travel the globe to meet every kind of animal imaginable, from the familiar to the astounding. We learn about their lives, their history, and the adaptations that allow them to survive and thrive. But best of all, we meet them face to face. Just spin the globe. Anywhere, everywhere animals live, you'll find Animal Atlas. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (15 of 16) | | Response |
|--|--|----------|
| Program Title | Live Life and Win (Digital Multicast Only-Bounce TV 10.3) | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Saturday 10:30am Sun. 10am (10/3/15-12/27/15) | |
| 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. | Live Life and Win is a series of inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. | |

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

| Digital Core Program (16 of 16) | Response |
|--|---|
| Program Title | The Real Winning Edge (Digital Multicast Only-Bounce TV 10.3) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun. 10:30am (10/4/15-12/27/15) |
| 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 is a weekly half-hour television series that highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. |
| 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 | Jim Hays |
| Address | 1111 Bull Street |
| City | Columbia |
| State | SC |
| Zip | 29201 |
| Telephone Number | 803-799-1010 |
| Email Address | jhays@wistv.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. | 1. Because station (WIS) ceased analog operations and converted to digital-only operations prior to the start of reporting period, Questions 7(b) and 7(c) are no longer applicable. 2. NBCUniversal's The More You Know website: Since 1989, The More You Know has brought the nation's most important social issues to the forefront, and remains a trusted voice for sharing knowledge to improve lives and inspire action. The More You Know's comprehensive website (themoreyouknow.com) includes in-depth resource and referral information on the campaign's important focus issues including: HEALTH - fighting childhood obesity, encouraging nutrition and physical fitness ENVIRONMENT - encouraging everyday actions that reduce environmental impact EDUCATION - recruiting new teachers and promoting their long-lasting impact DIGITAL LITERACY & INTERNET SAFETY - sharing online safety tips and information DIVERSITY - embracing differences and promoting inclusion, tolerance and respect Also featured on site is The More You Know Learning series' Growing Up Online, a free eBook on digital literacy and Internet Safety. Growing Up Online is an important tool to initiate conversation with children about online safety. The eBook is a media-rich, two-part learning resource that provides easy-to-use information about navigating the digital world in a unique and engaging way. Part one includes safety tips, discussion questions and key takeaways for parents and teachers. Part two features four entertaining video comic books for children, focused on real situations that come up when kids go online. Additional content on the site includes public service announcements, behind-the-scenes videos, a general overview, a talent directory, and a list of the campaign's accolades such as the prestigious Emmy and Peabody awards. On 10/3/15 and 10/10/15, Earth to Luna and Clangers did not air due to breaking news coverage of severe weather. As of 12/31/15, WIS no longer airs This TV on 10.2 Bounce TV moves to multicast channel 10.2 and Grit will now air on multicast channel 10.3 |

Other Matters (16)

| Other Matters (1 of 16) | Response |
|--|--|
| Program Title | Ruff Ruff, Tweet, and Dave(10.1 Main Digital Channel) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 10:30 am (1/2/16-1/30/16) Sat. 11:00 am (2/6/16-3/26/16) |
| 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. | Ruff Ruff, Tweet, and Dave [RRTD] is a preschool adventure/activity show where the lead characters travel to faraway lands to have adventures with their guide, a hamster named Hatty. Ruff Ruff, the dog, is the most playful of the three; Tweet is a little bird who loves to fly and get creative with her suggestions; and Dave the Panda has a thing for bananas. RRTD might go to the beach, or the mountains, or to strange lands with pillows everywhere; just the sort of place where imagination and logic come together. The settings are always brightly colored and beautiful. And their transport vehicles are Roly-pods, artful go-carts that fit on a spiral ramp that folds in and out of the Spin-Again, a colorful round spinning top with special compartments designed to anchor each vehicle right on the outside rim during the journey. |

| Other Matters (2 of 16) | Response |
|---|---|
| Program Title | Astroblast (10.1 Main Digital Channel) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 11:00 am (1/2/16-1/30/16) Sat. 11:30 am (2/6/16-3/26/16) |
| 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. | Astroblast!, based on the book series by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. The station is populated by five animal characters and one three-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or an embarrassing incident, or resist the urge to blame others for your mistakes. |
|--|--|

| Other Matters (3 of 16) | Response |
|--|--|
| Program Title | Lazy Town (10.1 Main Digital Channel) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 8:30 am (1/2/16-1/30/16) Sat. 12:30 pm (2/6/16-3/26/16) |
| 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. | Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. |

| Other Matters (4 of 16) | Response |
|--|---|
| Program Title | Earth to Luna (10.1 Main Digital Channel) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 12:00 pm (1/2/16-1/30/16) |

| | |
|--|--|
| Total times aired at regularly scheduled time | 5 |
| 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. | Earth to Luna is a Brazilian animated series specifically aimed at teaching 2-5 year old children how to ask questions about nature and science and vigorously pursue the answers. The show encourages curiosity, research, and critical thinking. Each episode of the show is focused on a particular creature, object, or phenomenon that would be of interest to the target audience. For example, Luna might wonder how she can grow a plant without a seed and finds the answer through her inquiry process. The characters, Luna, Jupiter (her brother), and Clive (their pet ferret) embark on a research effort that takes the audience through each step that answers their overarching question. The show uses recurring features, signature phrases, and songs to cue the audience when they need to do research, when they transition to the adventure, and when they have reached the ending to review all they've learned. |

| Other Matters (5 of 16) | Response |
|--|--|
| Program Title | Clangers (10.1 Main Digital Channel) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 11:30am (1/2/16-1/30/16) Sat. 12:00 pm (2/6/16-3/26/16) |
| 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 Clangers is a beloved British series that was originally conceived by Oliver Postgate in 1969 and has been reconceived and invigorated by his son, Daniel Postgate. The show features the Clanger family, small mouse-like creatures that live on Clanger Planet far away from Earth. The members of the family are presented with many unusual challenges that become the center of a dilemma that must be resolved within each episode. Strange visitors arrive out of nowhere and the Clangers have to figure out who and why they are on Clanger Planet. Sometimes they need to help or rescue someone who has become lost on the planet. Other times, they are trying to understand outer space; meteors and comets and eclipses of the sun or moon. Each member of the family has a forte', from playing music to knitting or gardening or inventing equipment that comes in handy for some of the problem solving that takes place. |

| Other Matters (6 of 16) | Response |
|-------------------------|----------|
|-------------------------|----------|

| | |
|--|--|
| Program Title | Floogals (10.1 Main Digital Channel) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 10:00 am (2/6/16-3/26/16) |
| Total times aired at regularly scheduled time | 8 |
| 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. | Floogals is an animated show starring three space aliens--Fleeker, Flo, and Boomer-- who have been sent to earth to explore, investigate, discover and report their findings to their superiors at Floogal headquarters. The diminutive Floogals are no taller than a large safety pin and their visual perspective is literally the point of view of the show. With the multiple challenges of their size and ignorance of all things Hooman [that's Floogal-speak for human], the Floogals have a lot of work on their hands. They are engaged in the dual processes of discovery and problem solving as nothing on earth is familiar to them. Much like young children, they begin by encountering something new and then go through a comedic multi-step process of watching, listening, touching, and note-taking until they've figured out what and how their new discovery fits into the Hooman universe. |

| Other Matters (7 of 16) | Response |
|-------------------------|----------|
|-------------------------|----------|

| | |
|---|---|
| Program Title | Nina's World (10.1 Main Digital Channel) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 10:00 am (1/2/16-1/30/16) Sat. 12:30 pm (2/6/16-3/26/16) |
| 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. | Nina's World is an animated show based on a six year old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela (grandmother). Her Tio (Uncle) Javier lives nearby and there are lots of different children and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina's best friend is Star, a stuffed starfish pillow character brought to life by Nina's imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her "work," take responsibility for her actions, and correct her mistakes. |
|--|--|

| Other Matters (8 of 16) | Response |
|--|--|
| Program Title | Awesome Adventures (Digital Multicast Only-Bounce TV 10.2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 10:00am & 11:30am(1/2/16-3/26/16) |
| 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 follow the presenter and a group of teenagers to destinations all over the world. During their stay in the designated area, the group explores the environment and learns about different cultures, customs and nature. |

| Other Matters (9 of 16) | Response |
|--|--|
| Program Title | Live Life and Win (Digital Multicast Only-Bounce TV 10.2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 10:30am & Sunday at 10:00am (1/2/16-3/26/16) |
| 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. | Live Life and Win is a series of inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. |

| Other Matters (10 of 16) | Response |
|---|--|
| Program Title | Animal Atlas (Digital Multicast Only-Bounce TV 10.2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 11am (1/2/16-3/26/16) |
| 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. | On Animal Atlas we travel the globe to meet every kind of animal imaginable, from the familiar to the astounding. We learn about their lives, their history, and the adaptations that allow them to survive and thrive. But best of all, we meet them face to face. Just spin the globe. Anywhere, everywhere animals live, you'll find Animal Atlas. |

| Other Matters (11 of 16) | Response |
|--|---|
| Program Title | The Real Winning Edge (Digital Multicast Only-Bounce TV 10.2) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun. 10:30am (1/2/16-3/26/16) |
| 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 is a weekly half-hour television series that highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. |

| Other Matters (12 of 16) | Response |
|--|--|
| Program Title | Future Phenoms (Digital Multicast Only-Grit TV 10.3) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 10:00 am & 12:30 pm (1/2/16-3/26/16) |
| 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. | "FUTURE PHENOMS" is an educational and informational program that encourages youth in several aspects of life. Viewers are challenged to overcome their personal adversities in life and find an outlet to pursue their dreams. The program provides in-depth feature stories about the top prep athletes in the United States. Future Phenom's gives an "on and off the field" look at the athletes covering their athletic, educational and charitable endeavors. The athletes profiled serve as good role models and provide valuable insight for young people today who want to compete competitively in sports. Recognizing athletes for classroom achievements as well as their contributions in extracurricular activities, the program helps viewers to understand the importance of dedication, discipline, commitment to academics, and community involvement. |

| Other Matters (13 of 16) | Response |
|--|--|
| Program Title | On The Spot (Digital Multicast Only-Grit TV 10.3) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 10:30 am (1/2/16-3/26/16) |
| 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. | On the Spot is a lightning fast game of entertaining trivia from different categories, including: untold history, globetrotting, origins, supernatural, in sickness and in health, myths, now and then, record setters, mad science and bad ideas. |

| Other Matters (14 of 16) | Response |
|--|---|
| Program Title | Living Greener(Digital Multicast Only-Grit TV 10.3) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 11:00 am (1/2/16-3/26/16) |
| 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. | Living Greener talks to inventors, visionaries, scientists and activists to find out where the planet is headed. Whether it's recycling cigarette butts into clothing, monitoring endangered species or creating a rooftop farm in New York City, Living Greener gives us an insight into our future way of life. |

| Other Matters (15 of 16) | Response |
|--|--|
| Program Title | Uncaged (Digital Multicast Only-Grit TV 10.3) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 11:30 am (1/2/16-3/26/16) |
| 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. | We go right into the natural habitats of polar bears, exotic monkeys, penguins, bald eagles, and grizzly bears as we tour the globe to witness wildlife as it's meant to be Uncaged. |

| Other Matters (16 of 16) | Response |
|--|---|
| Program Title | Ocean Mysteries (Digital Multicast Only-Grit TV 10.3) |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat. 12:00 pm (1/2/16-3/26/16) |

| | |
|--|---|
| 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. | Ocean Mysteries offers a fresh approach to the quest for aquatic understanding by blending stories of fascinating sea creatures, comparisons to popular land animals, and analogies to human experience |

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>WIS License Subsidiary, LLC</p> |

Attachments

No Attachments.