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# Children's Television Programming Report

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**CALUMET** | State: **MI**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**04/08/2011** | 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	CW/ABC
	Nielsen DMA	Marquette
	Web Home Page Address	WWW.ABC10UP.COM

Digital Core  
Programming

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	4.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	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:	3.0
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(20)

Digital Core Program (1 of 20)	Response
Program Title	The Emperor's New School
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/9-9:30 AM ET
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	8 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Kuzco, a youth who is heir to the throne of a mythical Andean country, must graduate from Kuzco Academy before he can become Emperor of his land. He lives with a peasant foster family and faces the intellectual, physical and social challenges that all teens face, while also preparing to rule justly and well. Sometimes Kuzco wonders whether being Emperor for the rest of his days will be a pleasure or a trap. Kuzco thwarts attempts by the nefarious Yzma and her henchman, Kronk, to stop him from doing well in school. If Kuzco were to fail at his class work, Yzma would become Empress. Kuzco struggles to complete his assignments and stay on track. Only if he remains steadfast, studies hard, learns from his mistakes, and can relate to citizens at all levels of society, will he ascend the throne. His best friend Malina, an excellent student, attempts to help Kuzco stay out of trouble and achieve his goals. Series episodes explore issues such as coping with peer pressure, respecting authority, taking responsibility, adhering to family and school rules, accepting differences, building self-esteem and trust.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 20)	Response
Program Title	The Replacements
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/9:30-10:00 AM ET
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	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Riley and Todd, siblings who were raised in an orphanage after the death of their parents, long to be adopted. They find a comic book advertisement for Fleemco, an agency that will provide "Replacement" parents or adults to substitute for certain individuals. Brother and sister decide to send in the \$1.98 fee in hopes of obtaining parents to replace their lost ones. They acquire an unorthodox pair of Replacement parents, Dick Daring and Agent K. Dick is a former daredevil stuntman and Agent K is a British super-spy. Neither seems to know much about parenting, although their intentions are good. Agent K's highly intelligent automobile, C.A.R., her former spy partner, also joins the household. Their attempts to forge a family and adjust to a new school are both touching and comedic. Riley and Todd discover that they can call Fleemco to request replacement of any adult whom they dislike, who is overly strict, or who is merely uninteresting. The temporary Replacements for teachers, neighbors or other community figures never prove to be as exciting or fun as the siblings had hoped, and are often immature and obnoxious. As things go awry, Riley and Todd learn that they need adult leadership, discipline, role models, order and structure. By the end of each story they are eager to return the Replacement and reinstate the original adult. Stories revolve around issues such as cooperating with household/family rules, taking responsibility, fairness, building self-esteem, and trust.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (3 of 20)	Response
Program Title	That's So Raven
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/10:00-10:30 AM ET
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	10 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a normal, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Eddie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These premonitions often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 20)	Response
Program Title	That's So Raven
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/10:30-11:00 AM ET
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	10 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a normal, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Eddie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These premonitions often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes



Digital Core Program (5 of 20)	Response
Program Title	Hannah Montana
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/11-11:30 AM ET
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	10 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Thirteen-year-old Miley Stewart, recently moved from Tennessee to Malibu, CA, leads a double life. By day she attends public high school, along with her older brother Jackson, but by night she is emerging pop star "Hannah Montana". Except for her family, only her two best friends, Oliver and Lilly, and her bodyguard know about Miley's career as a singer, and she strives to maintain privacy, fearing that her new classmates would treat her very differently if they knew of her stage identity. Miley wears blonde wigs while performing, and manages to escape being recognized. Miley's mother died three years before the story begins, so her dad is now a single parent. He has just begun dating again. Miley misses her mother very much. One of the songs that she writes and performs is about the pain of growing up without her mother. Unlike her brother, Miley is a dedicated student. At school, her enemies are Amber and Ashley, two girls who constantly bully Miley. Oliver and Lilly are fiercely protective of their friend. Miley has ordinary teenage insecurities, but remains true to herself, despite the allure of concert life, the limos, parties, and glamorous clothes. This is in no small part due to the solid values that her father, Miley's manager (Billy Rae Cyrus), has imparted. Tension and sibling rivalry do occur, especially when Jackson feels that his talented sister is getting all the attention. Stories examine social issues such as peer pressure, integrity, family rules, jealousy, friendship, loyalty, and issues related to bereavement. The January 1, 2011 episode was preempted for ESPN on ABC live network coverage of the Tournament of Roses Parade.
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	Hannah Montana
List date and time rescheduled	Saturday, January 8, 2011, 12 noon-12:30 PM ET
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	Saturday, January 1, 2011, 11-11:30 AM ET
Reason for Preemption	Sports

Digital Core Program (6 of 20)	Response
Program Title	The Suite Life of Zack and Cody
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/11:30 AM-12 noon ET
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	11 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Those episodes of "The Suite Life of Zack and Cody" that air on ABC as Core Programming deliver life lessons tailored for the older child and "tween" audience. Stories take place in a luxury hotel in Boston, where twelve-year-old identical twins Zack and Cody live with their divorced mom, a lounge singer for the Tipton Hotel. The boys attend a local public middle school. One of the twins is polite and shy and excels in academics, while the other, athletic and extroverted, barely scrapes by in school, due to lack of effort. He often instigates wacky plans for outwitting hotel authorities, caregivers, and their mother. The boy's mother dates and would like to remarry. Their father is a professional rock musician who is on the road much of the year, but stays in touch with his sons. This sets up occasional parental conflicts about discipline and expectations. Parallel stories involve two teenage girls: heiress London Tipton, whose father owns the hotel, and Maddie, a girl who works after school at the hotel snack bar. Unlike London, Maddie attends a parochial girls' school and comes from a working class Boston family. Series episodes explore sibling rivalry, conflicts with parents, divorce, household and hotel rules, family budget limitations, responsibility, self-esteem, and peer pressure. The January 1, 2011 episode was preempted for ESPN on ABC live network coverage of the Tournament of Roses Parade.
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	The Suite Life of Zack and Cody
List date and time rescheduled	Saturday, January 8, 2011, 12:30-1:00 PM ET
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	Saturday, January 1, 2011, 11:30 AM-12 noon ET
Reason for Preemption	Sports

Digital Core Program (7 of 20)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 7:00am
Total times aired at regularly scheduled time	7
Total times aired	

Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same reallife conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 20)		Response
Program Title		Magi-Nation
Origination		Network
Days/Times Program Regularly Scheduled		Saturdays at 7:00am
Total times aired at regularly scheduled time		6
Total times aired		

Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Magi-Nation" follows the adventures of teenager Tony Jones, whose world is forever changed when he is mystically transported into a beautiful world far beyond imagination that was created a millennium ago by a powerful race known as the Magi. Here Tony meets Edyn and Strag, two young Magi heroes in training, who help him discover his vast new magical environment. However, all is not perfect in Tony's new world as the Moonlands of Magi-Nation are threatened by the evil Shadow Magi. It's up to this young trio and their vast collection of Dream Creatures to thwart the evildoers' plans and protect their world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 20)		Response
Program Title		Cubix: Robots for Everyone
Origination		Network
Days/Times Program Regularly Scheduled		Saturdays at 7:30am
Total times aired at regularly scheduled time		7
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same reallife conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (10 of 20)	
	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 7:30am
Total times aired at regularly scheduled time	6
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Magi-Nation" follows the adventures of teenager Tony Jones, whose world is forever changed when he is mystically transported into a beautiful world far beyond imagination that was created a millennium ago by a powerful race known as the Magi. Here Tony meets Edyn and Strag, two young Magi heroes in training, who help him discover his vast new magical environment. However, all is not perfect in Tony's new world as the Moonlands of Magi-Nation are threatened by the evil Shadow Magi. It's up to this young trio and their vast collection of Dream Creatures to thwart the evildoers' plans and protect their world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 20)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 12:00pm
Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a life lesson that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (12 of 20)	Response
Program Title	Made in Hollywood: Teen Edition
Origination	Network
Days/Times Program Regularly Scheduled	Saturday at 12:00pm
Total times aired at regularly scheduled time	1
Total times aired	



Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neal, 2006, p. 1). To guide the production of MIH:TE, Berry (2006) developed a career and guidance model that offers a framework for the development of each episode.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (13 of 20)</b>	<b>Response</b>
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays at 12:30pm
Total times aired at regularly scheduled time	12
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.	<p>Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a life lesson that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 20)	Response
Program Title	Made in Hollywood: Teen Edition
Origination	Network

Days/Times Program Regularly Scheduled	Saturday at 12:30pm
Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neal, 2006, p. 1). To guide the production of MIH:TE, Berry (2006) developed a career and guidance model that offers a framework for the development of each episode.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (15 of 20)	Response
Program Title	Made in Hollywood: Teen Edition
Origination	Network

Days/Times Program Regularly Scheduled	Sunday at 11:00am
Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neal, 2006, p. 1). To guide the production of MIH:TE, Berry (2006) developed a career and guidance model that offers a framework for the development of each episode.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (16 of 20)	Response
Program Title	Edgemont
Origination	Network

Days/Times Program Regularly Scheduled	Sunday at 11:00am
Total times aired at regularly scheduled time	1
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.	<p>Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a life lesson that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (17 of 20)	Response
Program Title	Made in Hollywood: Teen Edition
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 11:30am
Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neal, 2006, p. 1). To guide the production of MIH:TE, Berry (2006) developed a career and guidance model that offers a framework for the development of each episode.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (18 of 20)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Sunday at 11:30am
Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a life lesson that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (19 of 20)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Sundays at 12:00pm
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0



Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a life lesson that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (20 of 20)	Response
Program Title	Edgemont
Origination	Network

Days/Times Program Regularly Scheduled	Sundays at 12:30pm
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a life lesson that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.</p>

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Non-Core Educational and Informational Programming (1)

Non-Core Educational and Informational Programming (1 of 1)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled:	Saturday at 6:30pm
Total times aired at regularly scheduled time:	1
Number of Preemptions	-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.	Edgemont is a television program designed for middle and high school students aged 13-16 years-old and is rated TV-PG. Originally produced by Canada's public broadcaster, CBC, the series depicts the everyday lives of teenagers in the fictitious suburban town of Edgemont. Each 30-minute episode generally focuses on the children activities at AC McKinley Secondary School. Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Most scenes occur in and around the McKinley School and the teens homes and follow the interactions of the teens. School work is taken seriously, depicted through characters studying in the library, receiving or discussing grades or doing homework at home. The cast portrays teenagers in a realistic manner with diversity along physical, social and ethnic lines, providing opportunities for most viewers to identify directly with specific characters. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a life lesson that is plainly evident but conveyed to the viewer in a natural way. It is anticipated that, on viewing Edgemont, teen viewers will compare their own behaviors to those of the characters, and the series may provide a vehicle for them to openly express to peers, and potentially teachers and parents, their own ideas and concerns relating to the issues portrayed. Parental viewing may also provide parents an additional perspective on the developmental process and social and emotional pressures in their children's lives. The series also touches on significant societal issues, which is intended to inform teens on these topics, stimulate conversations among teen viewers and potentially complement classroom discussions. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse. The series website provides additional materials, including Study Guides, to assist educators and parents in stimulating discussion of Edgemont with teens.

Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F. R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

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)?	
Name of children's programming liaison	Kenneth Baynard
Address	1705 Ash Street Suite 5
City	Ishpeming
State	MI
Zip	49849
Telephone Number	906-204-2436
Email Address	kenn@abc10up.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 (6)

Other Matters (1 of 6)	Response
Program Title	The Emperor's New School
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/9-9:30 AM ET
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Kuzco, a youth who is heir to the throne of a mythical Andean country, must graduate from Kuzco Academy before he can become Emperor of his land. He lives with a peasant foster family and faces the intellectual, physical and social challenges that all teens face, while also preparing to rule justly and well. Sometimes Kuzco wonders whether being Emperor for the rest of his days will be a pleasure or a trap. Kuzco thwarts attempts by the nefarious Yzma and her henchman, Kronk, to stop him from doing well in school. If Kuzco were to fail at his class work, Yzma would become Empress. Kuzco struggles to complete his assignments and stay on track. Only if he remains steadfast, studies hard, learns from his mistakes, and can relate to citizens at all levels of society, will he ascend the throne. His best friend Malina, an excellent student, attempts to help Kuzco stay out of trouble and achieve his goals. Series episodes explore issues such as coping with peer pressure, respecting authority, taking responsibility, adhering to family and school rules, accepting differences, building self-esteem and trust.

Other Matters (2 of 6)	Response
Program Title	The Replacements
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/9:30-10:00 AM ET
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.	Riley and Todd, siblings who were raised in an orphanage after the death of their parents, long to be adopted. They find a comic book advertisement for Fleemco, an agency that will provide "Replacement" parents or adults to substitute for certain individuals. Brother and sister decide to send in the \$1.98 fee in hopes of obtaining parents to replace their lost ones. They acquire an unorthodox pair of Replacement parents, Dick Daring and Agent K. Dick is a former daredevil stuntman and Agent K is a British super-spy. Neither seems to know much about parenting, although their intentions are good. Agent K's highly intelligent automobile, C.A.R., her former spy partner, also joins the household. Their attempts to forge a family and adjust to a new school are both touching and comedic. Riley and Todd discover that they can call Fleemco to request replacement of any adult whom they dislike, who is overly strict, or who is merely uninteresting. The temporary Replacements for teachers, neighbors or other community figures never prove to be as exciting or fun as the siblings had hoped, and are often immature and obnoxious. As things go awry, Riley and Todd learn that they need adult leadership, discipline, role models, order and structure. By the end of each story they are eager to return the Replacement and reinstate the original adult. Stories revolve around issues such as cooperating with household/family rules, taking responsibility, fairness, building self-esteem, and trust.
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Other Matters (3 of 6)	Response
Program Title	That's So Raven
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/10:00-10:30 AM ET
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	10 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a normal, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Eddie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These premonitions often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.

Other Matters (4 of 6)	Response
Program Title	That's So Raven
Origination	Network

Days/Times Program Regularly Scheduled	Saturdays/10:30-11:00 AM ET
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	10 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a normal, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Eddie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These premonitions often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.

Other Matters (5 of 6)	Response
Program Title	Hannah Montana
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/11-11:30 AM ET
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	10 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Thirteen-year-old Miley Stewart, recently moved from Tennessee to Malibu, CA, leads a double life. By day she attends public high school, along with her older brother Jackson, but by night she is emerging pop star "Hannah Montana". Except for her family, only her two best friends, Oliver and Lilly, and her bodyguard know about Miley's career as a singer, and she strives to maintain privacy, fearing that her new classmates would treat her very differently if they knew of her stage identity. Miley wears blonde wigs while performing, and manages to escape being recognized. Miley's mother died three years before the story begins, so her dad is now a single parent. He has just begun dating again. Miley misses her mother very much. One of the songs that she writes and performs is about the pain of growing up without her mother. Unlike her brother, Miley is a dedicated student. At school, her enemies are Amber and Ashley, two girls who constantly bully Miley. Oliver and Lilly are fiercely protective of their friend. Miley has ordinary teenage insecurities, but remains true to herself, despite the allure of concert life, the limos, parties, and glamorous clothes. This is in no small part due to the solid values that her father, Miley's manager (Billy Rae Cyrus), has imparted. Tension and sibling rivalry do occur, especially when Jackson feels that his talented sister is getting all the attention. Stories examine social issues such as peer pressure, integrity, family rules, jealousy, friendship, loyalty, and issues related to bereavement.
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Other Matters (6 of 6)	Response
Program Title	The Suite Life of Zack and Cody
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/11:30 AM-12 noon ET
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	11 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Those episodes of "The Suite Life of Zack and Cody" that air on ABC as Core Programming deliver life lessons tailored for the older child and "tween" audience. Stories take place in a luxury hotel in Boston, where twelve-year-old identical twins Zack and Cody live with their divorced mom, a lounge singer for the Tipton Hotel. The boys attend a local public middle school. One of the twins is polite and shy and excels in academics, while the other, athletic and extroverted, barely scrapes by in school, due to lack of effort. He often instigates wacky plans for outwitting hotel authorities, caregivers, and their mother. The boy's mother dates and would like to remarry. Their father is a professional rock musician who is on the road much of the year, but stays in touch with his sons. This sets up occasional parental conflicts about discipline and expectations. Parallel stories involve two teenage girls: heiress London Tipton, whose father owns the hotel, and Maddie, a girl who works after school at the hotel snack bar. Unlike London, Maddie attends a parochial girls' school and comes from a working class Boston family. Series episodes explore sibling rivalry, conflicts with parents, divorce, household and hotel rules, family budget limitations, responsibility, self-esteem, and peer pressure.

Certification

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

**Attachments**

No Attachments.