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Children's Television Programming Report

FRN: **0003797305** | File Number: **CPR-119867** | Submit Date: **04/08/2011** | Call Sign: **WNAB** | Facility ID: **73310** | City:
NASHVILLE | State: **TN**

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
	Nielsen DMA	Nashville
	Web Home Page Address	www.cw58.tv

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(10)

Digital Core Program (1 of 10)	Response
Program Title	Animal Atlas
Origination	Syndicated
Days/Times Program Regularly Scheduled	Mondays 7:00 AM
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>Animal Atlas is an entirely appropriate title for this engaging and informative series. Just as browsing through a good atlas makes information about terrain and natural boundaries accessible and appealing, this program brings information about the natural world of animals to viewers in a non-didactic, entertaining way. Its approach in no way diminishes the learning that takes place when observations lead to conclusions and young minds will draw many conclusions about the natural world shown in this series. These conclusions are consistent with nationally published curriculum goals in the natural sciences. They include concepts such as the functions of animals in an ecosystem (predator/prey relationships, etc.), the elements of animal classification, and the general emphasis on life science. The programs consist of original and detailed footage of animals, a narration, and a charming musical score. The fast moving clips of greatly varied species and subspecies allows viewers to compare and contrast structure and functionality of animal physiologies and behaviors. The animal subjects are presented as they move informally and comfortably through their normal activities. There is no heightened or artificial drama in the presentations. The narration is well informed and unobtrusive, allowing for the inevitable learning that comes from wonder and delight. Even after thirty years of televised animal footage, this series presents vignettes that are new and very engaging. This series also presents in a non-exploitive way views of animal behavior and physiology that traditional pedagogical programming might not include. The ability for young people to observe, wonder, and compare is one of the strengths of the series. While the series builds upon and reinforces life science concepts begun at lower levels, the content, the treatment of the content, the presumption of scientific understanding, and particularly the tone and emphasis of the series are most appropriate for secondary schools. General life science concepts in the episodes reviewed are expected to be learned by middle school where many states begin heavy emphasis in life science. The footage of many species would be compelling to any age, but the level of language and presentation again suggests a secondary school target audience for learning. The terms "predator", "prey", "herbivore", "omnivore" and related vocabulary are not generally expected to be learned before the pre-teen years. Because these terms are not explained in depth, the topics are presumably familiar to the target audience, which would place the level of comfort in middle school for a typical young person. The information presented, e.g. the difference between alligators and crocodiles, the number of teeth grown by sharks in a lifetime, is interesting for that age group. Some of the program segments clearly would be marked for a secondary, as opposed to an elementary, viewer.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 10)	Response
Program Title	Animal Exploration with Jarod Miller
Origination	Syndicated
Days/Times Program Regularly Scheduled	Tuesdays 7:00 AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Exploration with Jarod Miller is a half-hour live action television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective. Every week Jarod travels to zoos and aquariums to explore animals that fit a particular theme, whether it's the need for speed or animal heroes there's always something amazing happening. Filled with energy, youth and humor, Jarod is a welcome visitor in living rooms around America on a weekly basis. It is the mission of this program to inspire viewers, children and adults alike, to preserve the innate human instinct to explore. The producers design each episode to reveal to children the world around them in a way that identifies positive role models and pro-social values within an environmentally responsible universe. In order for parents, children, and listing services to clearly identify the program as one that fulfills the FCC description of a program that meets kids' educational television needs, each episode displays the recommended rating TV-G E/I icon from beginning to end.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (3 of 10)	Response
Program Title	Eco Company
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesdays 7:00 AM
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>ECO COMPANY Eco Company provides CORE programming in the area of the environment and preservation of the earth's resources. Eco Company explores all aspects of being "green" and understanding how our actions impact the world. The E-Co team find out about global warming by asking questions to discover the truths and myths of the global warming issue. They learn about alternative energies by visiting wind farms and solar installations and discovering new energy technologies currently under development. They learn more about recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference, young entrepreneurs who are taking their passion for green to develop ideas, and new products for a sustainable future. Most importantly, each story and each feature is reported by teens and told from their perspective. Additionally each week the show will provide practical tips that teens, and people of all ages can use in their daily lives. Eco Company uses the technique of peer reporting. The diverse and dynamic cast of teens who make up Eco Company combine their natural curiosity with their enthusiasm to report the informational stories to teens and their families. Each episode employs Eco Company "members", or hosts who conduct interviews of peers and adults, and experience first hand the demonstration and explanation of the topic. An Eco Company website that can be easily accessed by parents provides a clear description of the program and types of topics covered. It will also provide a listing of the weekly episodes and topics aired on broadcast stations through the USA. Advanced notice of future episodes will also be available to parents and consumers by the website.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 10)	Response
Program Title	Mystery Hunters
Origination	Syndicated
Days/Times Program Regularly Scheduled	Thursdays 7:00 AM
Total times aired at regularly scheduled time	13

Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	MYSTERY HUNTERS "Mystery Hunters" is an excellent example of a children's program that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound sense of history, culture, geography and reverence for international customs present throughout the program. In the program, Araya and Christina, regular kids with inquisitive minds, are sent around the globe by Doubting Dave, the skeptical scientist, to discover the truth behind some of the world's most enduring myths and mysteries by using critical thinking, scientific reasoning, and modern data gathering techniques. This internationally-award winning program is targeted to boys and girls ages 13-16 and is identified throughout by the E/I symbol to help parents identify it as quality educational programming for their children.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 10)		Response
Program Title		Made in Hollywood: Teen Edition
Origination		Syndicated
Days/Times Program Regularly Scheduled		Saturdays 12:00 PM
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	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Made in Hollywood: Teen Edition is an FCC Friendly, Educational/Informational series broadcast weekly via Nationally Syndicated Television. Made in Hollywood: Teen Edition provides its target age group of teens 13-16 with behind-the-screen background & techniques for entering the motion picture, television and home entertainment fields, while introducing them to career opportunities focusing on the creative, technical, and artistic skills of the profession.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 10)	Response
Program Title	Animal Rescue
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays 12:30 PM
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.	Animal Rescue exerts a positive influence on young viewers as its stories are a wonderful illustration of the best of human nature. The themes of respect for all living things, the formative depictions of medical and rehabilitative treatments and the teamwork and camaraderie exhibited by the rescue workers provide young viewers with valuable information. Animal Rescue strongly promotes the kind of pro-social values that are important in shaping the growth and character of young people. The story-telling, reality format lends itself well for older teens and the exciting and compelling nature of the footage insure that the program keeps their interest while they are educated by the content. The program syndicators help identify this program as educational content for children by displaying the E/I symbol throughout each episode of the program.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (7 of 10)	Response
Program Title	Young Icons
Origination	Syndicated
Days/Times Program Regularly Scheduled	Fridays 7:00 AM
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.	THE YOUNG ICONS Each week, The Young Icons offers a glimpse inside the lives of the brightest and the best of America's youth (age 18 and younger), including world-class athletes, accomplished artists, scholars, philanthropists and entrepreneurs. Their amazing stories are presented to inspire and educate children ages 13-16. Distributor includes the E/I symbol throughout the program to help parents identify this program as a positive learning experience for their children. Some of the "Young Icons" featured include: Patrick Pedraja, a 14-year-old actor and philanthropist, who traveled America by RV raising awareness for cancer by signing donors up for the National Marrow Registry. Track phenomenon, Turquoise Thompson, who sprinted her way into the record books and earned herself a full ride to UCLA. Kimberly Anyadike, who became the youngest pilot to fly across the country. Sisters Marni and Berni Barta, who created Kidflicks -- a nonprofit organization that donates new and used DVDs to children's hospitals across America.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 10)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00 and 7:30 AM (ended 2/12)
Total times aired at regularly scheduled time	14
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.	<p>CUBIX: ROBOTS FOR EVERYONE! 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 real-life 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. Specific Educational Objectives Teach children to think and act independently, especially when the right thing to do is not the popular thing to do. Help young viewers recognize conflict and identify resolutions. Emphasize confidence in oneself and trust ones instincts. Encourage viewers to persevere and never give up. Demonstrate verbal and nonverbal communication. Teach viewers that differences should be embraced and celebrated. Demonstrate the value of teamwork. Help viewers to see that they must take responsibility for their own behavior, words, and actions. Demonstrate the importance of virtues: honesty, perseverance, honesty, and patience. Target Audience The series was produced with the primary purpose of educating and informing children ages 6-11 through entertaining and engaging programming. The characters, storylines and recurring themes of the series represent a broad range of issues, and they provide information and tools that are identifiable and meaningful to both boys and girls.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 10)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00 and 7:30 AM (started 2/19)
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	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>MAGI-NATION The target audience for Magi Nation is made up of seven to twelve year-old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. The level of educational content is varied so as to be meaningful to youngsters throughout the age range challenging younger viewers and reinforcing learning for older ones. GENERAL EDUCATIONAL GOAL AND RATIONALE: For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving-- how do kids get the right information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good? In an enticing new world filled with excitement, mystery, and danger, Magi Nation addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. SPECIFIC EDUCATIONAL OBJECTIVES: To help viewers learn to thoughtfully assess situations and logically set appropriate and responsible goals. To aid viewers to develop techniques associated with critical thinking and creativity in decision-making and problem solving with which to act. To encourage viewers to attain the independence and initiative to act on what is ethically right, and the determination and persistence to carry their aims through to fruition even in the face of opposition. To teach viewers to accept and appreciate unique abilities and insights in themselves and others, and to employ teamwork to capitalize on individual strengths and overcome individual weaknesses. To encourage viewers to assimilate positive personal qualities, prosocial behaviors and life skills intended to better equip them to take responsible and functional roles within their environment. To increase viewers' core knowledge base and appreciation of the world around us by presenting information across a range of academic areas, including mathematics, language, earth science, ecology, botany, geography and meteorology. EDUCATIONAL FORMAT: The general learning goal and discrete educational objectives are fully integrated with the storyline, characters and settings that make up Magi Nation. By focusing on the thrilling adventures of Tony, Edyn and Strag and the other forces for good in their battle with evil, the series provides young viewers with a non-threatening arena from which to observe and learn from the actions of others. Learning is attractive, natural and becomes part of the overall excitement of the series.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 10)	Response
Program Title	Gina D's Kids Club
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00, 7:30, 8:00, 8:30, 9:00, 9:30 AM
Total times aired at regularly scheduled time	78
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	GINA D'S KIDS CLUB encourages preschool children "join in on the fun". The content was designed to reinforce development of a positive self-image, individual talents, and good manners. Children are entertained in a positive way with GINA D providing encouragement through her clubhouse character-based action, animal puppets characters, animated segments and unique songs. The shows are designed to meet the entertainment and developing educational needs of preschool age (2-6 years) children. Each family-friendly show is hosted by Gina D, a positive female role model for young children. The major premise of the show is to establish and reinforce positive values and behaviors, through original songs and character performances, that viewing children will choose to adopt and imitate. The show is designed for today's children, incorporating 3D CGI animation, live characters, puppets and children. Each show ends with Gina D writing a letter to her grandmother to review the educational highlights of the day's events.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Non-Core Educational and Informational Programming (1)

Non-Core Educational and Informational Programming (1 of 1)	Response
Program Title	Westfield Insurance Quizbusters
Origination	Local
Days/Times Program Regularly Scheduled:	Sundays 9:00 PM
Total times aired at regularly scheduled time:	12
Number of Preemptions	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Westfield Insurance Quizbusters is WNAB's ongoing academic challenge series celebrating the academic excellence found among the ranks of area high schools. Each week two four-person teams meet to answer academic questions in the quest to earn enough points to qualify for the Westfield Insurance Quizbusters tournament where participating teams vie for over \$31,000 in academic grants. Although the show consists mainly of academic questions and answers, we do not list it as an E-I program because the information presented comes from various academic disciplines and is not presented in any structured order. However, we do feel that by celebrating these academic superstars on local television and providing prizes we are doing our part to encourage academic development and bolster school spirit for the teams who participate. Although the show's primary purpose is not to educate young viewers, the show is intended instead to celebrate education itself and reward those who have attained a high level of achievement in the classroom. That is why we list this program on this form.
Does the program have educating and informing children ages 16 and under as a significant purpose?	No
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	No

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?	No
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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)?	Yes
Name of children's programming liaison	Michael A. Hook
Address	631 Mainstream Drive
City	Nashville
State	TN
Zip	37228
Telephone Number	615-338-5969
Email Address	mhook@wnab.sbgnet.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.	<p>The station terminated analog operations on February 17, 2009. Accordingly, Questions 2, 3, and 4 refer to the station's primary digital stream and Questions 8, 9, and 10 refer to multicast programming. Questions 7(b) and 7(c) are no longer applicable. NOTE ON CTA COMPLIANCE: After due review of internal station records and documentation provided to us by program suppliers, the licensee hereby certifies as follows: (i) the only programs specifically designed for children ages twelve and under that the station broadcast this quarter are disclosed in this report (including in this Question 17) and (ii) the licensee fully complied with the FCC's commercial limits, as specified at 47 C.F.R. Section 73.670, with respect to these programs. In addition to the educational or informational programs listed in this report, the station broadcast the following programs specifically designed for children ages twelve and under: "Cubix: Robots for Everyone" Saturdays 7:00 AM 1/1/11-2/12/11 "Cubix: Robots for Everyone" Saturdays 7:30 AM 1/1/11-2/12/11 "Sonic X" Saturdays 8:00 AM 1/1/11-3/26/11 "SONic X" Saturdays 8:30 AM 1/1/11-3/26/11 "Yu-Gi-OH!" Saturdays 9:00 AM 1/1/11-3/26/11 "Sonic X" Saturday 9:30 AM 1/1/11-3/26/11 "Dragonball Z Kai" Saturdays 10:00 AM 1/1/11-3/26/11 "Yu_Gi-OH! 5D's" Saturdays 10:30 AM 1/1/11-2/5/11, 2/19/11-3/26/11 "Yu_Gi-OH! 5D's" Saturdays 11:00 AM 1/1/11-1/29/11 "Yu_Gi-OH!" Saturdays 11:00 AM 2/5/11, 2/19/11-3/26/11 "Dinosaur King" Saturdays 11:30 AM 1/1/11-2/5/11, 2/19/11-3/26/11 "Yu_Gi-OH! Friends to the End (90 min special)" Saturday 10:30 AM 2/12/11</p>

Other Matters (8)

Other Matters (1 of 8)	Response
Program Title	Animal Atlas
Origination	Syndicated
Days/Times Program Regularly Scheduled	Mondays 7:00 AM
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.	Animal Atlas is an entirely appropriate title for this engaging and informative series. Just as browsing through a good atlas makes information about terrain and natural boundaries accessible and appealing, this program brings information about the natural world of animals to viewers in a non-didactic, entertaining way. Its approach in no way diminishes the learning that takes place when observations lead to conclusions and young minds will draw many conclusions about the natural world shown in this series. These conclusions are consistent with nationally published curriculum goals in the natural sciences. They include concepts such as the functions of animals in an ecosystem (predator/prey relationships, etc.), the elements of animal classification, and the general emphasis on life science. The programs consist of original and detailed footage of animals, a narration, and a charming musical score. The fast moving clips of greatly varied species and subspecies allows viewers to compare and contrast structure and functionality of animal physiologies and behaviors. The animal subjects are presented as they move informally and comfortably through their normal activities. There is no heightened or artificial drama in the presentations. The narration is well informed and unobtrusive, allowing for the inevitable learning that comes from wonder and delight. Even after thirty years of televised animal footage, this series presents vignettes that are new and very engaging. This series also presents in a non-exploitive way views of animal behavior and physiology that traditional pedagogical programming might not include. The ability for young people to observe, wonder, and compare is one of the strengths of the series. While the series builds upon and reinforces life science concepts begun at lower levels, the content, the treatment of the content, the presumption of scientific understanding, and particularly the tone and emphasis of the series are most appropriate for secondary schools. General life science concepts in the episodes reviewed are expected to be learned by middle school where many states begin heavy emphasis in life science. The footage of many species would be compelling to any age, but the level of language and presentation again suggests a secondary school target audience for learning. The terms "predator", "prey", "herbivore", "omnivore" and related vocabulary are not generally expected to be learned before the pre-teen years. Because these terms are not explained in depth, the topics are presumably familiar to the target audience, which would place the level of comfort in middle school for a typical young person. The information presented, e.g. the difference between alligators and crocodiles, the number of teeth grown by sharks in a lifetime, is interesting for that age group. Some of the program segments clearly would be marked for a secondary, as opposed to an elementary, viewer.

Other Matters (2 of 8)	Response
Program Title	Young Icons
Origination	Syndicated

Days/Times Program Regularly Scheduled	Fridays 7:00 AM
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 YOUNG ICONS Each week, The Young Icons offers a glimpse inside the lives of the brightest and the best of America's youth (age 18 and younger), including world-class athletes, accomplished artists, scholars, philanthropists and entrepreneurs. Their amazing stories are presented to inspire and educate children ages 13-16. Distributor includes the E/I symbol throughout the program to help parents identify this program as a positive learning experience for their children. Some of the "Young Icons" featured include: Patrick Pedraja, a 14-year-old actor and philanthropist, who traveled America by RV raising awareness for cancer by signing donors up for the National Marrow Registry. Track phenomenon, Turquoise Thompson, who sprinted her way into the record books and earned herself a full ride to UCLA. Kimberly Anyadike, who became the youngest pilot to fly across the country. Sisters Marni and Berni Barta, who created Kidflicks -- a nonprofit organization that donates new and used DVDs to children's hospitals across America.

Other Matters (3 of 8)	Response
Program Title	Mystery Hunters
Origination	Syndicated
Days/Times Program Regularly Scheduled	Thursdays 7:00 am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	MYSTERY HUNTERS "Mystery Hunters" is an excellent example of a children's program that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound sense of history, culture, geography and reverence for international customs present throughout the program. In the program, Araya and Christina, regular kids with inquisitive minds, are sent around the globe by Doubting Dave, the skeptical scientist, to discover the truth behind some of the world's most enduring myths and mysteries by using critical thinking, scientific reasoning, and modern data gathering techniques. This internationally-award winning program is targeted to boys and girls ages 13-16 and is identified throughout by the E/I symbol to help parents identify it as quality educational programming for their children.
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Other Matters (4 of 8)	Response
Program Title	Eco-Company
Origination	Syndicated
Days/Times Program Regularly Scheduled	Wednesdays 7:00 AM
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.	More and more young people want to know the answer to that question. But now there's Eco Company...a dynamic group of teens who combine their natural curiosity with their enthusiasm to preserve the planet they will inherit. Eco Company will explore all aspects of being green and understanding how we impact our world. From reporting on the latest technologies in energy, recycling, conservation and organics to sharing the stories of young people making a positive impact on the environment. Each week they will also provide tips that teens, and people of all ages can use in their daily lives.

Other Matters (5 of 8)	Response
Program Title	Made in Hollywood: Teen Edition
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays 12:00 PM
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.	Made in Hollywood: Teen Edition is an FCC Friendly, Educational/Informational series broadcast weekly via Nationally Syndicated Television. Made in Hollywood: Teen Edition provides its target age group of teens 13-16 with behind-the-screen background & techniques for entering the motion picture, television and home entertainment fields, while introducing them to career opportunities focusing on the creative, technical, and artistic skills of the profession.

Other Matters (6 of 8)	Response
Program Title	Animal Rescue
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays 12:30 PM
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.	Animal Rescue exerts a positive influence on young viewers as its stories are a wonderful illustration of the best of human nature. The themes of respect for all living things, the formative depictions of medical and rehabilitative treatments and the teamwork and camaraderie exhibited by the rescue workers provide young viewers with valuable information. Animal Rescue strongly promotes the kind of pro-social values that are important in shaping the growth and character of young people. The story-telling, reality format lends itself well for older teens and the exciting and compelling nature of the footage insure that the program keeps their interest while they are educated by the content.

Other Matters (7 of 8)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 7:00, 7:30
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>CUBIX: ROBOTS FOR EVERYONE! 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 real-life 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. Specific Educational Objectives Teach children to think and act independently, especially when the right thing to do is not the popular thing to do. Help young viewers recognize conflict and identify resolutions. Emphasize confidence in oneself and trust ones instincts. Encourage viewers to persevere and never give up. Demonstrate verbal and nonverbal communication. Teach viewers that differences should be embraced and celebrated. Demonstrate the value of teamwork. Help viewers to see that they must take responsibility for their own behavior, words, and actions. Demonstrate the importance of virtues: honesty, perseverance, honesty, and patience. Target Audience The series was produced with the primary purpose of educating and informing children ages 6-11 through entertaining and engaging programming. The characters, storylines and recurring themes of the series represent a broad range of issues, and they provide information and tools that are identifiable and meaningful to both boys and girls.</p>
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Other Matters (8 of 8)	Response
Program Title	Animal Exploration with Jarod Miller
Origination	Syndicated
Days/Times Program Regularly Scheduled	Tuesdays 7:00 AM
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.	<p>ANIMAL EXPLORATION WITH JAROD MILLER Animal Exploration with Jarod Miller is a half hour live action television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective. Every week Jarod travels to zoos and aquariums to explore animals that fit a particular theme, whether its the need for speed or animal heroes - there's always something amazing happening. Filled with energy, youth and humor, Jarod is a welcome visitor in living rooms around America on a weekly basis. It is the mission of this program to inspire viewers, children and adults alike, to preserve the innate human instinct to explore. The producers design each episode to reveal to children the world around them in a way that identifies positive role models and pro-social values within an environmentally responsible universe. In order for parents, children, and listing services to clearly identify the program as one that fulfills the FCC description of a program that meets kids' educational television needs, each episode displays the recommended rating TV-G E/I icon from beginning to end.</p>

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>Nashville License Holdings, LLC</p>

Attachments

No Attachments.