



(REFERENCE COPY - Not for submission)

## Children's Television Programming Report

FRN: **0009961889** | File Number: **CPR-147575** | Submit Date: **10/26/2013** | Call Sign: **KSNG** | Facility ID: **72361** | City:

GARDEN CITY State: KS

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

10/26/2013 Filing Status: Active

## Report reflects information for : Third Quarter of 2013

| General     |
|-------------|
| Information |

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

# Applicant Information

#### **Applicant Name, Type, and Contact Information**

| Applicant | Address | Phone | Email | Applicant Type |  |
|-----------|---------|-------|-------|----------------|--|
|-----------|---------|-------|-------|----------------|--|

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

#### Children's Television Information

| Section      | Question              | Response                |
|--------------|-----------------------|-------------------------|
| Station Type | Station Type          | Network Affiliation     |
|              | Affiliated network    | NBC & Telemundo         |
|              | Nielsen DMA           | Wichita-Hutchinson Plus |
|              | Web Home Page Address | www.ksn.com             |

#### Digital Core Programming

| Question  | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream  | 3.0      |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream  | 168.0    |
| State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:  | 4.0      |
| 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<br>Program (1<br>of 10)   | Response  |
|--|---|
| Program Title  | The Chica Show  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday/9am  |
| Total times aired at regularly scheduled time  | 12  |
| Total times aired  | 13  |
| Number of<br>Preemptions   | 1   |
| Number of Preemptions for other than Breaking News   |   |
| Number of<br>Preemptions<br>Rescheduled  | 1   |
| Length of Program  | 30 mins   |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Questions  | Response       |
|--|----------------|
| Title of Program   | The Chica Show |
| List date and time rescheduled   | 7/20/13 - 12n  |
| Is the rescheduled date the second home?   | Yes            |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes            |
| Date Preempted   | 2013-07-06     |
| Episode #  |                |
| Reason for Preemption  | Sports         |

| Digital Core<br>Program (2<br>of 10)                           | Response           |
|--|--------------------|
| Program Title  | Pajanimals         |
| Origination  | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Saturday/930am     |
| Total times aired at regularly scheduled time                  | 12                 |
| Total times aired  | 13                 |
| Number of<br>Preemptions                                       | 1                  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |                    |
| Number of<br>Preemptions<br>Rescheduled                        | 1                  |
| Length of Program  | 30 mins            |
| Age of<br>Target Child<br>Audience                             | 2 years to 5 years |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Pajanimals are a group of four preschool aged puppets that live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about-facing their issues when they awaken the following day. |
|--|---|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Pajanimals      |
| List date and time rescheduled   | 7/6/13 - 1030am |
| Is the rescheduled date the second home?   | Yes             |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   | 2013-07-06      |
| Episode #  |                 |
| Reason for Preemption  | Sports          |

| Digital Core<br>Program (3<br>of 10)                      | Response      |
|---|---------------|
| Program Title   | Justin Time   |
| Origination   | Network       |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | Saturday/10am |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 12            |
| Total times aired   | 13            |
| Number of Preemptions                                     | 1             |

| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
|--|--|
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Questions  | Response      |
|--|---------------|
| Title of Program   | Justin Time   |
| List date and time rescheduled   | 7/6/13 - 11am |
| Is the rescheduled date the second home?   | Yes           |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes           |
| Date Preempted   | 2013-07-06    |
| Episode #  |               |
| Reason for Preemption  | Sports        |

| Digital Core<br>Program (4<br>of 10) | Response    |
|--------------------------------------|-------------|
| Program Title                        | Tree Fu Tom |
| Origination                          | Network     |

| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday/1030am  |
|--|--|
| Total times aired at regularly scheduled time  | 12   |
| Total times aired  | 13   |
| Number of<br>Preemptions   | 1  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Tree Fu Tom, is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying on teamwork in order to accomplish a goal. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?     | Yes  |

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Tree Fu Tom     |
| List date and time rescheduled   | 7/6/13 - 1130am |
| Is the rescheduled date the second home?   | Yes             |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |

| Date Preempted        | 2013-07-06 |
|-----------------------|------------|
| Episode #             |            |
| Reason for Preemption | Sports     |

| Digital Core<br>Program (5<br>of 10)   | Response   |
|--|--|
| Program Title  | Lazytown   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday/11am  |
| Total times aired at regularly scheduled time  | 9  |
| Total times aired  | 13   |
| Number of<br>Preemptions   | 4  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 4  |
| Length of Program  | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. |

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

| Questions  | Response      |
|--|---------------|
| Title of Program   | Lazytown      |
| List date and time rescheduled   | 7/13/13 - 8am |
| Is the rescheduled date the second home?   | Yes           |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes           |
| Date Preempted   | 2013-07-13    |
| Episode #  |               |
| Reason for Preemption  | Sports        |

#### **Digital Preemption Programs #2**

| Questions  | Response      |
|--|---------------|
| Title of Program   | Lazytown      |
| List date and time rescheduled   | 9/21/13 - 8am |
| Is the rescheduled date the second home?   | Yes           |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes           |
| Date Preempted   | 2013-09-21    |
| Episode #  |               |
| Reason for Preemption  | Sports        |

#### **Digital Preemption Programs #3**

| Questions  | Response     |
|--|--------------|
| Title of Program   | Lazytown     |
| List date and time rescheduled   | 7/6/13 - 12n |
| Is the rescheduled date the second home?   | Yes          |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes          |
| Date Preempted   | 2013-07-06   |
| Episode #  |              |
| Reason for Preemption  | Sports       |

| Questions | Response |
|-----------|----------|
|-----------|----------|

| Title of Program   | Lazytown      |
|--|---------------|
| List date and time rescheduled   | 8/17/13 - 8am |
| Is the rescheduled date the second home?   | Yes           |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes           |
| Date Preempted   | 2013-08-17    |
| Episode #  |               |
| Reason for Preemption  | Sports        |

| Digital Core<br>Program (6 of<br>10)   | Response   |
|--|--|
| Program Title  | Noodle and Doodle  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday/1130am  |
| Total times aired at regularly scheduled time  | 5  |
| Total times aired  | 13   |
| Number of<br>Preemptions   | 8  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 8  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an everfaithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |

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

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 9/28/13 - 830am   |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2013-09-28        |
| Episode #  |                   |
| Reason for Preemption  | Sports            |

#### **Digital Preemption Programs #2**

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 9/21/13 - 830am   |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2013-09-21        |
| Episode #  |                   |
| Reason for Preemption  | Sports            |

#### **Digital Preemption Programs #3**

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 7/6/13 - 1230pm   |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2013-07-06        |
| Episode #  |                   |
| Reason for Preemption  | Sports            |

| Questions | Response |
|-----------|----------|
|-----------|----------|

| Title of Program   | Noodle and Doodle |
|--|-------------------|
| List date and time rescheduled   | 7/13/13 - 830am   |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2013-07-13        |
| Episode #  |                   |
| Reason for Preemption  | Sports            |

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 9/14/13 - 830am   |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2013-09-14        |
| Episode #  |                   |
| Reason for Preemption  | Sports            |

#### **Digital Preemption Programs #6**

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 8/24/13 - 830am   |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2013-08-24        |
| Episode #  |                   |
| Reason for Preemption  | Sports            |

#### **Digital Preemption Programs #7**

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 8/31/13 - 830am   |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2013-08-31        |
| Episode #  |                   |
| Reason for Preemption  | Sports            |

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle and Doodle |
| List date and time rescheduled   | 8/17/13 - 830am   |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2013-08-17        |
| Episode #  |                   |
| Reason for Preemption  | Sports            |

| Digital Core Program (7 of 10)   | Response   |
|--|--|
| Program Title  | Raggs (Telemundo)  |
| Origination  | Network  |
| Days/Times Program<br>Regularly Scheduled  | Saturday/7am and Sunday/7am and 730am  |
| Total times aired at regularly scheduled time  | 35   |
| Total times aired  | 39   |
| Number of<br>Preemptions   | 4  |
| Number of<br>Preemptions for other<br>than Breaking News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 4  |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience  | 3 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | RAGGS is a musical & educational preschool series starring five colorful canines. They are not your average dogs - they're also talented musicians who make great rock 'n' roll music as The Raggs Band. Over 200 original songs, the power of the music and humor stimulate children to become actively involved in learning. Raggs introduces children to elements that span the preschool curriculum, working to nurture their sense of self and others, as well as fostering a strong motivation to learn and achieve. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Questions        | Response          |
|------------------|-------------------|
| Title of Program | Raggs (Telemundo) |

| List date and time rescheduled   | 9/1/13 - 930am |
|--|----------------|
| Is the rescheduled date the second home?   | Yes            |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes            |
| Date Preempted   | 2013-09-01     |
| Episode #  | 9/1/13 - 7am   |
| Reason for Preemption  | Sports         |

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Raggs (Telemundo) |
| List date and time rescheduled   | 9/22/13 - 8am     |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2013-09-22        |
| Episode #  | 9/22/13 - 730am   |
| Reason for Preemption  | Sports            |

#### **Digital Preemption Programs #3**

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Raggs (Telemundo) |
| List date and time rescheduled   | 9/22/13 - 730am   |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2013-09-22        |
| Episode #  | 9/22/13 - 7am     |
| Reason for Preemption  | Sports            |

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Raggs (Telemundo) |
| List date and time rescheduled   | 9/1/13 - 10am     |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2013-09-01        |
| Episode #  | 9/1/13 - 730am    |
| Reason for Preemption  | Sports            |

| Digital | Core Program (8 |   |
|---------|-----------------|---|
| of 10)  |                 | R |

| Program Title  | Jay Jay the Jet Plane (Telemundo)   |
|--|---|
| Origination  | Network   |
| Days/Times Program<br>Regularly Scheduled  | Saturday/730am & 8am  |
| Fotal times aired at regularly scheduled time  | 26  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions<br>for other than Breaking<br>News   |   |
| Number of Preemptions<br>Rescheduled   |   |
| Length of Program  | 30 mins   |
| Age of Target Child<br>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 award-winning series, JAY JAY THE JET PLANE, centers around the adventures of Jay Jay, an inquisitive, energetic six-year-old jet plane and his friends as they discover the world around them. Children are encouraged to explore new ideas and accept differences. The series also educates children in a number of areas, including science, nature and health as well as teaching life lessons, such as sharing, problem solving and making friends. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (9<br>of 10)            | Response                        |
|---|---------------------------------|
| Program Title                                   | Lazytown (Telemundo)            |
| Origination                                     | Network                         |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturday/830am and Sunday/830am |
| Total times aired at regularly scheduled time   | 24                              |
| Total times aired                               | 26                              |
| Number of<br>Preemptions                        | 2                               |

| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
|--|---|
| Number of<br>Preemptions<br>Rescheduled  | 2   |
| Length of Program  | 30 mins   |
| Age of<br>Target Child<br>Audience   | 5 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | LAZY TOWN promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete, who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games and holding athletic competitions, to building forts and play structures. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Questions  | Response             |
|--|----------------------|
| Title of Program   | Lazytown (Telemundo) |
| List date and time rescheduled   | 9/22/13 - 9am        |
| Is the rescheduled date the second home?   | Yes                  |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                  |
| Date Preempted   | 2013-09-22           |
| Episode #  | 9/22/13 - 830am      |
| Reason for Preemption  | Sports               |

| Questions                                | Response             |
|--|----------------------|
| Title of Program                         | Lazytown (Telemundo) |
| List date and time rescheduled           | 9/1/13 - 11am        |
| Is the rescheduled date the second home? | Yes                  |

| Were promotional efforts made to notify the public of rescheduled date and time? | Yes            |
|--|----------------|
| Date Preempted   | 2013-09-01     |
| Episode #  | 9/1/13 - 830am |
| Reason for Preemption  | Sports         |

| Digital Core<br>Program (10<br>of 10)  | Response  |
|--|---|
| Program Title  | Noodle and Doodle (Telemundo)   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sunday/8am  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 11  |
| Total times aired  | 13  |
| Number of<br>Preemptions   | 2   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  | 2   |
| Length of Program  | 30 mins   |
| Age of<br>Target Child<br>Audience   | 3 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | NOODLE AND DOODLE is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show will be enjoyed by preschoolers, the projects are also very practical and engaging to implement for children ages 5-8. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal. |

| Does the     | Yes |
|--------------|-----|
| Licensee     |     |
| dentify the  |     |
| orogram by   |     |
| displaying   |     |
| throughout   |     |
| the program  |     |
| the symbol E |     |
| 1?           |     |

| Questions  | Response                      |
|--|-------------------------------|
| Title of Program   | Noodle and Doodle (Telemundo) |
| List date and time rescheduled   | 9/1/13 - 1030am               |
| Is the rescheduled date the second home?   | Yes                           |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                           |
| Date Preempted   | 2013-09-01                    |
| Episode #  | 9/1/13 - 8am                  |
| Reason for Preemption  | Sports                        |

| Questions  | Response                      |
|--|-------------------------------|
| Title of Program   | Noodle and Doodle (Telemundo) |
| List date and time rescheduled   | 9/22/13 - 830am               |
| Is the rescheduled date the second home?   | Yes                           |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                           |
| Date Preempted   | 2013-09-22                    |
| Episode #  | 9/22/13 - 8am                 |
| Reason for Preemption  | Sports                        |

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  | Elizabeth Walker  |
| Address   | 833 N. Main   |
| City  | Wichita   |
| State   | KS  |
| Zip   | 67203   |
| Telephone Number  | 316-265-3333  |
| Email Address   | elizabeth.walker@ksn.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. | The licensee has reviewed internal station records and documentation provided to us by program suppliers for compliance with the FCC's commercial limits in children's programs (47 C.F.R. Section 73.670) and the licensee hereby certifies that the station fully complied with these limits for all programs specifically designed for children ages twelve (12) and under. In addition to the programs listed in this report, the station broadcast the following programs specifically designed for children ages twelve (12) and under: None. |

#### Other Matters (10)

| Other<br>Matters (1 of<br>10)  | Response  |
|--|---|
| Program Title  | The Chica Show (Digital) - NBC  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday/9am  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |

| Other<br>Matters (2 of<br>10)                   | Response                   |
|---|----------------------------|
| Program Title                                   | Pajanimals (Digital) - NBC |
| Origination                                     | Network                    |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturday/930am             |
| Total times aired at regularly scheduled time   | 13                         |
| Length of<br>Program                            | 30 mins                    |
| Age of<br>Target Child<br>Audience<br>from      | 2 years to 5 years         |

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

meets the definition of

Programming.

Core

The Pajanimals are a group of four preschool aged puppets that live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about-facing their issues when they awaken the following day.

| Other Matters (3 of 10)  | Response  |
|--|---|
| Program Title  | Justin Time (Digital) - NBC   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled                                | Saturday/10am   |
| Total times aired at regularly scheduled time                                  | 13  |
| Length of Program  | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from                                     | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it | Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a |

| Other<br>Matters (4 of<br>10)                   | Response                    |
|---|-----------------------------|
| Program Title                                   | Tree Fu Tom (Digital) - NBC |
| Origination                                     | Network                     |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturday/1030am             |

learning from the young child's perspective and imagination.

problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed

| Total times  | 13                 |  |
|--------------|--------------------|--|
| aired at     |                    |  |
| regularly    |                    |  |
| scheduled    |                    |  |
| time         |                    |  |
| Length of    | 30 mins            |  |
| Program      |                    |  |
| Age of       | 2 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.

Tree Fu Tom, is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying on teamwork in order to accomplish a goal.

| Other<br>Matters (5 of<br>10)                 | Response                 |
|---|--------------------------|
| Program Title                                 | Lazytown (Digital) - NBC |
| Origination                                   | Network                  |
| Days/Times Program Regularly Scheduled        | Saturday/11am            |
| Total times aired at regularly scheduled time | 13                       |
| Length of<br>Program                          | 30 mins                  |
| Age of<br>Target Child<br>Audience<br>from    | 2 years to 5 years       |

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

Describe the

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

| Other Matters<br>(6 of 10)   | Response   |
|--|--|
| Program Title  | Make Way for Noddy (Digital) - NBC   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday/1130am  |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Make Way for Noddy is based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems. |

| Other Matters (7 of 10)  | Response  |
|--|---|
| Program Title  | Raggs - (Digital) - Telemundo   |
| Origination  | Network   |
| Days/Times Program<br>Regularly Scheduled  | Saturday/7am & Sunday/7am & 730am   |
| Total times aired at regularly scheduled time  | 39  |
| Length of Program  | 30 mins   |
| Age of Target Child<br>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. | RAGGS is a musical & educational preschool series starring five colorful canines. They are not you average dogs - they're also talented musicians who make great rock 'n' roll music as The Raggs Band. Over 200 original songs, the power of the music and humor stimulate children to become actively involved in learning. Raggs introduces children to elements that span the preschool curriculum, working to nurture their sense of self and others, as well as fostering a strong motivation to learn and achieve. |

| Other Matters (8 of 10) | Response                                      |  |
|-------------------------|---|--|
| Program Title           | Jay Jay the Jet Plane - (Digital) - Telemundo |  |
| Origination             | Network                                       |  |

| Days/Times Program<br>Regularly Scheduled  | Saturday/730am & 8am  |
|--|---|
| Total times aired at regularly scheduled time  | 26  |
| Length of Program  | 30 mins   |
| Age of Target Child<br>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. | This award-winning series, JAY JAY THE JET PLANE, centers around the adventures of Jay Jay, an inquisitive, energetic six-year-old jet plane and his friends as they discover the world around them. Children are encouraged to explore new ideas and accept differences. The series also educates children in a number of areas, including science, nature and health as well as teaching life lessons, such as sharing, problem solving and making friends. |

| Other<br>Matters (9 of<br>10)  | Response  |
|--|---|
| Program Title  | Lazytown - (Digital) - Telemundo  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday/830am and Sunday/830am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 26  |
| Length of Program  | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 5 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | LAZY TOWN promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete, who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games and holding athletic competitions, to building forts and play structures. |

| Other<br>Matters (10<br>of 10) | Response                                  |
|--------------------------------|---|
| Program Title                  | Noodle and Doodle - (Digital) - Telemundo |
| Origination                    | Network                                   |

| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sunday/8am  |
|--|---|
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 3 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | NOODLE AND DOODLE is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show will be enjoyed by preschoolers, the projects are also very practical and engaging to implement for children ages 5-8. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal. |

#### 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.

LIN
License
Company,
LLC.

**Attachments** 

No Attachments.