



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0005795067** File Number: **0000009547** Submit Date: **04/07/2016** Call Sign: **WFLD** Facility ID: **22211** City:

CHICAGO State: IL

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

04/07/2016 Filing Status: Active

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
FOX TELEVISION STATIONS, LLC Doing Business As: FOX TELEVISION STATIONS, LLC	Joseph M. Di Scipio c/o Fox Television Stations, LLC 400 N. CAPITOL STREET, NW SUITE 890 WASHINGTON, DC 20001 United States	+1 (202) 824-6522	JDISCIPIO@21CF. COM	Company

Contact Representatives (1)

Contact Name	Address	Phone	Email	Contact Type
Joseph M. Di Scipio Senior Vice President Legal and FCC Compliance Fox Television Stations, LLC	Joseph M. Di Scipio 400 North Capitol Street, NW Suite 890 Washington, DC 20001 United States	+1 (202) 824- 6522	jdiscipio@21cf. com	Legal Representative

Children's Television Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	FOX
	Nielsen DMA	Chicago
	Web Home Page Address	http://www.myfoxchicago.

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	0.0
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:	0.0
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(12)

Digital Core Program (1 of 12)	Response
Program Title	LIVE, LIFE & WIN-D1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 7-7:30AM (1/2/16-1/23/16)
Total times aired at regularly scheduled time	4
Total times aired	4
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 ARE INSPIRATIONAL SEGMENTS AND TEEN SUCCESS STORIES OF CHARACTER AND PERSONAL DETERMINATION IN THE ARTS, SCHOOL, SPORTS AND COMMUNITY; CONSIDERS TOPICS SUCH AS SOCIAL RESPONSIBILTY AND JUSTICE, PERSEVERENCE, LEADERSHIP, ACADEMIC ACHIEVEMENT, VOLUNTEERISM, AND LIFE SKILLS SUCH AS THE IMPORTANCE OF EXERCISE AND NUTRITION ALL SHOWING THE 13-16 YEAR OLD TEEN AUDIENCE HOW THEY CAN "LIVE, LIFE & WIN."
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 12)	Response
Program Title	THE REAL WINNING EDGE D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 7:30-8AM (1/2/16-1/23/16)

Total times aired at regularly scheduled time	4
Total times aired	4
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 SERIES SEEKS TO EXPOSE YOUTH TO OTHER YOUTH WHO HAVE CONSISTENTLY MADE THE BEHAVIORAL CHOICES THAT HAVE HELPED THEM TO HAVE A GREATER SENSE OF INTERNAL SIGNIFICANCE AND ACCEPTANCE, WHICH RESULTS IN A MORE SELF-DIRECTED, STABLE PERSONALITY. THEY ARE MORE ABLE TO NEGOTIATE THE "CHALLENGES" INHERENT IN LIFE. THE YOUTH WHO ARE CHOSEN TO BE PROFILED ON THE SERIES ARE CHOSEN FOR THEIR ADOPTION OF PRO-SOCIAL VALUES AND PRINCIPLES THAT HAVE BECOME THE ETHOS OF THEIR BEHAVIOR. THUS THE CHARACTERISTICS DEMONSTRATED BY THE STORIES OF THESE YOUTH GIVE RISE TO ADHERENCE TO THESE SOUND CHOICES THAT HAVE THEM "THE REAL WINNING EDGE" IN LIFE, SUCH AS THE FOLLOWING: 1) DISCOVERING WHERE THEIR TALENTS LIE, AND THEIR PURSUITS OF DEVELOPING THAT "GIFT", 2) DEVELOPING AN APPRECIATION FOR HONESTY AS A FUNDAMENTAL PART OF SOCIAL RESPONSIBILITY TO OTHER. YOUTH INTERVIEWS DEMONSTRATE A REAL SENSE OF COMPASSION AND CONCERN FOR OTHER PEOPLE NO MATTER WHAT THE PERSON'S STATION IN LIFE MIGHT BE; 3) DEVELOPING A SENSE OF SELF DISCIPLINE BY LEARNING TO BALANCE SCHOOL WORK WITH SOCIAL ACTIVITIES, FRIENDS AND DEVELOPING THEIR SENSE OF MISSION AND PURPOSE IN LIFE; 4) DEVELOPING A SENSE OF INTERNAL ACCEPTANCE THAT ALLOWS THEM TO STAND AGAINST ACTIVITIES THAT CAN HURT THEMSELVES AS WELL AS OTHERS, SUCH AS SUBSTANCE ABUSE, VIOLENCE, PROMISCUOUS SEX, ETC. THE REAL WINNING EDGE PROMOTES THE VALUES THROUGH THESE VERY ENGAGING POSITIVE YOUTH ROLE MODELS, WHO ARE INTRODUCED BY CELEBRITIES IN THE SAME TALENT FIELD AS THE YOUTH. THE CELEBRITIES REINFORCE THE VALUES BY CALLING ATTENTION TO THESE YOUTHS' QUALITIES AS THEY ARE EXHIBITED IN THE PROGRAM.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (3 of 12)

Response

Program Title	XPLORATION AWESOME PLANET D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 8-8:30AM (1/2/16-1/23/16)
Total times aired at regularly scheduled time	4
Total times aired	4
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.	Produced primarily for the 13-16 target audience, Xploration Awesome Planet will inspire and educate anyone interested in earth sciences. Our host, Philippe Cousteau, the grandson of legendary Jacques Cousteau, brings boundless energy to every location we visit. From magnificent mountains to violent volcanoes, this program takes an in-depth look at the unique and distinct features on planet Earth. We not only visit gigantic glaciers and behold their beauty but also discover why they formed, and how they shaped our landscape. Geological experts share their wisdom with Philippe, as we strive to understand places on the earth, inside the earth, and above the earth.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 12)	Response
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Program Title	XPLORATION OUTER SPACE D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 8:30-9AM (1/2/16-1/23/16)

Total times aired at regularly	4
scheduled time	
Total times aired	4
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.	This new half-hour weekly series produced for the 13-16 target audience will certainly attract viewers of all ages. Each week our host Emily Calandrelli will take viewers on incredible journeys through space that will both entertain and educate. Ever wonder what it would be like to live in space or on a different planet? Watch our host try to perform every day responsibilities while floating in zero gravity. Explore the challenge that come along with living on a different planet as our host lives like an astronaut in a Mars-like habitat. We will have episodes on space robotics, commercial space tourism, asteroids, and our search for life, among many others. When appropriate, the host will highlight NASA related programs and internships for young students that are relevant to the content we have shown.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 12)	Response
Program Title	XPLORATION EARTH 2050 D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 9-9:30AM (1/2/16-1/23/16)
Total times aired at regularly scheduled time	4

Total times aired	4
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.	What will the world look like in 2050? Where will advancements in science, technology, engineering and mathematics lead us? Xploration Earth 2050 strives to answer these questions and more with scientists, inventors, doctors, science fiction writers, and creative thinkers. This half hour weekly series, produced primarily for the 13-16 year old target audience will appeal to the whole family. Viewers will be taken on an educational adventure as the show tackles future challenges in everything from transportation to health care to the environment.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 12)	Response
Program Title	XPLORATION FABLAB D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 9:30-10AM (1/2/16-1/23/16)
Total times aired at regularly scheduled time	4
Total times aired	4
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.	Xploration FabLab brings the world of science, technology, and innovation to life. The series is designed be fast paced and exciting, with each episode consisting of multiple, short story segments based on a central topic. Featuring fun, young hosts that will keep the pace tight and energy high. Star power will be used to supercharge the storylines. Each episode will include a relevant celebrity with a science and tech background. All Xploration FabLab episodes will focus on a relevant global issue and what's being done solve it. Using real-live examples, FabLab will illustrate how all the STEM disciplines work together to improve our lives and make the world better. Xploration FabLab is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience interest in the field of STEM education Target age demographic is 13-16, although this series will certainly attract viewers of all ages.
Does the Licensee identify the program by displaying throughout the program the symbol E //?	Yes

Digital Core Program (7 of 12)	Response
Program Title	XPLORATION AWESOME PLANET D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 9-9:30AM (1/30/16-3/26/16)
Total times aired at regularly scheduled time	9
Total times aired	9
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.	Produced primarily for the 13-16 target audience, Xploration Awesome Planet will inspire and educate anyone interested in earth sciences. Our host, Philippe Cousteau, the grandson of legendary Jacques Cousteau, brings boundless energy to every location we visit. From magnificent mountains to violent volcanoes, this program takes an in-depth look at the unique and distinct features on planet Earth. We not only visit gigantic glaciers and behold their beauty but also discover why they formed, and how they shaped our landscape. Geological experts share their wisdom with Philippe, as we strive to understand places on the earth, inside the earth, and above the earth.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 12)	Response
Program Title	XPLORATION OUTER SPACE D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 9:30-10AM (1/30/16-3/26/16)
Total times aired at regularly scheduled time	9
Total times aired	9
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 This new half-hour weekly series produced for the 13-16 target audience will certainly attract viewers of all educational ages. Each week our host Emily Calandrelli will take viewers on incredible journeys through space that will and both entertain and educate. Ever wonder what it would be like to live in space or on a different planet? Watch our host try to perform every day responsibilities while floating in zero gravity. Explore the challenges informational objective of that come along with living on a different planet as our host lives like an astronaut in a Mars-like habitat. We will have episodes on space robotics, commercial space tourism, asteroids, and our search for life, among the program and how it many others. When appropriate, the host will highlight NASA related programs and internships for young students that are relevant to the content we have shown. meets the definition of Core Programming. Does the Yes Licensee identify the program by displaying throughout the program the symbol E

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Digital Core Program (9 of 12)	Response
Program Title	XPLORATION EARTH 2050 D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 10-10:30AM (1/30/16-3/26/16))
Total times aired at regularly scheduled time	9
Total times aired	9
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.	What will the world look like in 2050? Where will advancements in science, technology, engineering, and mathematics lead us? Xploration Earth 2050 strives to answer these questions and more with scientists, inventors, doctors, science fiction writers, and creative thinkers. This half hour weekly series, produced primarily for the 13-16 year old target audience will appeal to the whole family. Viewers will be taken on an educational adventure as the show tackles future challenges in everything from transportation to health care to the environment.

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Digital Core Program (10 of 12)	Response
Program Title	XPLORATION FABLAB D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 10:30-11AM (1/30/16-3/26/16)
Total times aired at regularly scheduled time	6
Total times aired	9
Number of Preemptions	3
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Xploration FabLab brings the world of science, technology, and innovation to life. The series is designed to be fast paced and exciting, with each episode consisting of multiple, short story segments based on a central topic. Featuring fun, young hosts that will keep the pace tight and energy high. Star power will be used to supercharge the storylines. Each episode will include a relevant celebrity with a science and tech background. All Xploration FabLab episodes will focus on a relevant global issue and what's being done to solve it. Using real-live examples, FabLab will illustrate how all the STEM disciplines work together to improve our lives and make the world better. Xploration FabLab is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience interest in the field of STEM education. Target age demographic is 13-16, although this series will certainly attract viewers of all ages.

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Digital Preemption Programs #1

Questions	Response
Title of Program	XPLORATION FABLAB D-1
List date and time rescheduled	02/14/2016 04:30 PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2016-02-14
Episode #	107
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	XPLORATION FABLAB D-1
List date and time rescheduled	02/21/2016 04:30 PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2016-02-21
Episode #	108
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	XPLORATION FABLAB D-1
List date and time rescheduled	03/06/2016 11:00 AM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2016-03-06
Episode #	110
Reason for Preemption	Sports

Digital Core Program (11 of 12)	Response
Program Title	LIVE, LIFE & WIN-D1

Origination	Syndicated
Days/Times Program Regularly Scheduled	SUNDAY'S 10-10:30AM (1/31/16-3/27/16)
Total times aired at regularly scheduled time	9
Total times aired	9
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 ARE INSPIRATIONAL SEGMENTS AND TEEN SUCCESS STORIES OF CHARACTER AND PERSONAL DETERMINATION IN THE ARTS, SCHOOL, SPORTS AND COMMUNITY; CONSIDERS TOPICS SUCH AS SOCIAL RESPONSIBILTY AND JUSTICE, PERSEVERENCE, LEADERSHIP, ACADEMIC ACHIEVEMENT, VOLUNTEERISM, AND LIFE SKILLS SUCH AS THE IMPORTANCE OF EXERCISE AND NUTRITION ALL SHOWING THE 13-16 YEAR OLD TEEN AUDIENCE HOW THEY CAN "LIVE, LIFE & WIN."
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 12)	Response
Program Title	THE REAL WINNING EDGE D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SUNDAY'S 10:30-11AM (1/31/16-3/27/16)
Total times aired at regularly scheduled time	8
Total times aired	9

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	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 SERIES SEEKS TO EXPOSE YOUTH TO OTHER YOUTH WHO HAVE CONSISTENTLY MADE THE BEHAVIORAL CHOICES THAT HAVE HELPED THEM TO HAVE A GREATER SENSE OF INTERNAL SIGNIFICANCE AND ACCEPTANCE, WHICH RESULTS IN A MORE SELF-DIRECTED, STABLE PERSONALITY. THEY ARE MORE ABLE TO NEGOTIATE THE "CHALLENGES" INHERENT IN LIFE. THE YOUTH WHO ARE CHOSEN TO BE PROFILED ON THE SERIES ARE CHOSEN FOR THEIR ADOPTION OF PRO-SOCIAL VALUES AND PRINCIPLES THAT HAVE BECOME THE ETHOS OF THEIR BEHAVIOR. THUS THE CHARACTERISTICS DEMONSTRATED BY THE STORIES OF THESE YOUTH GIVE RISE TO ADHERENCE TO THESE SOUND CHOICES THAT HAVE THEM "THE REAL WINNING EDGE" IN LIFE, SUCH AS THE FOLLOWING: 1) DISCOVERING WHERE THEIR TALENTS LIE, AND THEIR PURSUITS OF DEVELOPING THAT "GIFT", 2) DEVELOPING AN APPRECIATION FOR HONESTY AS A FUNDAMENTAL PART OF SOCIAL RESPONSIBILITY TO OTHER. YOUTH INTERVIEWS DEMONSTRATE A REAL SENSE OF COMPASSION AND CONCERN FOR OTHER PEOPLE NO MATTER WHAT THE PERSON'S STATION IN LIFE MIGHT BE; 3) DEVELOPING A SENSE OF SELF DISCIPLINE BY LEARNING TO BALANCE SCHOOL WORK WITH SOCIAL ACTIVITIES, FRIENDS AND DEVELOPING THEIR SENSE OF MISSION AND PURPOSE IN LIFE; 4) DEVELOPING A SENSE OF INTERNAL ACCEPTANCE THAT ALLOWS THEM TO STAND AGAINST ACTIVITIES THAT CAN HURT THEMSELVES AS WELL AS OTHERS, SUCH AS SUBSTANCE ABUSE, VIOLENCE, PROMISCUOUS SEX, ETC. THE REAL WINNING EDGE PROMOTES THE VALUES THROUGH THESE VERY ENGAGING POSITIVE YOUTH ROLE MODELS, WHO ARE INTRODUCED BY CELEBRITIES IN THE SAME TALENT FIELD AS THE YOUTH. THE CELEBRITIES REINFORCE THE VALUES BY CALLING ATTENTION TO THESE YOUTHS' QUALITIES AS THEY ARE EXHIBITED IN THE PROGRAM.
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 REAL WINNING EDGE D-1
List date and time rescheduled	01/31/2016 01:30 PM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2016-01-31

Episode #	722
Reason for Preemption	Sports

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

Liaison Contact

Question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?	Yes
Name of children's programming liaison	TITO VELA
Address	205 N. MICHIGAN AVE.
City	CHICAGO
State	IL
Zip	60601
Telephone Number	(312) 565- 5623
Email Address	tito. vela@foxtv. com
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	

Other Matters (6)

Other Matters (1 of 6)	Response
Program Title	XPLORATION AWESOME PLANET D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 9-9:30AM (4/2/16-6/25/16))
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.	Produced primarily for the 13-16 target audience, Xploration Awesome Planet will inspire and educate anyone interested in earth sciences. Our host, Philippe Cousteau, the grandson of legendary Jacques Cousteau, brings boundless energy to every location we visit. From magnificent mountains to violent volcanoes, this program takes an in-depth look at the unique and distinct features on planet Earth. We not only visit gigantic glaciers and behold their beauty but also discover why they formed, and how they shaped our landscape. Geological experts share their wisdom with Philippe, as we strive to understand places on the earth, inside the earth, and above the earth

Other Matters (2 of 6)	Response
Program Title	XPLORATION OUTER SPACE D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 9:30-10AM (4/2/16-6/25/16))
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 new half-hour weekly series produced for the 13-16 target audience will certainly attract viewers of all ages. Each week our host Emily Calandrelli will take viewers on incredible journeys through space that will both entertain and educate. Ever wonder what it would be like to live in space or on a different planet? Watch our host try to perform every day responsibilities while floating in zero gravity. Explore the challenges that come along with living on a different planet as our host lives like an astronaut in a Mars-like habitat. We will have episodes on space robotics, commercial space tourism, asteroids, and our search for life, among many others. When appropriate, the host will highlight NASA related programs and internships for young students that are relevant to the content we have shown.

Other Matters (3 of 6)	Response
Program Title	XPLORATION EARTH 2050 D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 10-10:30AM (4/2/16-6/25/16)
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.	What will the world look like in 2050? Where will advancements in science, technology, engineering, and mathematics lead us? Xploration Earth 2050 strives to answer these questions and more with scientists, inventors, doctors, science fiction writers, and creative thinkers. This half hour weekly series, produced primarily for the 13-16 year old target audience will appeal to the whole family. Viewers will be taken on an educational adventure as the show tackles future challenges in everything from transportation to health care to the environment.

Other Matters (4 of 6)	Response
Program Title	XPLORATION FABLAB D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SATURDAY'S 10:30-11AM (4/2/16-6/25/16)
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.

Xploration FabLab brings the world of science, technology, and innovation to life. The series is designed to be fast paced and exciting, with each episode consisting of multiple, short-story segments based on a central topic. Featuring fun, young hosts that will keep the pace tight and energy high. Star power will be used to supercharge the storylines. Each episode will include a relevant celebrity with a science and tech background. All Xploration FabLab episodes will focus on a relevant global issue and what's being done to solve it. Using real-live examples, FabLab will illustrate how all the STEM disciplines work together to improve our lives and make the world better. Xploration FabLab is a half-hour weekly E/I series produced with the intention of increasing and expanding our target audience' interest in the field of STEM education. Target age demographic is 13-to-16, although this series will certainly attract viewers of all ages.

Other Matters (5 of 6)	Response
Program Title	LIVE, LIFE & WIN D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SUNDAY'S 10-10:30AM (4/3/16-6/26/16)
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.	LIVE, LIFE AND WIN ARE INSPIRATIONAL SEGMENTS AND TEEN SUCCESS STORIES OF CHARACTER AND PERSONAL DETERMINATION IN THE ARTS, SCHOOL, SPORTS AND COMMUNITY; CONSIDERS TOPICS SUCH AS SOCIAL RESPONSIBILTY AND JUSTICE, PERSEVERENCE, LEADERSHIP, ACADEMIC ACHIEVEMENT, VOLUNTEERISM, AND LIFE SKILLS SUCH AS THE IMPORTANCE OF EXERCISE AND NUTRITION ALL SHOWING THE 13-16 YEAR OLD TEEN AUDIENCE HOW THEY CAN "LIVE, LIFE & WIN."

Other Matters (6 of 6)	Response
Program Title	THE REAL WINNING EDGE D-1
Origination	Syndicated
Days/Times Program Regularly Scheduled	SUNDAY'S 10:30-11AM (4/3/16-6/26/16)
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 SERIES SEEKS TO EXPOSE YOUTH TO OTHER YOUTH WHO HAVE CONSISTENTLY MADE THE BEHAVIORAL CHOICES THAT HAVE HELPED THEM TO HAVE A GREATER SENSE OF INTERNAL SIGNIFICANCE AND ACCEPTANCE, WHICH RESULTS IN A MORE SELF-DIRECTED, STABLE PERSONALITY. THEY ARE MORE ABLE TO NEGOTIATE THE "CHALLENGES" INHERENT IN LIFE. THE YOUTH WHO ARE CHOSEN TO BE PROFILED ON THE SERIES ARE CHOSEN FOR THEIR ADOPTION OF PRO-SOCIAL VALUES AND PRINCIPLES THAT HAVE BECOME THE ETHOS OF THEIR BEHAVIOR. THUS THE CHARACTERISTICS DEMONSTRATED BY THE STORIES OF THESE YOUTH GIVE RISE TO ADHERENCE TO THESE SOUND CHOICES THAT HAVE THEM "THE REAL WINNING EDGE" IN LIFE, SUCH AS THE FOLLOWING: 1) DISCOVERING WHERE THEIR TALENTS LIE, AND THEIR PURSUITS OF DEVELOPING THAT "GIFT", 2) DEVELOPING AN APPRECIATION FOR HONESTY AS A FUNDAMENTAL PART OF SOCIAL RESPONSIBILITY TO OTHER. YOUTH INTERVIEWS DEMONSTRATE A REAL SENSE OF COMPASSION AND CONCERN FOR OTHER PEOPLE NO MATTER WHAT THE PERSON'S STATION IN LIFE MIGHT BE; 3) DEVELOPING A SENSE OF SELF DISCIPLINE BY LEARNING TO BALANCE SCHOOL WORK WITH SOCIAL ACTIVITIES, FRIENDS AND DEVELOPING THEIR SENSE OF MISSION AND PURPOSE IN LIFE; 4) DEVELOPING A SENSE OF INTERNAL ACCEPTANCE THAT ALLOWS THEM TO STAND AGAINST ACTIVITIES THAT CAN HURT THEMSELVES AS WELL AS OTHERS, SUCH AS SUBSTANCE ABUSE, VIOLENCE, PROMISCUOUS SEX, ETC. THE REAL WINNING EDGE PROMOTES THE VALUES THROUGH THESE VERY ENGAGING POSITIVE YOUTH ROLE MODELS, WHO ARE INTRODUCED BY CELEBRITIES IN THE SAME TALENT FIELD AS THE YOUTH. THE CELEBRITIES REINFORCE THE VALUES BY CALLING ATTENTION TO THESE YOUTHS' QUALITIES AS THEY ARE EXHIBITED IN THE PROGRAM.

Certification

Question Response

The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.

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

Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.

WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).

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

Yes

I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above. DENNIS WELSH

VP /GENERAL MANAGER

04/07/2016

Attachments

No Attachments.