



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0015435399** | File Number: **CPR-129360** | Submit Date: **04/09/2012** | Call Sign: **WTLH** | Facility ID: **23486** | City:
BAINBRIDGE | State: **GA**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
04/09/2012 | Filing Status: **Active**

Report reflects information for : **First Quarter of 2012**

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 | FOX |
| | Nielsen DMA | Tallahassee-Thomasville GA |
| | Web Home Page Address | www.myfoxtallahassee.com |

Digital Core
Programming

| Question | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream | 3.0 |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream | 336.0 |
| State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671: | 10.0 |
| 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(15)

| Digital Core Program (1 of 15) | | Response |
|--|--|----------|
| Program Title | INTO THE WILD w/Jack Hanna | |
| Origination | Syndicated | |
| Days/Times Program Regularly Scheduled | SAT 7A 1/7/12-3/31/12 | |
| 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. | Jack travels the world with his family and friends, taking the viewer to his favorite destinations and introduces them to new and amazing creatures each week. Throughout Jack's travels he raises awareness of different cultures, geography and spectacular animals and animal facts, while teaching children the importance of stewardship of our environment through his documented donations to conservation efforts worldwide. | |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes | |

| Digital Core Program (2 of 15) | | Response |
|--|---|----------|
| Program Title | SPORTS STARS OF TOMORROW | |
| Origination | Syndicated | |
| Days/Times Program Regularly Scheduled | SAT 8A 1/7/12-3/31/12 and Mon 7A 1/2/12-3/26/12 | |
| 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. | Sports Stars of Tomorrow displays the hard work and dedication that it takes to be a true sports star. It chronicles the trials and tribulations of the young athletes as they strive to become a top level performer in the sports arena. The program helps youngsters realize that their full potential in both life and the playing field are attainable with lots of hard work and determination. It reinforces the importance of key values like dedication, discipline, commitment and community involvement. The program provides in-depth, human-interest stories that reveal the important challenges and lessons that mold young athletes. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (3 of 15) | | Response |
|--|-----------------------|----------|
| Program Title | TEEN KIDS NEWS | |
| Origination | Syndicated | |
| Days/Times Program Regularly Scheduled | FRI 7A 1/6/12-3/30/12 | |
| 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. | Teen Kids News meets FCC requirements for core children's programming by providing educational features such as, Flag Facts (info on our state flags); College and You (tips for choosing and getting into college), Word (vocabulary skills training), as well as informational features for teens, such as reports about healthy eating; driving tips for new drivers, and internet predators. The show has been designed to meet needs of children and young adolescents with a unique curiosity about their world. The Program stimulates the 13-16 year olds' curiosity, develops their learning and cognitive, listening and thinking skills, and serves as an enhancement of their academic and educational experience. More than 10,000 schools are using TKN as part of their school curriculum and affiliate stations have already contacted school systems in that regard. The full scripts are available to provide easy access for teachers to use in their classrooms. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (4 of 15) | Response |
|--|-----------------------|
| Program Title | ECO COMPANY |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | WED 7A 1/4/12-3/28/12 |
| 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. | Eco Company provides CORE programming in the area of the environment and preservation of the earth's resources. Eco Company explores all aspects of being "green" and understanding how our actions impact the world. The E-Co team learns about global warming by asking questions to discover the truths and myths of the global warming issue. They learn about alternative energies by visiting wind farms and solar installations and discovering new energy technologies currently under development. They learn more about recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference, young entrepreneurs who are taking their passion for green to develop new ideas, and new products for a sustainable future. Most importantly, each story and each feature is reported by teens and told from their perspective. Additionally the show provides weekly practical tips that teens, and people of all ages can use in their daily lives. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (5 of 15) | Response |
|--|--------------------------|
| Program Title | MAD ABOUT |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SAT 7:30A 1/7/12-3/31/12 |
| 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. | MadAbout... provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. M@dAbout... explores being "green" and understanding how our actions impact the world. The MadAbout... team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (6 of 15) Response | |
|--|---|
| Program Title | Green Screen Adventures |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SAT & SUN 8a,8:30a,9a,9:30a 1/7/12-3/31/12 |
| Total times aired at regularly scheduled time | 104 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 7 years to 13 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7 to 13, children get the message that their words have power, and that their voices are being heard. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academics kills, GSA focuses on the five Cs: Creativity,Curiosity, Confidence, Citizenship, Compassion. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (7 of 15) | Response |
|--|--|
| Program Title | MAGI-NATION |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SAT 7A & 7:30 1/7/12-2/11/12 |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 7 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The general learning goal and discrete educational objectives are fully integrated with the story-line, characters and settings that make up "Magi Nation." By focusing on the thrilling adventures of Tony, Edyn and Strag and the other forces for good in their battle with evil, the series provides young viewers with a non-threatening arena from which to observe and learn from the actions of others. Learning is attractive, natural and becomes part of the overall excitement of the series. "Magi-Nation" follows the adventures of teenager Tony Jones, whose world is forever changed when he is mystically transported into a beautiful world far beyond imagination that was created a millennium ago by a powerful race known as the Magi. Here Tony meets Edyn and Strag, two young Magi heroes in training, who help him discover his vast new magical environment. However, all is not perfect in Tony's new world as the Moonlands of Magi-Nation are threatened by the evil Shadow Magi. It's up to this young trio and their vast collection of Dream Creatures to thwart the evildoers' plans and protect their world. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (8 of 15) | Response |
|--|--|
| Program Title | MADE IN HOLLYWOOD: TEEN EDITION |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SAT 12:30p 1/7/12-3/31/12 & SUN 11:30a 1/1/12-3/25/12 |
| 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. | It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13 to 16 year old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neal, 2006, p. 1). To guide the production of MIH:TE, Berry (2006) developed a career and guidance model that offers a framework for the development of each episode. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (9 of 15) | Response |
|--------------------------------|----------|
|--------------------------------|----------|

| | |
|--|---|
| Program Title | GREAT BIG WORLD |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SAT 12P 1/7/12-3/31/12 |
| 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. | Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues. Award-winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas. Various age-appropriate global issues are introduced to the viewing audience through in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends' personal hands-on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (10 of 15) | | Response |
|---------------------------------|--|-----------|
| Program Title | | WILD, LTD |
| Origination | | Network |

| | |
|---|---|
| Days/Times Program Regularly Scheduled | SUN 11A 1/1/12-3/25/12 |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Wild Ltd is a half hour conservation series, and in each episode the cameras follow Game Ranger Michelle Garforth-Venter, on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and why, how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (11 of 15) | Response |
|---|------------------------|
| Program Title | LIVE LIFE AND WIN |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SUN 12P 1/1/12-3/25/12 |
| 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. | Early and middle adolescence is an exciting yet a challenging period in one's life. Adolescents across the demographic spectrum and from all walks of life grapple with a number of pivotal but normal developmental milestones, such as preparing for more independence and responsibility, and experiencing change in relationships with family and peers. With increased self reliance, young people make more of their own choices. And all the while, one cannot overlook that they grow in a dynamic, diverse, and complex world that offers both opportunities and social challenges. Connection III Entertainment Corp. is a media production & distribution company that recognizes the physical, emotional, mental, and social challenges faced by adolescents as they negotiate their newfound independence and the concomitant decisions they make. As part of its commitment to support young people as they navigate these challenges, Connection III Entertainment Corp. created, developed and is producing the FCC Friendly, Educational/Informational TV series, "Live Life & Win!". The series features: Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the 13 to 16 old audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) 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/I? | Yes |

| Digital Core Program (12 of 15) | Response |
|--|---------------------------|
| Program Title | ON THE SPOT |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SUN 12:30P 1/1/12-3/25/12 |

| | |
|--|---|
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>On the Spot was created by the award-winning producers of the long running Educational and Informational show, Animal Atlas, now in its seventh successful season of national syndication. Last year, the National Governors Association and Council of Chief State Officers released the Common Core State Standards Initiative, an attempt to set a national curriculum to bridge the standards gap between states. The content of On the Spot, a 30-minute E/I program for teens ages 13+, is based on the Common Core State Standards. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer. Among a field of narrowly-focused E/I programs, On the Spot stands out as most the scholastically diverse and enriching educational program on the market. One of On the Spot's creators and producers at LongNeedle, Peter McDonnell, is a curriculum and education specialist who has designed curriculums for Oregon State University and created science, math, reading, social studies, history, art, and health content for the country's leading K-12 educational publishers, Macmillan /McGraw-Hill, Pearson, and Houghton Mifflin Harcourt. LongNeedle is very familiar with the FCC's requirements for E/I content and continues to create E/I programming that surpasses these guidelines. On the Spot will be delivered to stations fully Closed Captioned with the required E/I logo on screen for the entire duration of the program (not necessary during commercial time.) LongNeedle is proud to offer On the Spot as a fully qualified E/I program for Fall 2011.</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (13 of 15) | | Response |
|---------------------------------|--|-----------|
| Program Title | | Mad About |
| Origination | | Network |

| | |
|---|--|
| Days/Times Program Regularly Scheduled | SAT 10:00A and 10:30A 1/7/12-3/31/12 |
| 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. | MadAbout... provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. M@dAbout... explores being "green" and understanding how our actions impact the world. The MadAbout... team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (14 of 15) | | Response |
|---|--|---------------------------------|
| Program Title | | Edgemont |
| Origination | | Network |
| Days/Times Program Regularly Scheduled | | SUN 10A & 10:30A 1/8/12-3/25/12 |
| Total times aired at regularly scheduled time | | 24 |
| Total times aired | | |
| Number of Preemptions | | 0 |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | | |
| Length of Program | | 30 mins |

| | |
|--|---|
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Edgemont is designed to entertain its teen audience and also to inform and educate its viewers about issues that arise in school and at home. The story lines focus on the social and emotional challenges faced by every secondary school student, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (15 of 15) | Response |
|--|--------------------------------|
| Program Title | Cubix: Robots for Everyone |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SAT 7A & 7:30A 2/18/12-3/31/12 |
| Total times aired at regularly scheduled time | 14 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 11 years |

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

Non-Core Educational and Informational Programming (1)

| Non-Core Educational and Informational Programming (1 of 1) | Response |
|--|---|
| Program Title | WILD AMERICA |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled: | SAT 5:30A 1/7/12-3/31/12 |
| Total times aired at regularly scheduled time: | 13 |
| Number of Preemptions | -1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Hosted by wildlife expert, Marty Stouffer, this series is designed to familiarize children with the animals of the North American continent, their interaction with other animals, and their environment. Each episode is specific to a particular animal and deals with basic food gathering, natural enemies, relationships to other animals and specific ecology and survival of the species. Imparted to children is a greater understanding of nature and ecology of the land, and the importance of every species and their place in the animal spectrum. |
| Does the program have educating and informing children ages 16 and under as a significant purpose? | Yes |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | Yes |

Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time | |

**Sponsored Core
Programming (0)**

Liaison Contact

| Question | Response |
|--|--------------------|
| Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)? | Yes |
| Name of children's programming liaison | Anne Malcolm |
| Address | 950 Commerce Blvd |
| City | Midway |
| State | FL |
| Zip | 32343 |
| Telephone Number | 850-576-4990 |
| Email Address | amalcolm@fox49.com |
| Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F. R. Section 73.671, NOTES 2 and 3. | |

Other Matters (15)

| Other Matters (1 of 15) | Response |
|--|--|
| Program Title | INTO THE WILD w/Jack Hanna |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SAT 7A 4/7/12-6/30/12 |
| 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. | Jack travels the world with his family and friends, taking the viewer to his favorite destinations and introduces them to new and amazing creatures each week. Throughout Jack's travels he raises awareness of different cultures, geography and spectacular animals and animal facts, while teaching children the importance of stewardship of our environment through his documented donations to conservation efforts worldwide. |

| Other Matters (2 of 15) | Response |
|--|--|
| Program Title | SPORTS STARS OF TOMORROW |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SAT 8A 4/7/12-6/30/12 & MON 7:30A 4/2/12-6/25/12 |
| 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. | Sports Stars of Tomorrow displays the hard work and dedication that it takes to be a true sports star. It chronicles the trials and tribulations of the young athletes as they strive to become a top level performer in the sports arena. The program helps youngsters realize that their full potential in both life and the playing field are attainable with lots of hard work and determination. It reinforces the importance of key values like dedication, discipline, commitment and community involvement. The program provides in-depth, human-interest stories that reveal the important challenges and lessons that mold young athletes. |

| Other Matters (3 of 15) | Response |
|-------------------------|----------------|
| Program Title | TEEN KIDS NEWS |
| Origination | Syndicated |

| | |
|--|--|
| Days/Times Program Regularly Scheduled | Friday 7:30A 4/6/12-6/29/12 |
| 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. | Teen Kids News meets FCC requirements for core children's programming by providing educational features such as, Flag Facts (info on our state flags); College and You (tips for choosing and getting into college), Word (vocabulary skills training), as well as informational features for teens, such as reports about healthy eating; driving tips for new drivers, and internet predators. The show has been designed to meet needs of children and young adolescents with a unique curiosity about their world. The Program stimulates the 13-16 year olds' curiosity, develops their learning and cognitive, listening and thinking skills, and serves as an enhancement of their academic and educational experience. More than 10,000 schools are using TKN as part of their school curriculum and affiliate stations have already contacted school systems in that regard. The full scripts are available to provide easy access for teachers to use in their classrooms. |

| Other Matters (4 of 15) | Response |
|---|--------------------------|
| Program Title | ECO COMPANY |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | WED 7:30A 4/4/12-6/27/12 |
| 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. | Eco Company provides CORE programming in the area of the environment and preservation of the earth's resources. Eco Company explores all aspects of being "green" and understanding how our actions impact the world. The E-Co team learns about global warming by asking questions to discover the truths and myths of the global warming issue. They learn about alternative energies by visiting wind farms and solar installations and discovering new energy technologies currently under development. They learn more about recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference, young entrepreneurs who are taking their passion for green to develop new ideas, and new products for a sustainable future. Most importantly, each story and each feature is reported by teens and told from their perspective. Additionally the show provides weekly practical tips that teens, and people of all ages can use in their daily lives. |
|--|--|

| Other Matters (5 of 15) | Response |
|--|---|
| Program Title | MAD ABOUT |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | SAT 7:30A 4/7/12-6/30/12 |
| 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. | Mad About provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. MadAbout... explores being "green" and understanding how our actions impact the world. The MadAbout team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. |

| Other Matters (6 of 15) | Response |
|---|--|
| Program Title | Green Screen Adventures |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SAT&SUN 8a,8:30a,9a,9:30a 4/1/12-6/30/12 |
| Total times aired at regularly scheduled time | 104 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 7 years to 13 years |

| | |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students,ages 7 to 13, children get the message that their words have power, and that their voices are being heard. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academics skills, GSA focuses on the five Cs:Creativity,Curiosity, Confidence, Citizenship, Compassion. |
|--|--|

| Other Matters (7 of 15) | Response |
|--|---|
| Program Title | MADE IN HOLLYWOOD: TEEN EDITION |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SAT 12:30P 4/7/12-6/30/12 & SUN 11:30A 4/1/12-6/24/12 |
| 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. | It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neal, 2006, p. 1). To guide the production of MIH:TE, Berry (2006) developed a career and guidance model that offers a framework for the development of each episode. |

| Other Matters (8 of 15) | Response |
|---|------------------------|
| Program Title | GREAT BIG WORLD |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SAT 12P 4/7/12-6/30/12 |
| 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. | Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues. Award-winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens combining the exciting, fun, and diverse experiences of world exploration with the life changing volunteer opportunities available in these same areas. Various age-appropriate global issues are introduced to the viewing audience through in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends' personal hands on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities. |

| Other Matters (9 of 15) | | Response |
|--|----------------------|--|
| Program Title | | WILD, LTD |
| Origination | | Network |
| Days/Times Program Regularly Scheduled | | SUN 11A 4/1/12-6/24/12 |
| 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. | | Wild Ltd is a half hour conservation series, and in each episode the cameras follow Game Ranger Michelle Garforth-Venter, on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work - suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and why how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within. |

| Other Matters (10 of 15) | | Response |
|---|----|------------------------|
| Program Title | | LIVE LIFE AND WIN |
| Origination | | Network |
| Days/Times Program Regularly Scheduled | | SUN 12P 4/1/12-6/24/12 |
| 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. | Early and middle adolescence is an exciting yet a challenging period in one's life. Adolescents across the demographic spectrum and from all walks of life grapple with a number of pivotal but normal developmental milestones, such as preparing for more independence and responsibility, and experiencing change in relationships with family and peers. With increased self reliance, young people make more of their own choices. And all the while, one cannot overlook that they grow in a dynamic, diverse, and complex world that offers both opportunities and social challenges. Connection III Entertainment Corp. is a media production and distribution company that recognizes the physical, emotional, mental, and social challenges faced by adolescents as they negotiate their new found independence and the concomitant decisions they make. As part of its commitment to support young people as they navigate these challenges, Connection III Entertainment Corp. created, developed and is producing the FCC Friendly, Educational/Informational TV series, Live Life & Win. The series features: Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the 13 to 16 old audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about life skills necessary to Live Life and Win. |
| Other Matters (11 of 15) | |
| Program Title | ON THE SPOT |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SUN 12:30P 1/1/12-3/25/12 |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |

| | |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | On the Spot was created by the award-winning producers of the long running Educational and Informational show, Animal Atlas, now in its seventh successful season of national syndication. Last year, the National Governors Association and Council of Chief State Officers released the Common Core State Standards Initiative, an attempt to set a national curriculum to bridge the standards gap between states. The content of On the Spot, a 30-minute E/I program for teens ages 13+, is based on the Common Core State Standards. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer. Among a field of narrowly-focused E/I programs, On the Spot stands out as most the scholastically diverse and enriching educational program on the market. One of On the Spot's creators and producers at LongNeedle, Peter McDonnell, is a curriculum and education specialist who has designed curriculums for Oregon State University and created science, math, reading, social studies, history, art, and health content for the country's leading K-12 educational publishers, Macmillan/McGraw-Hill, Pearson, and Houghton Mifflin Harcourt. LongNeedle is very familiar with the FCC's requirements for E /I content and continues to create E/I programming that surpasses these guidelines. On the Spot will be delivered to stations fully Closed Captioned with the required E/I logo on screen for the entire duration of the program (not necessary during commercial time.) LongNeedle is proud to offer On the Spot as a fully qualified E/I program for Fall 2011. |
|--|--|

| Other Matters (12 of 15) | Response |
|--|---|
| Program Title | MAD ABOUT |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SAT 10A & 10:30A 4/7/12-6/30/12 |
| 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. | MadAbout provides CORE programming in the area of Financial Literacy, Nutrition, Earth Science, Ecology, Health, Life Skills and Fitness that tie to state and national education standards. MadAbout... explores being "green" and understanding how our actions impact the world. The MadAbout... team find out about healthy snacks and proper exercise through sketch comedy segments. Music videos teach financial literacy and the importance of family budgeting. Animation reinforces concepts of cyber bully prevention. |

| Other Matters (13 of 15) | Response |
|---|---------------------------------|
| Program Title | Edgemont |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SUN 10A & 10:30A 4/1/12-6/24/12 |
| 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. | Edgemont is designed to entertain its teen audience and also to inform and educate its viewers about issues that arise in school and at home. The story lines focus on the social and emotional challenges faced by every secondary school student, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. |
|--|---|

| Other Matters (14 of 15) | Response |
|--|---|
| Program Title | CUBIX: Robots for Everyone |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SAT 7A & 7:30A |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 11 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. |

| Other Matters (15 of 15) | Response |
|--|--|
| Program Title | MLB Player Poll |
| Origination | Network |
| Days/Times Program Regularly Scheduled | SAT 3P 4/7, 4/21, 5/5, 5/26, 6/2, 6/9, 6/16, 6/23, 6/30 & SAT 12P 4/14, 4/28, 5/12, 5/19 |

| | |
|--|---|
| 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. | MLB Player Poll will serve the educational and informational needs of teenagers by providing insight into the opinions and perspectives of Major League Baseball players. Specifically, the 2012 season of MLB Player Poll will educate young viewers on how the game of baseball is played and provide instructions regarding the techniques that successful players use. The show will also glean insight into players' preferences in areas outside of baseball with topics like "What Career Interests You After You Retire from Baseball?," or "What Is Your Favorite City To Play In?" or "What Player From History Would You Most Like To Watch/Play For/Play Against?" In addition, MLB Player Poll will provide examples of healthy debate, expressing an opinion using supporting evidence and analyzing statistics to confirm or refute a previous held belief. The results of the poll question that will serve as the heart of each episode will be represented graphically using traditional charts and graphs in a manner designed to help teenagers process similar information they will encounter in newspapers, magazines and textbooks. Finally, the emphasis on physical education in each episode of MLB Player Poll will inspire young viewers to get off the couch, go outside and exercise. MLB Productions, with continued guidance and advice from NASPE (National Association for Sport and Physical Education), will strive to make every episode of MLB Player Poll meet the FCC's E/I standards for young adult programming. The program is regularly scheduled and airs between the hours of 7:00 am and 10:00 pm |

Certification

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

Attachments

No Attachments.