

(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0008192544** File Number: **CPR-175255** Submit Date: **01/13/2016** Call Sign: **KEZT-CD** Facility ID: **52891**

City: **SACRAMENTO** State: **CA**

Service: Digital Class A Purpose: Children's TV Programming Report Status: Received Status Date: 01/13/2016

Filing Status: Active

Report reflects information for : Third Quarter of 2015

General
Information

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

Applicant Information

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type	
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Contact Representatives (0) Contact Name Address Phone Email Contact Type

Children's Television Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	Univision
	Nielsen DMA	Sacramento-Stock-Modesto
	Web Home Page Address	

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	2.85
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	504.0
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:	9.0
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(17)

Digital Core Program (1 of 17)	Response
Program Title	Pocoyo (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:00 AM ON 7/4 TO 9/26 & (SA, 08:30 AM ON 7/4 TO 7/25)
Total times aired at regularly scheduled time	15
Total times aired	17
Number of Preemptions	2
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	Pocoyo (main digital stream)
List date and time rescheduled	07/11/15, 10:30 AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	07/11/15, 08:30 AM
Reason for Preemption	Other

Questions	Response
Title of Program	Pocoyo (main digital stream)
List date and time rescheduled	07/11/15, 10:00 AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	07/11/15, 08:00 AM
Reason for Preemption	Other

Digital Core Program (2 of 17)	Response
Program Title	Sesame Amigos (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 09:00 AM ON 8/1 TO 9/26
Total times aired at regularly scheduled time	9
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	3 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Sesame Street Amigos, is designed for Spanish-speaking families living in the U.S., where kids will learn with Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In ea episode, kids will build their inner strength, develop their moral compass and learn important educational lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical shapes, good manners, good eating habits and they will dance. Young viewers will travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. They will also explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures."
Does the Licensee identify the program by displaying throughout the program the symbol E //?	Yes

Digital Core Program (3 of 17)	Response
Program Title	Mickey Mouse Clubhouse (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 09:00 AM & 09:30 AM
Total times aired at regularly scheduled time	22
Total times aired	24
Number of Preemptions	4
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 4 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand.
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	Mickey Mouse Clubhouse (main digital stream)
List date and time rescheduled	07/11/15, 11:30 AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	07/11/15, 09:30 AM
Reason for Preemption	Other

Digital Preemption Programs #2

Questions	Response
Title of Program	Mickey Mouse Clubhouse (main digital stream)
List date and time rescheduled	10/11/15, 09:00 AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	09/26/15, 09:00 AM
Reason for Preemption	Other

Questions	Response
Title of Program	Mickey Mouse Clubhouse (main digital stream)

List date and time rescheduled	10/11/15, 09:30 AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	09/26/15, 09:30 AM
Reason for Preemption	Other

Questions	Response	
Title of Program	Mickey Mouse Clubhouse (main digital stream)	
List date and time rescheduled	07/11/15, 11:00 AM	
Is the rescheduled date the second home?	Yes	
Were promotional efforts made to notify the public of rescheduled date and time?	Yes	
Date Preempted		
Episode #	07/11/15, 09:00 AM	
Reason for Preemption	Other	

Digital Core Program (4 of 17)	Response
Program Title	The Jungle Book (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00 AM ON 7/4 TO 7/25
Total times aired at regularly scheduled time	4
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	6 years to 9 years

Describe the	The Jungle Book series is based on Rudyard Kipling's classic story. Drama, excitement and adventure
educational and	mixed with a high element of comedy tell tales of how Mowgli lives and survives in the jungle, where his
informational	only companions are animals. His escapades reflect his daredevil, fearless, high spirited and fun loving
objective of the	nature. Mowgli is helped by Baloo the Wise Bear, his best friend Bagheera the Black Panther and migh
program and	Kaa the Rock Python. Viewers learn the importance of friendship, curiosity, and how to overcome
how it meets the	
	challenges with perseverance and an optimistic outlook on life. On August 1st, this program was
definition of	replaced by another E/I compliant core program.
Core	
Programming.	
Does the	Yes
Licensee identify	
the program by	
displaying	
throughout the	
program the	
symbol E/I?	
Symbol L/T!	

Digital Core Program (5 of 17)	Response
Program Title	Handy Manny (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:30 AM ON 7/4 TO 9/26 & (SA, 10:00 AM ON 8/1 TO 9/26)
Total times aired at regularly scheduled time	19
Total times aired	20
Number of Preemptions	3
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

Describe the Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny educational and and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is informational always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges objective of of their own Manny is able to assess problems, ask questions, come up with solutions, and make any the program repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, and how it Manny is able to find a solution using his knowledge of construction principles and how machines work. meets the Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors definition of participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers! Core Programming. Does the Yes Licensee identify the program by displaying throughout the program the symbol E /l?

Digital Preemption Programs #1

Questions	Response
Title of Program	Handy Manny (main digital stream)
List date and time rescheduled	10/11/15, 10:30 AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/26/15, 10:30 AM
Reason for Preemption	Other

Digital Preemption Programs #2

Questions	Response
Title of Program	Handy Manny (main digital stream)
List date and time rescheduled	10/11/15, 10:00 AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	9/26/15, 10:00 AM
Reason for Preemption	Other

Questions	Response
Title of Program	Handy Manny (main digital stream)
List date and time rescheduled	07/11/15, 12:30 AM
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	07/11/15, 10:30 AM
Reason for Preemption	Other

Digital Core Program (6 of 17)	Response
Program Title	Plaza Sesamo (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:00 AM & 08:30 AM
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of Plaza Sesamo is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these charact not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program	
(7 of 17)	Response
Program Title	Reino Animal (second digital stream)

Origination	Network
Days/Times Program Regularly Scheduled	SA, 09:00 AM & 09:30 AM
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Reino Animal educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural scienc concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 17)	Response
Program Title	Aventura Animal (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00 AM & 10:30 AM
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of	
Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this program is to teach young children all there is to know about life science. Each episode tackles a dozen or more mind-blowing and interesting questions concerning animals and their habitat. The show is a standard question and answer format to help test how much young people really know. The investigation of the answers takes viewers on a fast-paced and entertaining tour of the amazing animal kingdom. The show explains every answer so that young viewers are able to retain and understand the information provided.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 17)	Response
Program Title	Culture Click (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 07:00 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.	Culture Click is a half-hour series that explores the genesis of - and reasons behind-cultural events that permeate our everyday lives. Host Nzinga Blake opens each episode with a list of what's trending on search engines that week which serves as a jumping-off point for a deep dive into the culture that teens will embrace.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Program Title	Live Life and Win (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 07:30 AM & SU, 07:00 AM
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Live Life and Win highlights inspirational teen success stories with segments featuring extraordinary teens, breaking barriers, giving back, and nutrition & exercise with a focus on the arts, school, sports, community and teen entrepreneurship. This program helps teens discover and learn strategies and attributes to achieve personal dreams, explore volunteerism as an opportunity to build character and uncover personal passions, and gain knowledge about life skills necessary to live life and win.
Does the Licensee identify the program by displaying throughout the program the symbol E //!?	Yes

Digital Core Program (11 of 17)	Response
Program Title	Animal Atlas (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:00 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.	This half-hour program educates young viewers about the natural world in an entertaining way. Animals are portrayed in their natural environments allowing the show to illustrate key science concepts. Using examples from nature, the show teaches about the functions of the ecosystem, the elements of animal classification, how animals adapt to their environment, and other natural science concepts. The program also includes an interactive segment comprised of multiple choice questions about the animal world which lets viewers test their knowledge.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 17)	Response
Program Title	Safari Tracks (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:30 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.	Safari Tracks focuses on African wildlife and explores the magnificent and mysterious world of these animals, all in their natural habitat. Each week explore the African continent, from the brush lands of the Savanna to the great Okavango delta and beyond.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 17)	Response
Program Title	The Real Winning Edge (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SU, 07:30 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.	The Real Winning Edge is a weekly half-hour television series that highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 17)	Response
Program Title	Missing (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 07:00 AM & 09:30 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.	This half-hour series is an invaluable contribution to the public interest, it serves young viewers with life-saving tips. Using real life stories of missing people this program educates young viewers about potential dangers and how to handle these circumstances. The show is supported by the National Center for Missing and Exploited Children.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 17)	Response
Program Title	Teen Kids News (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 07:30 AM & 09:00 AM
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the	Teen Kids News is a weekly news program that provides information and news to kids in a manner that is
educational	educational and appealing. Whether the featured stories or events are of national, international or even
and	world-wide importance, each segment is carefully designed to appeal to the viewers at their own level. The
informational	program covers current topics that young viewers can relate to such as safety tips for new drivers;
objective of	importance of visiting potential colleges or universities; the dangers that cliques may cause; healthy teen
the program	relationships; voluntary drug test programs and internet predators. Other segments are geared towards
and how it meets the definition of	more historical facts and hard-news like the Brooklyn Bridge; the US flag; Europe transportation then and now; Closed Captioning; FDR Memorial and Make-A-Wish Foundation. This program stimulates young viewers curiosity, develops their learning and cognitive, listening and thinking skills.
Core	
Programming.	
Does the	Yes
Licensee	
identify the	
program by	
displaying	
throughout	
the program	
the symbol E	
/l?	

Digital Core Program (16 of 17)	Response
Program Title	So You Want To Be(fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:00 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.	So You Want To Be features teens learning about a wide variety of jobs and career paths as well as what it takes to get ahead in the working world. Each episode is an informative tour of the highlighted occupation whether it be a veterinarian or a chef, young viewers will gain a unique insight into a job or career field.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 17)	Response
Program Title	Tomorrow, Today (fourth digital stream)
Origination	Network

Days/Times Program Regularly Scheduled	SA, 08:30 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.	Tomorrow, Today features teens learning about the latest advances in science and technology. The series includes a wide variety of segment topics such as geothermal energy, new forms of transportation, medical breakthroughs and space exploration. Young viewers will discover the world of science through this program.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Non-Core Educational and Informational Programming (0) Sponsored Core Programming (0)

Liaison Contact

Question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?	Yes
Name of children's programming liaison	Carolina Rojas-Gore
Address	1150 9th Street, Suite 1505
City	Modesto
State	CA
Zip	95354
Telephone Number	916 927-1900
Email Address	
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	This filing represents a revision to the report originally filed on October 10, 2015. The station airs UniMas on second digital stream, Bounce on third and Escape on fourth digital stream this has been corrected. On the station's main digital stream on July 11 and September 26 the children's programs were preempted for live coverage of the historic visit of Pope Francis. The September 26 make-good is scheduled for October 11, thus the station will not count this towards the 3rd Quarter weekly average of core programming but rather will report it in its fourth quarter Form 398

report. All programs were made-good and promotional efforts with

the rescheduled times and dates were aired.

such programming to children. See 47 C.F.R.

Section 73.671, NOTES 2 and 3.

Other Matters (20)

Other Matters (1 of 20)	Response
Program Title	Pocoyo
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:00 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.

Other	
Matters (2 of	
20)	Response
Program Title	Sesame Amigos
Origination	Network
Days/Times	SA, 08:30 AM
Program	
Regularly	
Scheduled	
Total times	13
aired at	
regularly	
scheduled	
time	
Length of	30 mins
Program	
Age of	2 years to 4 years
Target Child	
Audience	
from	
Describe the	Sesame Amigos, is designed for Spanish-speaking families living in the U.S., where kids will learn with
educational	Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In each
and	episode, kids will build their inner strength, develop their moral compass and learn important educational
informational	lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical

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

Sesame Amigos, is designed for Spanish-speaking families living in the U.S., where kids will learn with Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In each episode, kids will build their inner strength, develop their moral compass and learn important educational lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical shapes, good manners, good eating habits and they will dance. Young viewers will travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. They will also explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." Finally they'll laugh-out-loud with Cookie Monster, the star of "Cookie's Crumby Pictures," who proves that patience takes practice. Sesame Amigos will help kids grow smarter, stronger and kinder.

Other Matters (3 of 20)	Response
Program Title	Mickey Mouse Clubhouse
Origination	Network
Days/Times Program Regularly Scheduled	SA, 09:00 AM & 09:30 AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand.

Other Matters (4 of	
20)	Response
Program Title	Handy Manny
Origination	Network
Days/Times	SA, 10:00 AM & 10:30 AM
Program	
Regularly	
Scheduled	
Total times	26
aired at	
regularly	
scheduled	
time	
Length of	30 mins
Program	
Age of	3 years to 5 years
Target Child	
Audience	
from	

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

Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers!

Other Matters (5 of 20)	Response
Program Title	Pocoyo (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:00 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.

Other Matters (6 of 20)	Response
Program Title	Sesame Amigos (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:30 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 4 years

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

of Core

Programming.

Sesame Street Amigos, is designed for Spanish-speaking families living in the U.S., where kids will learn with Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In each episode, kids will build their inner strength, develop their moral compass and learn important educational lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical shapes, good manners, good eating habits and they will dance. Young viewers will travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. They will also explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures."

Other Matters (7 of 20)	Response
Program Title	Mickey Mouse Clubhouse (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 09:00 AM & 09:30 AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition	Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand.

Other Matters (8 of 20)	Response
Program Title	Handy Manny (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00 AM & 10:30 AM
Total times aired at regularly scheduled time	26

Length of Program	30 mins	
Age of	3 years to 5 years	
Target Child		
Audience		
from		

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

Programming.

Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers!

Other Matters (9 of 20)	Response
Program Title	Plaza Sesamo (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:00 AM & 08:30 AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	2 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core	A significant purpose and key educational objective of Plaza Sesamo is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction.

Other Matters (10 of 20)	Response
Program Title	Reino Animal (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 09:00 AM & 09:30 AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins

Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Reino Animal educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time.

Other Matters (11 of 20)	Response
Program Title	Aventura Animal (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00 AM & 10:30 AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this program is to teach young children all there is to know about life science. Each episode tackles a dozen or more mind-blowing and interesting questions concerning animals and their habitat. The show is a standard question and answer format the help test how much young people really know. The investigation of the answers takes viewers on a fast-paced and entertaining tour of the amazing animal kingdom. The show explains every answer so that young viewers are able to retain and understand the information provided.

Other Matters (12 of 20)	Response
Program Title	Culture Click (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 07:00 AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Culture Click is a half-hour series that explores the genesis of - and reasons behind-cultural events that permeate our everyday lives. Host Nzinga Blake opens each episod with a list of what's trending on search engines that week which serves as a jumping-of point for a deep dive into the culture that teens will embrace.

Other Matters (13 of 20)	Response
Program Title	Live Life and Win (third digital stream)

Origination	Network
Days/Times Program Regularly Scheduled	SA, 07:30 AM & SU, 07:00 AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Live Life and Win highlights inspirational teen success stories with segments featuring extraordinary teens, breaking barriers, giving back, and nutrition & exercise with a focus on the arts, school, sports, community and teen entrepreneurship. This program helps teens discover and learn strategies and attributes to achieve personal dreams, explore volunteerism as an opportunity to build character and uncover personal passions, and gain knowledge about life skills necessary to live life and win.

Other Matters (14 of 20)	Response
Program Title	Animal Atlas (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:00 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.	This half-hour program educates young viewers about the natural world in an entertaining way. Animals are portrayed in their natural environments allowing the show to illustrate key science concepts. Using examples from nature, the show teaches about the functions of the ecosystem, the elements of animal classification, how animals adapt to their environment, and other natural science concepts. The program also includes an interactive segment comprised of multiple choice question about the animal world which lets viewers test their knowledge.

Other Matters (15 of 20)	Response
Program Title	Safari Tracks (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:30 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.

Safari Tracks focuses on African wildlife and explores the magnificent and mysterious world of these animals, all in their natural habitat. Each week explore the African continent, from the brush lands of the Savanna to the great Okavango delta and beyond.

Other Matters (16 of 20)	Response
Program Title	The Real Winning Edge (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SU, 07:30 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 Real Winning Edge is a weekly half-hour television series that highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message.

Other Matters (17 of 20)	Response
Program Title	Missing (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 07:00 AM & 09:30 AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This half-hour series is an invaluable contribution to the public interest, it serves young viewers with life-saving tips. Using real life stories of missing people this program educates young viewers about potential dangers and how to handle these circumstances. The show is supported by the National Center for Missing and Exploited Children.

Other Matters (18 of 20)	Response
Program Title	Teen Kids News (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 07:30 AM & 09:00 AM
Total times aired at regularly scheduled time	26

Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Make TV series encourages critical thinking. Each episode features a wide variety of individuals combining their imagination with both basic and advance scientific principles to create various engineering wonders. Young viewers will learn about the innovative methods people are using to create new inventions, they will understand the importance of creative process when developing their own ideas.

Other Matters (19 of 20)	Response
Program Title	So You Want To Be (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:00 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 goal of the series is to provide young viewers with information-based program that broadens their knowledge of a wide range of education topics. Through an interactive format the show takes viewers on a fast-paced game of entertaining trivia about geography, art, technology, science, math, history, language, music and sports. Each episode delivers endless amounts of meaningful information for the targeted age. This program has all the right content and visuals to keep young viewers engaged by covering both the entertainment and the educational elements.

Other Matters (20 of 20)	Response
Program Title	Tomorrow, Today, (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 09:00 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.	Tomorrow, Today features teens learning about the latest advances in science and technology. The series includes a wide variety of segment topics such as geothermal energy, new forms of transportation, medical breakthroughs and space exploration. Young viewers will discover the world of science through this program.

Certification

Question Response

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.

FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID

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.

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).

I certify that this application includes all required and relevant attachments.

I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above. UniMas Sacramento LLC **Attachments**

No Attachments.