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# Children's Television Programming Report

FRN: **0022745715** | File Number: **CPR-118196** | Submit Date: **04/01/2011** | Call Sign: **KMTR** | Facility ID: **35189** | City:  
**EUGENE** | State: **OR**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**04/01/2011** | Filing Status: **Active**

Report reflects information for : **First Quarter of 2011**

General Information

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

**Applicant  
Information**

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

Applicant	Address	Phone	Email	Applicant Type

Contact  
Representatives  
(0)

Contact Name	Address	Phone	Email	Contact Type
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Children's  
Television  
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	NBC
	Nielsen DMA	Eugene
	Web Home Page Address	www.KMTR.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(20)

Digital Core Program (1 of 20)	Response
Program Title	Turbo Dogs
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:00AM 01/01/11-03/31/11
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Turbo Dogs is a show about six canine friends--Dash, GT, Clutch, Stinkbert, Strut, and Mags--who have their own distinct characteristics but share a common love of racing cars. The fastest dogs in Racerville, the turbo dogs often compete with one another in races. The dogs each have their own racers, which they maintain regularly, and that are equipped with individual GPS systems to help and guide them. Each story begins with one of the turbo dogs encountering a problem that must be resolved with preparing to compete. Usually, the turbo dog learns his/her lesson through experience and accountability for negative behavior. social-emotional messages about sportsmanship, teamwork, cooperation, and fairness developed in the story are emphasized in a separate tag at the end of each episode. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channels.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	Turbo Dogs
List date and time rescheduled	01/02/11 10:00AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-01-01
Episode #	01/01/11 TDO120
Reason for Preemption	Sports

Digital Core Program (2 of 20)	Response
Program Title	SHELLDON
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:30AM 01/01/11-03/31/11
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Sheldon" is an animated series about Sheldon, a school aged voka shell mollusk who lives with the adoptive family, the Clams, in an undersea community called Shell Land, which is populated by all sorts of sea species. sheldon and his best friends, Connie (a cowry shell mollusk) and Herman (a hermit crab) face a specific challenge in every episode of the show. The problem may be managing a bully, improving their grades, learning how to be altruistic, or protecting their environment from natural and man-made disasters. In all cases they rely on Dr. Shell, the most venerated intellectual and elder in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct socio-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell land and environmental conservation. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channels.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	SHELLDON
List date and time rescheduled	02/01/11 10:30AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-01-01
Episode #	01/01/11 SHL003
Reason for Preemption	Sports

Digital Core Program (3 of 20)	Response
Program Title	The Magic School Bus
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00AM 01/01/11-03/31/11
Total times aired at regularly scheduled time	12
Total times aired	1
Number of Preemptions	1

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Magic School Bus is based on series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channel.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	The Magic School Bus
List date and time rescheduled	01/02/11 11:00AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-01-01
Episode #	01/01/11 MSB110
Reason for Preemption	Sports

Digital Core Program (4 of 20)	Response
Program Title	BABAR



Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:30AM 01/01/11-03/31/11
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	BABAR, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channels.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	BABAR
List date and time rescheduled	01/02/11 11:30AM
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-01-01
Episode #	01/01/11 BAR201
Reason for Preemption	Sports

Digital Core Program (5 of 20)	Response
Program Title	Willa's Wild Life
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:00AM 01/01/11-03/31/11
Total times aired at regularly scheduled time	8
Total times aired	13
Number of Preemptions	5
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	5
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Willa's Wild Life" is a new animated series centered on a six-year-old girl, and her menagerie of animals. Willa's Wild Life lives at home with her father and pets - an elephantk a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa's Wild Life faces a challenge at home, in school or in her neighbouhood. With her animals and best friend Dooley as key elements of her team, Willa's Wild Life works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa's Wild Life figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa's Wild Life finds a way to analyze her situation and learn from experience. This program meets the definition of "core programming" because it serves the educational and informational needs of chilren 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channels.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Preemption Programs #1

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	02/13/11 3:00PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-02-12
Episode #	02/12/11 WIL012
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	03/05/11 3:00PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-03-05
Episode #	03/05/11 WIL005
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	01/02/11 12:00PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-01-01
Episode #	01/01/11 WIL013
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
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Title of Program	Willa's Wild Life
List date and time rescheduled	01/09/11 9:30AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-01-08
Episode #	01/08/11 WIL002
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Willa's Wild Life
List date and time rescheduled	03/12/11 3:00PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-03-12
Episode #	03/12/11 WIL008
Reason for Preemption	Sports

Digital Core Program (6 of 20)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:00AM 01/01/11-02/18/11
Total times aired at regularly scheduled time	7
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	6 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known a Botties. Ech 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 is's a good vs. evil world amd Connor and the Botties learn lessons of right and wrong, teamwork, courage and 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 learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perserverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr K. and his evil schemes. This program meets the definition of "core programming" because it serves the educational and informational needs of chilren 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (7 of 20)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:30AM 01/01/11-02/18/11
Total times aired at regularly scheduled time	7
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known a Botties. Ech 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 is's a good vs. evil world amd Connor and the Botties learn lessons of right and wrong, teamwork, courage and 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 learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perserverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr K. and his evil schemes. This program meets the definition of "core programming" because it serves the educational and informational needs of chilren 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 20)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12:00PM 01/01/11-03/31/11
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 20)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12:30PM 01/01/11-03/31/11
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 20)	Response
Program Title	Made In Hollywood: Teen Edition
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 11:00AM 01/01/11-03/25/11
Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0



Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made In Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13-to 16-year-old- viewers so they can "explore and learn about the technical, artistic, craative, business, and administrative careers that are a part of the motion picture, television, music video,and home entertainment industries" (Berry & O'Neil, 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. This program meets the definition of "core programming" because it serves the educational and informational needs of chilren 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

<b>Digital Core Program (11 of 20)</b>	<b>Response</b>
Program Title	Made In Hollywood: Teen Edition
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 11:30AM 01/01/11-03/25/11
Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made In Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13-to 16-year-old- viewers so they can "explore and learn about the technical, artistic, craative, business, and administrative careers that are a part of the motion picture, television, music video,and home entertainment industries" (Berry & O'Neil, 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. This program meets the definition of "core programming" because it serves the educational and informational needs of chilren 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (12 of 20)	Response
Program Title	Pearlie
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:30AM 01/01/11-03/31/11
Total times aired at regularly scheduled time	8
Total times aired	13
Number of Preemptions	5

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	5
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Pearlie is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience withing the 4-8 year old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through the plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. This program meets the definition of "core programming" because it serves the educational and informational needs of chilren 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channel.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

#### Digital Preemption Programs #1

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	03/12/11 3:30PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-03-12
Episode #	03/12/11 PEA103
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Pearlie

List date and time rescheduled	01/02/11 12:30PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-01-01
Episode #	01/01/11 PEA111
Reason for Preemption	Sports

### Digital Preemption Programs #3

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	01/09/11 10:00AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-01-08
Episode #	01/08/11 PEA105
Reason for Preemption	Sports

### Digital Preemption Programs #4

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	02/13/11 3:30PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-02-12
Episode #	02/12/11 PEA109
Reason for Preemption	Sports

### Digital Preemption Programs #5

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	03/05/11 3:30PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2011-03-05
Episode #	03/05/11 PEA107
Reason for Preemption	Sports

<div> <div>Digital Core</div> <div>Program (13 of 20)</div> </div> <div>Response</div>
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Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12:00PM 01/01/11-03/25/11
Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (14 of 20)	Response
Program Title	Edgemont

Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12:30PM 01/01/11-03/25/11
Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

<b>Digital Core Program (15 of 20)</b>	
	Response
Program Title	Edgemont
Origination	Network

Days/Times Program Regularly Scheduled	Sunday 11:00AM 03/27/11-03/31/11
Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

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

Days/Times Program Regularly Scheduled	Sunday 11:30AM 03/27/11-03/31/11
Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (17 of 20)	Response
Program Title	Made In Hollywood: Teen Edition
Origination	Network



Days/Times Program Regularly Scheduled	Saturday 12:00PM 03/26/11-03/31/11
Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made In Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13-to 16-year-old- viewers so they can "explore and learn about the technical, artistic, craative, business, and administrative careers that are a part of the motion picture, television, music video,and home entertainment industries" (Berry & O'Neil, 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. This program meets the definition of "core programming" because it serves the educational and informational needs of chilren 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (18 of 20)	Response
Program Title	Made In Hollywood: Teen Edition
Origination	Network

Days/Times Program Regularly Scheduled	Saturday 12:30PM 03/26/11-03/31/11
Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made In Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13-to 16-year-old- viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neil, 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. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (19 of 20)	Response
Program Title	Magi-Nation
Origination	Network

Days/Times Program Regularly Scheduled	Saturday 7:00AM 02/19/11-03/31/11
Total times aired at regularly scheduled time	6
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context , many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving --how do kids get the "right" information and make proper use of it. What questions could be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony Edyn and Strag are parsented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. 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. This program meets the definition of "core programming" because it serves the educational and informational needs of children 7 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.</p>

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (20 of 20)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:30AM 02/19/11-03/31/11
Total times aired at regularly scheduled time	6
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context , many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving --how do kids get the "right" information and make proper use of it. What questions could be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony Edyn and Strag are parsented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. 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. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Non-Core  
Educational and  
Informational  
Programming (0)

**Sponsored Core  
Programming (0)**

Liaison Contact

Question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?	Yes
Name of children's programming liaison	CAMBRA WARD
Address	KMTR 3825 INTERNATIONAL COURT
City	SPRINGFIELD
State	OR
Zip	97477
Telephone Number	541-746-1600
Email Address	CAMBRAWARD@KMTR.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 More You Know's website ( <a href="http://www.nbc.com/tmyk">www.nbc.com/tmyk</a> ) features scripts from the award-winning public service announcements, referral information for the organizations referenced in the PAS's, a general campaign overview, and educational materials produced in connection with NBC programming. The site also includes a list of the campaign's most recent accolades. KMTR's Chief Meterologist makes frequent visits to elementary classrooms talking about weather/television and speaks at career days at three Middle Schools in the area about his role as a weathercaster and other careers in television broadcasting.



Other Matters (14)

Other Matters (1 of 14)	Response
Program Title	Turbo Dogs
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:00AM 04/01/11-06/30/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Turbo Dogs is a show about six canine friends--Dash, GT, Clutch, Stinkbert, Strut, and Mags--who have their own distinct characteristics but share a common love of racing cars. The fastest dogs in Racerville, the turbo dogs often compete with one another in races. The dogs each have their own racers, which they maintain regularly, and that are equipped with individual GPS systems to help and guide them. Each story begins with one of the turbo dogs encountering a problem that must be resolved with preparing to compete. Usually, the turbo dog learns his/her lesson through experience and accountability for negative behavior. social-emotional messages about sportsmanship, teamwork, cooperation, and fairness developed in the story are emphasized in a separate tag at the end of each episode. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channels.

Other Matters (2 of 14)	Response
Program Title	Shelldon
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 8:30AM 04/01/11-06/30/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Shelldon" is an animated series about Shelldon, a school aged voka shell mollusk who lives with the adoptive family, the Clams, in an undersea community called Shell Land, which is populated by all sorts of sea species. shelldon and his best friends, Connie (a cowry shell mollusk) and Herman (a hermit crab) face a specific challenge in every episode of the show. The problem may be managing a bully, improving their grades, learning how to be altruistic, or protecting their environment from natural and man-made disasters. In all cases they rely on Dr. Shell, the most venerated intellectual and elder in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct socio-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell land and environmental conservation. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channels.
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Other Matters (3 of 14)	Response
Program Title	The Magic School Bus
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 9:00AM 04/01/11-06/30/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Magic School Bus is based on series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channel.

Other Matters (4 of 14)	Response
Program Title	Babar
Origination	Network

Days/Times Program Regularly Scheduled	Saturday 9:30AM 04/01/11-06/30/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	BABAR, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channels.

Other Matters (5 of 14)	Response
Program Title	Willa's Wild Life
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:00AM 04/01/11-06/30/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Willa's Wild Life" is a new animated series centered on a six-year-old girl, and her menagerie of animals. Willa's Wild Life lives at home with her father and pets - an elephantk a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa's Wild Life faces a challenge at home, in school or in her neighbouhood. With her animals and best friend Dooley as key elements of her team, Willa's Wild Life works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develope competence and become altruistic. With help from her animal friends, Willa's Wild Life figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa's Wild Life finds a way to analyze her situation and learn from experience. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channels.
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Other Matters (6 of 14)	Response
Program Title	Pearlie
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:30AM 04/01/11-06/30/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Pearlie is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience withing the 4-8 year old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through the plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our main digital channel.

Other Matters (7 of 14)	Response
Program Title	Magi-Nation
Origination	Network

Days/Times Program Regularly Scheduled	Saturday 7:00AM 04/01/11-06/30/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context , many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving --how do kids get the "right" information and make proper use of it. What questions could be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony Edyn and Strag are parsented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. 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. This program meets the definition of "core programming" because it serves the educational and informational needs of chilren 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.

Other Matters (8 of 14)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 7:30AM 04/01/11-06/30/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins

Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context , many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving --how do kids get the "right" information and make proper use of it. What questions could be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony Edyn and Strag are parsented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. 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. This program meets the definition of "core programming" because it serves the educational and informational needs of chilren 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.</p>

Other Matters (9 of 14)	Response
Program Title	Made In Hollywood: Teen Edition
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12:00PM 04/01/11-06/30/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>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, craative, business, and administrative careers that are a part of the motion picture, television, music video,and home entertainment industries" (Berry &amp; O'Neil, 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. This program meets the definition of "core programming" because it serves the educational and informational needs of chilren 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.</p>
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Other Matters (10 of 14)	Response
Program Title	Made In Hollywook: Teen Editiion
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12:30PM 04/01/11-06/30/11
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>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, craative, business, and administrative careers that are a part of the motion picture, television, music video,and home entertainment industries" (Berry &amp; O'Neil, 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. This program meets the definition of "core programming" because it serves the educational and informational needs of chilren 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.</p>

Other Matters (11 of 14)	Response
Program Title	Edgemont
Origination	Network

Days/Times Program Regularly Scheduled	Sunday 11:00AM 04/01/11-06/30/11
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.	Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.

Other Matters (12 of 14)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 11:30AM 04/01/11-06/30/11
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.	Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.
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Other Matters (13 of 14)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12:00PM 04/01/11-06/30/11
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.	Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.

Other Matters (14 of 14)	Response
Program Title	Edgemont
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 12:30PM 04/01/11-06/30/11

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.	Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.

Certification

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

Attachments

No Attachments.