

# Children's Television Programming Report

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 Submit Date:
 04/03/2017
 Call Sign:
 KLUZ-TV
 Facility ID:
 35084

 City:
 ALBUQUERQUE
 State:
 NM

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

 04/05/2017
 Filing Status:
 Inactive
 Status
 Status
 Status

# **Report reflects information for : First Quarter of 2017**

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

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

## Applicant Information

| Applicant                    | Address   | Phone                 | Email                       | Applicant<br>Type |
|------------------------------|---|-----------------------|-----------------------------|-------------------|
| ENTRAVISION HOLDINGS,<br>LLC | Mark Boelke<br>2425 OLYMPIC<br>BOULEVARD<br>SUITE 6000 WEST<br>SANTA MONICA, CA<br>90404<br>United States | +1 (310) 447-<br>3870 | mboelke@entravision.<br>com | Company           |

| Contact                | Contact Name  | Address   | Phone                | Email                                   | Contact Type                |
|------------------------|---|---|----------------------|---|-----------------------------|
| Representatives<br>(2) | MANUEL CAVAZOS , III .<br>DIRECTOR OF ENGINEERING<br>ENTRAVISION<br>COMMUNICATIONS<br>CORPORATION | 801 N.<br>JACKSON<br>MCALLEN, TX<br>78501<br>United States                      | +1 (956)<br>687-4848 | SCAVAZOS@ENTRAVISION.<br>COM            | Technical<br>Representative |
|                        | BARRY A. FRIEDMAN<br>THOMPSON HINE LLP  | SUITE 800<br>1920 N<br>STREET, N.W.<br>WASHINGTON,<br>DC 20036<br>United States | +1 (202)<br>331-8800 | BARRY.<br>FRIEDMAN@THOMPSONHINE.<br>COM | Legal<br>Representative     |

| Children's                | Section  | Question   | esponse                               |  |
|---------------------------|--|--|---------------------------------------|--|
| Television<br>Information | Station Type   | Station Type N   | letwork Affiliation                   |  |
|                           |  | Affiliated network U   | INIVISION                             |  |
|                           |  | Nielsen DMA A  | lbuquerque-Santa Fe                   |  |
|                           |  |  | ttps://noticiasya.com/nuev<br>nexico/ |  |
|                           |  |  |                                       |  |
| Digital Core              | Question   |  | Respon                                |  |
| Programming               | State the average number of hours of Core Programming per week broadcast by the station on its main program stream |  |                                       |  |
|                           | -  | 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 |                                       |  |
|                           | State the average num  | ber of hours per week of Core Programming broadcast by the station on oth  | ner than its 6.5                      |  |

main program stream. See 47 C.F.R. Section 73.671:

Does the Licensee provide information identifying each Core Program aired on its station, including an indication Yes of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?

Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional Yes 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?

# Digital Core Programs(17)

| Digital Core Program<br>(1 of 17)   | Response  |
|---|---|
| Program Title   | Росоуо  |
| Origination   | Network   |
| Days/Times Program<br>Regularly Scheduled   | SA, 07:00 AM  |
| Total times aired at regularly scheduled time   | 12  |
| Total times aired   | 12  |
| Number of<br>Preemptions  | 0   |
| Number of<br>Preemptions for<br>other than Breaking<br>News   | 0   |
| Number of<br>Preemptions<br>Rescheduled   | 0   |
| Length of Program   | 30 mins   |
| Age of Target Child<br>Audience   | 2 years to 4 years  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how it<br>meets the definition<br>of Core<br>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<br>identify the program<br>by displaying<br>throughout the<br>program the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (2 of<br>17)            | Response      |
|---|---------------|
| Program Title                                   | Sesame Amigos |
| Origination                                     | Network       |
| Days/Times<br>Program<br>Regularly<br>Scheduled | SA, 07:30 AM  |

|  | Total times<br>aired at<br>regularly<br>scheduled<br>time  | 12   |
|--|--|--|
|  | Total times aired  | 12   |
|  | Number of<br>Preemptions   | 0  |
|  | Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
|  | Number of<br>Preemptions<br>Rescheduled  | 0  |
|  | Length of<br>Program   | 30 mins  |
|  | Age of Target<br>Child<br>Audience   | 2 years to 4 years   |
|  | Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Sesame Amigos, is designed specifically for Spanish-speaking families living in the U.S., where kids will learn and play along with Elmo, Cookie Monster, and lots of new friends. In each show, kids will play learning games and get up and dance with Elmo, who encourages kids to participate throughout the show. They'll travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. Next they'll 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<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |
|  |  |  |

| Digital Core<br>Program (3 of                   |                         |
|---|-------------------------|
| 17)   | Response                |
| Program Title                                   | Mickey Mouse Clubhouse  |
| Origination                                     | Network                 |
| Days/Times<br>Program<br>Regularly<br>Scheduled | SA, 08:00 AM & 08:30 AM |

| Total times<br>aired at<br>regularly<br>scheduled time   | 24  |
|--|---|
| Total times<br>aired   | 24  |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking News  |   |
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child Audience  | 3 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Micky<br>and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help<br>the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical<br>skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working<br>together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to<br>be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and<br>music to keep viewers interested and invested in helping Micky and friends solve the problems at hand. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                       | Yes   |

| Digital Core<br>Program (4<br>of 17)                      | Response                |
|---|-------------------------|
| Program Title   | Handy Manny             |
| Origination   | Network                 |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | SA, 09:00 AM & 09:30 AM |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 24                      |

| Total times aired  | 24   |
|--|--|
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 0  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 3 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>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 toolsa 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<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core Program (5 of 17)                     | Response      |
|--|---------------|
| Program Title                                      | Animal Rescue |
| Origination  | Syndicated    |
| Days/Times Program<br>Regularly Scheduled          | MO, 08:00 AM  |
| 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<br>Rescheduled               | 0             |

| Length of Program  | 30 mins  |
|--|--|
| Age of Target Child<br>Audience  | 13 years to 16 years   |
| Describe the educational<br>and informational objective<br>of the program and how it<br>meets the definition of Core<br>Programming. | Animal Rescue showcase spectacular rescues of all types of animals and focuses on the work of dedicated individuals who treat the various creatures of the animal kingdom. All stories are authentic and contain actual video of rescues. It contains safety tips and real life in-the field experiences of professional and ordinary people taking care of, treating and helping various animals. |
| Does the Licensee identify<br>the program by displaying<br>throughout the program the<br>symbol E/I?                                 | Yes  |

| Digital Core Program (6 of 17)  | Response   |
|---|--|
| Program Title   | Biz Kids   |
| Origination   | Syndicated   |
| Days/Times Program Regularly<br>Scheduled   | TU, 08:00 AM   |
| 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<br>informational objective of the<br>program and how it meets the<br>definition of Core Programming. | Biz Kid is an educational television show that teaches financial education and<br>entrepreneurship to a preteen audience. It uses sketch comedy and young actors te<br>explain basic economic concepts.[1] Its motto is "Where kids teach kids about<br>money and business |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                                       | Yes  |

| Digital Core Program<br>(7 of 17)             | Response     |
|---|--------------|
| Program Title                                 | Dragonfly TV |
| Origination                                   | Syndicated   |
| Days/Times Program<br>Regularly Scheduled     | WE, 08:00 AM |
| Total times aired at regularly scheduled time | 13           |
| Total times aired                             | 13           |
| Number of Preemptions                         | 0            |

| Number of Preemptions<br>for other than Breaking<br>News  |   |
|---|---|
| Number of Preemptions<br>Rescheduled  | 0   |
| Length of Program   | 30 mins   |
| Age of Target Child<br>Audience   | 13 years to 16 years  |
| Describe the<br>educational and<br>informational objective<br>of the program and how<br>it meets the definition of<br>Core Programming. | Dragonfly TV highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own |
| Does the Licensee<br>identify the program by<br>displaying throughout<br>the program the symbol<br>E/I?                                 | Yes   |

| Digital Core<br>Program (8<br>of 17)                           | Response             |
|--|----------------------|
| Program Title  | Think Big            |
| Origination  | Syndicated           |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | TH, 08:00 AM         |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 13                   |
| Total times aired  | 13                   |
| Number of<br>Preemptions                                       | 0                    |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News | 0                    |
| Number of<br>Preemptions<br>Rescheduled                        | 0                    |
| Length of<br>Program   | 30 mins              |
| Age of<br>Target Child<br>Audience                             | 13 years to 16 years |

Think Big features top kid inventors who face off against each other in an Invent-Off to see who can come up with the most innovative and creative invention. Each episode is set in the Think Tank, a studio filled top to bottom with art supplies and construction materials. two teams, each led by a Featured Inventor, brainstorm, choose materials, and then sketch, deisgn and build their idea. Once completed, the competing inventions are presented to a judge. The best invention wins bragging rights and the coveted Genius Cup. In Think Big, kids acquire and showcase their skills in creativity, science, innovation, marketing, design and teamwork. May the brightest mind win! Think Big is a kid-hosted entertaining series for young people following the world's most innovative kids as they create and invent new toys, games, learning tools, websites and new modes of transportation. some even start their own companies!

Describe the

educational

informational

objective of

the program

and how it

meets the

Core

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Programming.

and

Does the<br/>Licensee<br/>identify the<br/>program by<br/>displaying<br/>the program<br/>the symbol E<br/>/!?Yes

| Digital Core<br>Program (9 of<br>17)                        | Response             |
|---|----------------------|
| Program Title   | Dog Tales            |
| Origination   | Syndicated           |
| Days/Times<br>Program<br>Regularly<br>Scheduled             | FR, 08:00 AM         |
| Total times<br>aired at<br>regularly<br>scheduled time      | 13                   |
| Total times aired   | 13                   |
| Number of<br>Preemptions                                    | 0                    |
| Number of<br>Preemptions<br>for other than<br>Breaking News | 0                    |
| Number of<br>Preemptions<br>Rescheduled                     | 0                    |
| Length of<br>Program  | 30 mins              |
| Age of Target<br>Child Audience                             | 13 years to 16 years |

| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming. | Dog Tales is an educational/informational series showcasing all aspects of the canine world. The series, which is appropriate for family viewing and children, ages 13-16 in particular, offering useful information on all kinds of dogs and the people who love them. The program also instructs young viewers on the proper care of pets and provides safety, health and training tips that are useful for all kinds of dogs. In addition to showcasing skilled and compassionate individuals helping dogs and dogs assisting people, the program emphasizes responsible pet ownership, compassion for all living creatures and promotes strong personal and community values, all in a manner that is as entertaining as it is informative. |
|---|---|
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                    | Yes   |

| Digital Core<br>Program (10 of 17)  | Response  |
|---|---|
| Program Title   | America's Heartland   |
| Origination   | Syndicated  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | SU, 08:00 AM  |
| Total times aired<br>at regularly<br>scheduled time   | 13  |
| Total times aired   | 13  |
| Number of<br>Preemptions  | 0   |
| Number of<br>Preemptions for<br>other than<br>Breaking News   | 0   |
| Number of<br>Preemptions<br>Rescheduled   | 0   |
| Length of Program   | 30 mins   |
| Age of Target<br>Child Audience   | 13 years to 16 years  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how<br>it meets the<br>definition of Core<br>Programming. | America's Heartland features everyday Americans and their families, telling fascinating stories ac<br>America's heartland. From learning how to make maple syrup to riding with teenage ranchers, this<br>series explores the various ways of life in the current United States, while showcasing the diversit<br>how people live and work. Each episode visits several locations and introduces teen viewers to<br>ordinary Americans who sometimes have extraordinary occupations. The series also highlights th<br>history of different regions of the country while providing important facts about each place visited. |

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

| Digital Core Program<br>(11 of 17)   | Response   |
|--|--|
| Program Title  | Donkey Ollie   |
| Origination  | Syndicated   |
| Days/Times Program<br>Regularly Scheduled  | SA, 07:00 AM   |
| Total times aired at regularly scheduled time  | 12   |
| Total times aired  | 12   |
| Number of Preemptions  | 0  |
| Number of<br>Preemptions for other<br>than Breaking News   | 0  |
| Number of<br>Preemptions<br>Rescheduled  | 0  |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience  | 3 years to 10 years  |
| Describe the<br>educational and<br>informational objective<br>of the program and<br>how it meets the<br>definition of Core<br>Programming. | The Donkey Ollie adventures are an exciting series of children half hour adventures beginning with Journey to Jerusalem ending with Circus Maximus. The stories chronicle the life of a young Ollie who learns courage and bravery through trials as he travels the ancient world. Whether rescuing children from slavery, saving helpless animals from cruel treatment or suffering under the hands of cruel tormentors, Donkey Ollie is an example of Faith and Love under pressure. |
| Does the Licensee<br>identify the program by<br>displaying throughout<br>the program the<br>symbol E/I?                                    | Yes  |

| Digital Core<br>Program (12<br>of 17)           | Response              |
|---|-----------------------|
| Program Title                                   | Dr. Wonder's Workshop |
| Origination                                     | Syndicated            |
| Days/Times<br>Program<br>Regularly<br>Scheduled | SA, 07:30 AM          |

| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 12  |
|--|---|
| Total times<br>aired   | 12  |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   | 0   |
| Number of<br>Preemptions<br>Rescheduled  | 0   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 5 years to 12 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The goal of Dr. Wonder's Workshop is to teach positive values and life skills to children, both deaf and hearing, and to show them how the Bible is relevant for their lives. Each episode has a theme, such as being fair, respecting others, trusting God, obedience, honesty and learning to share. The program is set in the small inventor's lab of Dr. Leward Wonder, a Christian Deaf engineer. The lab is just down the street from The Finger Food Cafe. Dr. Wonder and his team of highly creative deaf friends, including Pops (the animatronics puppet), create amazing inventions and, in the process, learn more about God and each other In addition to the scenes in the lab, each episode also has a Bible story, an object lesson, a segment called "Real Kids," where children answer questions related to the theme, and an original song written and produced by Marshall Lawrence of Silent Blessings and performed in ASL by the Ameslan Kids. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core Program (13 of<br>17)            | Response                      |
|---|-------------------------------|
| Program Title                                 | Adventures in Odyssey         |
| Origination                                   | Syndicated                    |
| Days/Times Program<br>Regularly Scheduled     | SA, 08:00 AM 1/7/17 - 1/28/17 |
| Total times aired at regularly scheduled time | 4                             |
| Total times aired                             | 4                             |

| Number of Preemptions  | 0   |
|--|---|
| Number of Preemptions for other than Breaking News   | 0   |
| Number of Preemptions<br>Rescheduled   | 0   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 3 years to 12 years   |
| Describe the educational<br>and informational objective<br>of the program and how it<br>meets the definition of Core<br>Programming. | An adventure in Odyssey presents exciting entertainment that brings moral and biblical principles to life. Set in the small town of Odyssey, the stories range from comedy to suspense, from romance to mystery. The show's memorable, fun characters and situations are designed to ignite the imaginations of tweens, while captivating the attention of the entire family. |
| Does the Licensee identify<br>the program by displaying<br>throughout the program the<br>symbol E/I?                                 | Yes   |

| Digital Core Program (14 of 17)   | Response  |
|---|---|
| Program Title   | Dooley & Pals                                   |
| Origination   | Syndicated                                      |
| Days/Times Program Regularly Scheduled  | SA, 08:00 AM 2/4/17-2/25/17                     |
| Total times aired at regularly scheduled time   | 8   |
| Total times aired   | 8   |
| Number of Preemptions   | 0   |
| Number of Preemptions for other than Breaking News  | 0   |
| Number of Preemptions Rescheduled   | 0   |
| Length of Program   | 30 mins   |
| Age of Target Child Audience  | 3 years to 12 years                             |
| Describe the educational and informational objective of the program                         | A unique childrens show built on the concept of |
| and how it meets the definition of Core Programming.  | education through entertainment and discovery   |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes   |

| Digital Core<br>Program (15 of 17)                  | Response            |
|---|---------------------|
| Program Title                                       | Miss Charitys Diner |
| Origination   | Syndicated          |
| Days/Times<br>Program Regularly<br>Scheduled        | SA, 08:30 AM        |
| Total times aired<br>at regularly<br>scheduled time | 12                  |

| Total times aired   | 12   |
|---|--|
| Number of<br>Preemptions  | 0  |
| Number of<br>Preemptions for<br>other than<br>Breaking News   | 0  |
| Number of<br>Preemptions<br>Rescheduled   | 0  |
| Length of Program   | 30 mins  |
| Age of Target<br>Child Audience   | 3 years to 10 years  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how<br>it meets the<br>definition of Core<br>Programming. | Faithville Gospelcast Productions is a non-profit charitable organization in the United States and Canada. Their office and studio facilities are located in Ontario. They produce family television and radio programming for children that entertains and educates. The goal is to assist parents, grandparents and educators in the development of children. The programs are designed to help the family instill good morals values, respect for one another and one's individual importance. The curriculum and programs always teach the golden rule "treat others as you would want them to treat you." |
| Does the Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes  |

| Digital Core<br>Program (16 of<br>17)                       | Response         |
|---|------------------|
| Program Title   | Friends & Heroes |
| Origination   | Syndicated       |
| Days/Times<br>Program<br>Regularly<br>Scheduled             | SA, 09:00 AM     |
| Total times aired<br>at regularly<br>scheduled time         | 12               |
| Total times aired   | 12               |
| Number of<br>Preemptions                                    | 0                |
| Number of<br>Preemptions for<br>other than<br>Breaking News | 0                |
| Number of<br>Preemptions<br>Rescheduled                     | 0                |

| Length of<br>Program  | 30 mins   |
|---|---|
| Age of Target<br>Child Audience   | 3 years to 12 years   |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and<br>how it meets the<br>definition of Core<br>Programming. | Friends & Heroes is an animated series for children that helps teach them the stories and morals of the Old and New Testaments. Set in around AD68 this show uses an innovative combination of 2D and 3D animation to uniquely tell the story of groups of Jewish and Christian children avoiding the persecution of the Roman Empire in the infant days of Christianity. While they strive to survive the bonds they make with their friends strengthen and their friendship develops. During their struggles they learn the stories of the Old and New Testaments. Also they learn that not only can the brave men in the stories be heroes but they can too. |
| Does the<br>Licensee identify<br>the program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes   |

| Digital Core Program (17 of 17)  | Response   |
|--|--|
| Program Title  | Sheep Snacks   |
| Origination  | Syndicated   |
| Days/Times Program Regularly Scheduled   | SA, 10:00 AM   |
| Total times aired at regularly scheduled time  | 12   |
| Total times aired  | 12   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   | 0  |
| Number of Preemptions Rescheduled  | 0  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 5 years to 12 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A Collection of God stories, ponderings, and parables that teaches kids valuables to live by in everyday life. |
| 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  | RACHEL MATHER                    |
|                 | Address   | 2725 BROADBENT PKWY<br>NE, STE E |
|                 | City  | ALBUQUERQUE                      |
|                 | State   | NM                               |
|                 | Zip   | 87107                            |
|                 | Telephone Number  | (505) 341-6109                   |
|                 | Email Address   | RMATHER@ENTRAVISION.<br>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 (16)

| Other Matters (1 of<br>16)  | Response  |
|---|---|
| Program Title   | Росоуо  |
| Origination   | Network   |
| Days/Times Program<br>Regularly Scheduled   | SA, 07:00 AM  |
| Total times aired at regularly scheduled time   | 13  |
| Length of Program   | 30 mins   |
| Age of Target Child<br>Audience from  | 2 years to 4 years  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how it<br>meets the definition<br>of Core<br>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<br>(2 of 16)   | Response   |
|--|--|
| Program Title  | Sesame Amigos  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 07:30 AM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience from  | 2 years to 4 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Sesame Amigos, is designed specifically for Spanish-speaking families living in the U.S., where kids will learn and play along with Elmo, Cookie Monster, and lots of new friends. In each show, kids will play learning games and get up and dance with Elmo, who encourages kids to participate throughout the show. They'll travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. Next they'll 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<br>(3 of 16) | Response   |
|----------------------------|--|
| Program Title              | Mickey Mouse Clubhouse   |
| Origination                | Network  |
| Days/Times                 | SA, 08:00 AM & 08:30 AM  |
| Program                    |  |
| Regularly                  |  |
| Scheduled                  |  |
| Total times                | 26   |
| aired at                   |  |
| regularly                  |  |
| scheduled time             |  |
| Length of                  | 30 mins  |
| Program                    |  |
| Age of Target              | 3 years to 5 years   |
| Child Audience             |  |
| from                       |  |
| Describe the               | Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey   |
| educational                | and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to hel     |
| and                        | the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical  |
| informational              | skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working       |
| objective of the           | together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be |
| program and                | useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music   |
| how it meets               | to keep viewers interested and invested in helping Mickey and friends solve the problems at hand.          |
| the definition             |  |
| of Core                    |  |
| Programming.               |  |
| Other                      |  |
| Matters (4 of              |  |
| •                          | Paspansa   |

| Matters (4 of<br>16)                                      | Response                |
|---|-------------------------|
| Program Title   | Handy Manny             |
| Origination   | Network                 |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | SA, 09:00 AM & 09:30 AM |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 26                      |
| Length of<br>Program                                      | 30 mins                 |
| Age of<br>Target Child<br>Audience<br>from                | 3 years to 5 years      |

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. 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 16)  | Response   |
|--|--|
| Program Title  | Animal Rescue  |
| Origination  | Syndicated   |
| Days/Times Program<br>Regularly Scheduled  | MO, 08:00 AM   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience from   | 13 years to 16 years   |
| Describe the educational<br>and informational objective<br>of the program and how it<br>meets the definition of Core<br>Programming. | Animal Rescue showcase spectacular rescues of all types of animals and focuses on the work of dedicated individuals who treat the various creatures of the animal kingdom. All stories are authentic and contain actual video of rescues. It contains safety tips and real life in-the field experiences of professional and ordinary people taking care of, treating and helping various animals. |

| Other Matters (6 of 16)   | Response   |
|---|--|
| Program Title   | Biz Kids   |
| Origination   | Syndicated   |
| Days/Times Program Regularly<br>Scheduled   | TU, 08:00 AM   |
| 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<br>informational objective of the<br>program and how it meets the<br>definition of Core Programming. | Biz Kid is an educational television show that teaches financial education and<br>entrepreneurship to a preteen audience. It uses sketch comedy and young actors to<br>explain basic economic concepts.[1] Its motto is "Where kids teach kids about<br>money and business |

| Other Matters (7 of 16)                       | Response     |
|---|--------------|
| Program Title                                 | Dragonfly TV |
| Origination                                   | Syndicated   |
| Days/Times Program<br>Regularly Scheduled     | WE, 08:00 AM |
| Total times aired at regularly scheduled time | 13           |

| Length of Program   | 30 mins   |
|---|---|
| Age of Target Child<br>Audience from  | 13 years to 16 years  |
| Describe the<br>educational and<br>informational objective<br>of the program and how<br>it meets the definition of<br>Core Programming. | Dragonfly TV highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own |
|   |   |

| Other<br>Matters (8 of<br>16)  | Response   |
|--|--|
| Program Title  | Think Big  |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | TH, 08:00 AM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Think Big features top kid inventors who face off against each other in an Invent-Off to see who can come<br>up with the most innovative and creative invention. Each episode is set in the Think Tank, a studio filled top<br>to bottom with art supplies and construction materials. Two teams, each led by a Featured Inventor,<br>brainstorm, choose materials, and then sketch, design and build their idea. Once completed, the competing<br>inventions are presented to a judge. The best invention wins bragging rights and the coveted Genius Cup. In<br>Think Big, kids acquire and showcase their skills in creativity, science, innovation, marketing, design and<br>teamwork. May the brightest mind win! Think Big is a kid-hosted entertaining series for young people<br>following the world's most innovative kids as they create and invent new toys, games, learning tools,<br>websites and new modes of transportation. Some even start their own companies! |

| Other Matters<br>(9 of 16) | Response     |
|----------------------------|--------------|
| Program Title              | Dog Tales    |
| Origination                | Syndicated   |
| Days/Times                 | FR, 08:00 AM |
| Program                    |              |
| Regularly                  |              |
| Scheduled                  |              |
| Total times                | 13           |
| aired at                   |              |
| regularly                  |              |
| scheduled time             |              |

| Length of<br>Program  | 30 mins   |
|---|---|
| Age of Target<br>Child Audience<br>from   | 13 years to 16 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming. | "Dog Tales" is an educational/informational series showcasing all aspects of the canine world. The series, which is appropriate for family viewing and children, ages 13-16 in particular, offering useful information on all kinds of dogs and the people who love them. The program also instructs young viewers on the proper care of pets and provides safety, health and training tips that are useful for all kinds of dogs. In addition to showcasing skilled and compassionate individuals helping dogs and dogs assisting people, the program emphasizes responsible pet ownership, compassion for all living creatures and promotes strong personal and community values, all in a manner that is as entertaining as it is informative. |
| Other Matters (10 of 16)  | Response  |
| Program Title   | America's Heartland   |
| Origination   | Syndicated  |
|   |   |

Days/Times SU, 08:00 AM Program Regularly Scheduled Total times aired 13 at regularly scheduled time Length of Program 30 mins Age of Target 13 years to 16 years Child Audience from Describe the America's Heartland feature everyday Americans and their families, telling fascinating stories across America's heartland. From learning how to make maple syrup to riding with teenage ranchers, this educational and informational series explores the various ways of life in the current United States, while showcasing the diversity of how people live and work. Each episode visits several locations and introduces teen viewers to objective of the ordinary Americans who sometimes have extraordinary occupations. The series also highlights the program and how it meets the history of different regions of the country while providing important facts about each place visited. definition of Core Programming.

| Other Matters (11 of 16)                      | Response            |
|---|---------------------|
| Program Title                                 | Donkey Ollie        |
| Origination                                   | Syndicated          |
| Days/Times Program<br>Regularly Scheduled     | SA, 07:00 AM        |
| Total times aired at regularly scheduled time | 13                  |
| Length of Program                             | 30 mins             |
| Age of Target Child<br>Audience from          | 3 years to 10 years |

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. The Donkey Ollie adventures are an exciting series of children half hour adventures beginning with Journey to Jerusalem ending with Circus Maximus. The stories chronicle the life of a young Ollie who learns courage and bravery through trials as he travels the ancient world. Whether rescuing children from slavery, saving helpless animals from cruel treatment or suffering under the hands of cruel tormentors, Donkey Ollie is an example of Faith and Love under pressure.

| Other<br>Matters (12<br>of 16)   | Response  |  |
|--|---|--|
| Program Title  | Dr. Wonders Workshop  |  |
| Origination  | Syndicated  |  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 07:30 AM  |  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |  |
| Length of<br>Program   | 30 mins   |  |
| Age of<br>Target Child<br>Audience<br>from   | 5 years to 12 years   |  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The goal of Dr. Wonder's Workshop is to teach positive values and life skills to children, both deaf and hearing, and to show them how the Bible is relevant for their lives. Each episode has a theme, such as being fair, respecting others, trusting God, obedience, honesty and learning to share. The program is set in the small inventor's lab of Dr. Leward Wonder, a Christian Deaf engineer. The lab is just down the street from The Finger Food Cafe. Dr. Wonder and his team of highly creative deaf friends, including Pops the animatronics puppet, create amazing inventions and, in the process, learn more about God and each other. In addition to the scenes in the lab, each episode also has a Bible story, an object lesson, a segment called "Real Kids" where children answer questions related to the theme, and an original song written and produced by Marshall Lawrence of Silent Blessings and performed in ASL by the Ameslan Kids. |  |
| Other Matters  | (13 of 16)  | Response   |
| Program Title  |   | Dooley & Pals  |
| Origination  |   | Syndicated   |
| Days/Times Program Regularly Scheduled   |   | SA, 08:00 AM   |
| Total times aired at regularly scheduled time  |   | 13   |
| Length of Program  |   | 30 mins  |
| Age of Target Child Audience from  |   | 3 years to 12 years  |
| Describe the educational and informational objective of the program<br>and how it meets the definition of Core Programming.                            |   | A unique childrens show built on the concept of education through entertainment and discovery. |

| educational and<br>informational<br>objective of the<br>program and<br>how it meets the | Old and New Testaments. Set in around AD68 this show uses an innovative combination of 2D and 3D animation to uniquely tell the story of groups of Jewish and Christian children avoiding the persecution of the Roman Empire in the infant days of Christianity. While they strive to survive the bonds they mak with their friends strengthen and their friendship develops. During their struggles they learn the stories the Old and New Testaments. Also they learn that not only can the brave men in the stories be heroes but they can too. |
|---|---|
| Child Audience<br>from  | 3 years to 12 years<br>Friends & Heroes is an animated series for children that helps teach them the stories and morals of the  |
| Length of<br>Program  | 30 mins   |
| Total times aired<br>at regularly<br>scheduled time                                     | 13  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | SA, 09:00 AM  |
| Origination   | Syndicated  |
| Program Title   | Friends & Heroes  |
| Other Matters (15<br>of 16)   | Response  |
| definition of Core<br>Programming.  | you."   |
| program and how<br>it meets the   | family instill good morals values, respect for one another and one's individual importance. The curriculum and programs always teach the golden rule "treat others as you would want them to treat  |
| informational objective of the  | radio programming for children that entertains and educates. The goal is to assist parents, grandparents and educators in the development of children. The programs are designed to help the  |
| Describe the educational and  | Faithville Gospelcast Productions is a non-profit charitable organization in the United States and Canada. Their office and studio facilities are located in Ontario. They produce family television and  |
| Age of Target<br>Child Audience<br>from   | 3 years to 10 years   |
| Length of Program   | 30 mins   |
| Total times aired<br>at regularly<br>scheduled time                                     | 13  |
| Program Regularly<br>Scheduled  |   |
| Days/Times  | SA, 08:30 AM  |
| Origination   | Syndicated  |

| Other Matters (16 of 16)               | Response     |
|--|--------------|
| Program Title                          | Sheep Snacks |
| Origination                            | Syndicated   |
| Days/Times Program Regularly Scheduled | SA, 10:00 AM |

| Total times aired at regularly scheduled time  | 13   |
|--|--|
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 5 years to 12 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A Collection of God stories, ponderings, and parables that teaches kids valuables to live by in everyday life. |

| 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. <b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b> 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.   | Rachel<br>Mather<br>Executive<br>Assistant<br>04/03<br>/2017 |

### Attachments

| File Name                                 | Uploaded<br>By | Attachment<br>Type | Description | Upload Status                             |
|---|----------------|--------------------|-------------|---|
| Form 398 Statement of Explanation.<br>pdf | Applicant      | All Purpose        |             | Done with Virus Scan and/or<br>Conversion |