



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0005414867** | File Number: **0000009428** | Submit Date: **04/06/2016** | Call Sign: **WUVP-DT** | Facility ID: **60560** |
City: **VINELAND** | State: **NJ**
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Superceded** | Status Date:
04/06/2016 | Filing Status: **Inactive**

Report reflects information for : First Quarter of 2016

General Information

Section	Question	Response
Attachments	Are attachments (other than associated schedules) being filed with this application?	No

Applicant
Information

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type
UNIVISION PHILADELPHIA LLC Doing Business As: UNIVISION PHILADELPHIA LLC	5999 CENTER DRIVE LOS ANGELES, CA 90045 United States	+1 (310) 348-3600	CWOOD@UNIVISION.NET	Company

Contact
Representatives
(1)

Contact Name	Address	Phone	Email	Contact Type
MACE J. ROSENSTEIN , ESQ . COVINGTON & BURLING LLP	ONE CITYCENTER 850 TENTH STREET, NW WASHINGTON, DC 20001 United States	+1 (202) 662- 5460	MROSENSTEIN@COV. COM	Legal Representative

Children's
Television
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	Univision
	Nielsen DMA	Philadelphia
	Web Home Page Address	

Digital Core
Programming

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	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	504.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	9.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core
Programs(15)

Digital Core Program (1 of 15)	Response
Program Title	Pocoyo (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:00AM
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.
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	Sesame Amigos (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:30AM

Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Sesame Amigos, is designed for Spanish-speaking families living in the U.S., where kids will learn with Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In each episode, kids will build their inner strength, develop their moral compass and learn important educational lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical shapes, good manners, good eating habits and they will dance. Young viewers will travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. They will also explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." Finally they'll laugh-out-loud with Cookie Monster, the star of "Cookie's Crumby Pictures," who proves that patience takes practice. Sesame Amigos will help kids grow smarter, stronger and kinder.
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	Mickey Mouse Clubhouse (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 9:00AM & 9:30AM

Total times aired at regularly scheduled time	26
Total times aired	26
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand.
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	Handy Manny (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00AM & 10:30AM
Total times aired at regularly scheduled time	26

Total times aired	26
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers!
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	Plaza Sesamo (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:00AM & 8:30AM
Total times aired at regularly scheduled time	26
Total times aired	26
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	2 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of Plaza Sesamo is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction.
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		Reino Animal (second digital stream)
Origination		Network
Days/Times Program Regularly Scheduled		SA, 9:00AM & 9:30AM
Total times aired at regularly scheduled time		26
Total times aired		26
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		0
Length of Program		30 mins
Age of Target Child Audience		13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Reino Animal educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time.
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	Aventura Animal (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00AM & 10:30AM
Total times aired at regularly scheduled time	26
Total times aired	26
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this program is to teach young children all there is to know about life science. Each episode tackles a dozen or more mind-blowing and interesting questions concerning animals and their habitat. The show is a standard question and answer format to help test how much young people really know. The investigation of the answers takes viewers on a fast-paced and entertaining tour of the amazing animal kingdom. The show explains every answer so that young viewers are able to retain and understand the information provided.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 15)		Response
Program Title	Curiosity Quest (third digital stream)	
Origination	Network	
Days/Times Program Regularly Scheduled	FRI, 10:00AM & 10:30AM	
Total times aired at regularly scheduled time	26	
Total times aired	26	
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled	0	
Length of Program	30 mins	
Age of Target Child Audience	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Curiosity Quest is an upbeat, family, educational program that explores what viewers are curious. In each show, host Joel Greene ventures on a quest to answer viewer's letters of curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration they learn about recycling, bird training, farming, science, and the environment. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. The series educates and informs youngsters about everything they are curious about and encourages them to continue to learn and be creative.	
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	Real Life 101 (third digital stream)	
Origination	Network	
Days/Times Program Regularly Scheduled	FRI, 11:00AM	

Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this half-hour program is to showcase the many career choices young viewers may contemplate for the future. The show is conducted by three young hosts whom in each episode feature an adult who describes what his or her daily job responsibilities entail. Viewers are given up to date information on various careers based upon real life experiences. This program promotes education as a key element to success and challenges viewers to prepare for the future at an early age.
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	Awesome Adventures (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 11:30AM
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Awesome Adventures educates young viewers about the many diverse places around the world. The young host travel on incredible journeys all over the world, exploring the geographical elements, the languages, the natural resources, historic facts and the cultures. The destinations and activities explored are diverse, from ice climbing the glaciers in Iceland to trekking next to lava in the Hawaiian Islands.
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	Aqua Kids Adventures (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 12:00PM & 12:30PM
Total times aired at regularly scheduled time	26
Total times aired	26
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids Adventures provides CORE programming in the area of biology and specifically the ecosystem related to the ocean, its tributaries and estuaries. Children can learn about the resources of the oceans and how protection of oceans is necessary to present and future generations. Not only does the show teach biological topics, but it aims to enrich children's lives by making them aware of future generations, the role they play now, and for generations into the future, with the biggest ecosystem on earth-the oceans. Each episode provides information related to a specific topic and gives an educational approach to understand the topic related to the entire ecosystem of the Earth. Aqua Kids Adventures provides kids with a way to learn about the diversity of marine animals around the world and the importance of preserving their fragile aquatic habitats. Through the use of hands-on collaboration between kids and science researchers and educators, Aqua Kids Adventures encourages children to take an active role in protecting the future of their communities and the world.

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	Awesome Adventures (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00AM & 11:30AM
Total times aired at regularly scheduled time	26
Total times aired	26
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Awesome Adventures educates young viewers about the many diverse places around the world. The young host travel on incredible journeys all over the world, exploring the geographical elements, the languages, the natural resources, historic facts and the cultures. The destinations and activities explored are diverse, from ice climbing the glaciers in Iceland to trekking next to lava in the Hawaiian Islands.
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	Live Life and Win (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:30AM & SU 10:00AM
Total times aired at regularly scheduled time	26

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

Digital Core Program (14 of 15)	Response
Program Title	Animal Atlas (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 11:00AM
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Real Winning Edge is a weekly half-hour television series that highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 15)	Response
Program Title	The Real Winning Edge (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SU, 10:30AM
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Real Winning Edge is a weekly half-hour television series that highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

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	Jose Irizarry
Address	4449 N. Delsea Dr.
City	Newfield
State	NJ
Zip	08344
Telephone Number	(856) 691-6565
Email Address	univisioneiprogramming@univision.net
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.	On the station's second digital stream on Saturday, February 13, Univision Network preempted E/I core programs Mickey Mouse Clubhouse and Handy Manny for the breaking news coverage of Pope Francis' historic trip to Mexico. Out of an abundance of caution, the Network aired additional episodes of Sesame Amigos and Handy Manny on March 26 and March 27, and these airings are listed as non-core offerings in this 1st Quarter report.

Other Matters (15)

Other Matters (1 of 15)	Response
Program Title	Pocoyo (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.

Other Matters (2 of 15)	Response
Program Title	Sesame Amigos (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Sesame Amigos, is designed for Spanish-speaking families living in the U.S., where kids will learn with Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In each episode, kids will build their inner strength, develop their moral compass and learn important educational lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical shapes, good manners, good eating habits and they will dance. Young viewers will travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. They will also explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." Finally they'll laugh-out-loud with Cookie Monster, the star of "Cookie's Crumby Pictures," who proves that patience takes practice. Sesame Amigos will help kids grow smarter, stronger and kinder.

Other Matters (3 of 15)	Response
Program Title	Mickey Mouse Clubhouse (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 9:00AM & 9:30AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand.

Other Matters (4 of 15)	Response
Program Title	Handy Manny (main digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00AM & 10:30AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years

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

Other Matters (5 of 15)	Response
Program Title	Plaza Sesamo (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:00AM & 8:30AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	2 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of Plaza Sesamo is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction.

Other Matters (6 of 15)	Response
Program Title	Reino Animal (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 9:00AM & 9:30AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

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

Other Matters (7 of 15)	Response
Program Title	Aventura Animal (second digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00AM & 10:30AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this program is to teach young children all there is to know about life science. Each episode tackles a dozen or more mind-blowing and interesting questions concerning animals and their habitat. The show is a standard question and answer format to help test how much young people really know. The investigation of the answers takes viewers on a fast-paced and entertaining tour of the amazing animal kingdom. The show explains every answer so that young viewers are able to retain and understand the information provided.

Other Matters (8 of 15)	Response
Program Title	Curiosity Quest (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 10:00AM & 10:30AM
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.	Curiosity Quest is an upbeat, family, educational program that explores what viewers are curious. In each show, host Joel Greene ventures on a quest to answer viewer's letters of curiosity. Each quest takes the audience on location for an unscripted, hands-on, educational exploration they learn about recycling, bird training, farming, science, and the environment. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. The series educates and informs youngsters about everything they are curious about and encourages them to continue to learn and be creative.
--	--

Other Matters (9 of 15)	Response
Program Title	Real Life 101 (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 11:00AM
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.	A significant purpose and key educational objective of this half-hour program is to showcase the many career choices young viewers may contemplate for the future. The show is conducted by three young hosts whom in each episode feature an adult who describes what his or her daily job responsibilities entailed. Viewers are given up to date information on various careers based upon real life experiences. This program promotes education as a key element to success and challenges viewers to prepare for the future at an early age.

Other Matters (10 of 15)	Response
Program Title	Awesome Adventures (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 11:30AM
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.	Awesome Adventures educates young viewers about the many diverse places around the world. The young host travel on incredible journeys all over the world, exploring the geographical elements, the languages, the natural resources, historic facts and the cultures. The destinations and activities explored are diverse, from ice climbing the glaciers in Iceland to trekking next to lava in the Hawaiian Islands.

Other Matters (11 of 15)	Response
--------------------------	----------

Program Title	Aqua Kids Adventures (third digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 12:00PM & 12:30PM
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.	Aqua Kids Adventures provides CORE programming in the area of biology and specifically the ecosystem related to the ocean, its tributaries and estuaries. Children can learn about the resources of the oceans and how protection of oceans is necessary to present and future generations. Not only does the show teach biological topics, but it aims to enrich children's lives by making them aware of future generations, the role they play now, and for generations into the future, with the biggest ecosystem on earth-the oceans. Each episode provides information related to a specific topic and gives an educational approach to understand the topic related to the entire ecosystem of the Earth. Aqua Kids Adventures provides kids with a way to learn about the diversity of marine animals around the world and the importance of preserving their fragile aquatic habitats. Through the use of hands-on collaboration between kids and science researchers and educators, Aqua Kids Adventures encourages children to take an active role in protecting the future of their communities and the world.

Other Matters (12 of 15)	Response
Program Title	Awesome Adventures (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00AM & 11:30AM
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.	Awesome Adventures educates young viewers about the many diverse places around the world. The young host travel on incredible journeys all over the world, exploring the geographical elements, the languages, the natural resources, historic facts and the cultures. The destinations and activities explored are diverse, from ice climbing the glaciers in Iceland to trekking next to lava in the Hawaiian Islands.

Other Matters (13 of 15)	Response
Program Title	Live Life and Win (fourth digital stream)
Origination	Network

Days/Times Program Regularly Scheduled	SA, 10:30AM & SU, 10:00AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Live Life and Win highlights inspirational teen success stories with segments featuring extraordinary teens, breaking barriers, giving back, and nutrition & exercise with a focus on the arts, school, sports, community and teen entrepreneurship. This program helps teens discover and learn strategies and attributes to achieve personal dreams, explore volunteerism as an opportunity to build character and uncover personal passions, and gain knowledge about life skills necessary to live life and win.

Other Matters (14 of 15)	Response
Program Title	Animal Atlas (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SA, 11:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This half-hour program educates young viewers about the natural world in an entertaining way. Animals are portrayed in their natural environments allowing the show to illustrate key science concepts. Using examples from nature, the show teaches about the functions of the ecosystem, the elements of animal classification, how animals adapt to their environment, and other natural science concepts. The program also includes an interactive segment comprised of multiple choice questions about the animal world which lets viewers test their knowledge.

Other Matters (15 of 15)	Response
Program Title	The Real Winning Edge (fourth digital stream)
Origination	Network
Days/Times Program Regularly Scheduled	SU, 10:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Real Winning Edge is a weekly half-hour television series that highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16-year-olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message.
--	---

Certification

Question	Response
The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay. FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application. WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).	
I certify that this application includes all required and relevant attachments.	Yes
I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.	CHRISTOPHER G. WOOD SVP/ASSOC. GEN. COUN.- GOV. & REG. AFF. 04/06/2016

Attachments

No Attachments.