

# Children's Television Programming Report

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 Submit Date:
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 20871

 City:
 STOCKTON
 State:
 CA

 Service:
 Full Service Television
 Purpose:
 Children's TV Programming Report
 Status:
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# **Report reflects information for : Fourth Quarter of 2017**

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

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

### Applicant Information

| Applicant  | Address  | Phone                 | Email                   | Applicant<br>Type |
|--|--|-----------------------|-------------------------|-------------------|
| UNIMAS SACRAMENTO LLC<br>Doing Business As: UNIMAS<br>SACRAMENTO LLC | CHRISTOPHER G.<br>WOOD<br>5999 CENTER DRIVE<br>LOS ANGELES, CA<br>90045<br>United States | +1 (310) 348-<br>3600 | CWOOD@UNIVISION.<br>NET | Company           |

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

| Children's                | Section  | Question Response   |           |
|---------------------------|--|---|-----------|
| Television<br>Information | Station Type   | Station Type Network Affiliation  | 'n        |
|                           |  | Affiliated network UniMas   |           |
|                           |  | Nielsen DMA Sacramnto-Stkto   | n-Modesto |
|                           |  | Web Home Page Address   |           |
|                           |  |   |           |
| Digital Core              | Question   |   | Response  |
| Programming               | 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:   |   |           |
|                           | 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? |   |           |
|                           |  | y that at least 50% of the Core Programming counted toward meeting the additional applied to free video programming aired on other than the main Yes No program | Yes       |

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(16)

| Digital Core<br>Program (1 of<br>16)  | Response  |
|---|---|
| Program Title   | Lil' Genius (main digital stream)   |
| Origination   | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | SA, 8:00AM & 8:30AM ON 10/7 TO 11/25 & (SU, 8:00AM & 8:30AM ON 12/3 TO 12/31)   |
| Total times aired<br>at regularly<br>scheduled time   | 26  |
| Total times aired   | 26  |
| Number of<br>Preemptions  | 0   |
| Number of<br>Preemptions for<br>other than<br>Breaking News   |   |
| Number of<br>Preemptions<br>Rescheduled   | 0   |
| Length of<br>Program  | 30 mins   |
| Age of Target<br>Child Audience   | 7 years to 13 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. | Super Genios (Lil' Genius) is geared towards the youngest in the household that will educate, inform<br>and entertain them while simultaneously encouraging children to use their intelligence and creativity to<br>discover the world around them in the areas of science, the arts, music, literature and sports. They will<br>uncover extraordinary talents and abilities that exists within each one of them and that makes them<br>unique. Numerous original activities and fun adventures will delight children who will learn and have fun<br>while their thinking and reasoning is stimulated so that they can find the answers for themselves to the<br>wonderful mysteries of life. |
| Does the<br>Licensee identify<br>the program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes   |

| Digital Core<br>Program (2 of 16)            | Response  |
|--|---|
| Program Title                                | Aventura Animal (main digital stream)   |
| Origination                                  | Network   |
| Days/Times<br>Program Regularly<br>Scheduled | SA, 9:00AM & 9:30AM ON 10/7 TO 11/25 & (SU, 9:00AM & 9:30AM ON 12/3 TO 12/31) |

| Total times aired<br>at regularly<br>scheduled time   | 26   |
|---|--|
| Total times aired   | 26   |
| Number of<br>Preemptions  | 0  |
| Number of<br>Preemptions for<br>other than<br>Breaking News   |  |
| 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. | 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<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes  |

| Digital Core Program<br>(3 of 16)                        | Response  |
|--|---|
| Program Title  | Reino Animal (main digital stream)  |
| Origination  | Network   |
| Days/Times Program<br>Regularly Scheduled                | SA, 10:00AM & 10:30AM ON 10/7 TO 11/25 & (SU, 10:00AM & 10:30AM ON 12/3 TO 12/31) |
| Total times aired at regularly scheduled time            | 26  |
| Total times aired  | 26  |
| Number of Preemptions                                    | 0   |
| Number of<br>Preemptions for other<br>than Breaking News |   |
| Number of<br>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<br>how it meets the<br>definition of Core<br>Programming. | Reino Animal educates young viewers on the natural habitat of animals in an educational, yet<br>entertaining way. With narrations and interactive segments, the series builds upon natural science<br>concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the<br>functions of animals in an ecosystem, the elements of animal classification, and life sciences to<br>help teach children about the natural world, while having fun at the same time. |
| Does the Licensee<br>identify the program by<br>displaying throughout<br>the program the<br>symbol E/I?                                    | Yes   |

| Digital Core Program<br>(4 of 16)   | Response  |  |
|---|---|--|
| Program Title   | Pocoyo (second digital stream)  |  |
| Origination   | Network   |  |
| Days/Times Program<br>Regularly Scheduled   | SA, 8:00AM & 8:30AM   |  |
| Total times aired at<br>regularly scheduled<br>time   | 26  |  |
| Total times aired   | 26  |  |
| Number of<br>Preemptions  | 0   |  |
| Number of<br>Preemptions for<br>other than Breaking<br>News   |   |  |
| 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 (5<br>of 16)   | Response   |
|--|--|
| Program Title  | Sesame Amigos (second digital stream)  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 9:00AM & 9:30AM ON 10/7  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 2  |
| Total times aired  | 2  |
| 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   | 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 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 problemsolving 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<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 (6 of 16) Response

| Program Title  | Mickey Mouse Clubhouse (second digital stream)  |
|--|---|
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 10:00AM   |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13  |
| Total times<br>aired   | 13  |
| 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 Mickey<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 be<br>useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music<br>to keep viewers interested and invested in helping Mickey 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 (7<br>of 16) | Response                            |
|--------------------------------------|-------------------------------------|
| Program Title                        | Handy Manny (second digital stream) |
| Origination                          | Network                             |

| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 10:30AM   |
|--|---|
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Total times<br>aired   | 13  |
| 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 tools a lively bunch of friends, each with strengths and challeng 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<br>Program (8 of<br>16) | Response                               |
|--------------------------------------|--|
| Program Title                        | Curiosity Quest (third digital stream) |
| Origination                          | Network                                |

| Days/Times<br>Program<br>Regularly<br>Scheduled   | FRI, 7:00AM & 7:30AM  |
|---|---|
| Total times aired<br>at regularly<br>scheduled time   | 26  |
| Total times aired   | 26  |
| Number of<br>Preemptions  | 0   |
| Number of<br>Preemptions for<br>other than<br>Breaking News   |   |
| 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 and<br>informational<br>objective of the<br>program and<br>how it meets the<br>definition of Core<br>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 encourage them to continue to learn and be creative. |
| 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<br>(9 of 16)             | Response                             |
|---|--------------------------------------|
| Program Title                                 | Real Life 101 (third digital stream) |
| Origination                                   | Network                              |
| Days/Times Program<br>Regularly Scheduled     | FRI, 8:00AM                          |
| Total times aired at regularly scheduled time | 13                                   |
| Total times aired                             | 13                                   |
| Number of<br>Preemptions                      | 0                                    |

| Number of<br>Preemptions for<br>other than Breaking<br>News   |  |
|---|--|
| Number of<br>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<br>objective of the<br>program and how it<br>meets the definition<br>of Core<br>Programming. | Real Life 101 introduces you to real people doing real jobs. From doctors, lawyers and veterinariant to career counselors, drug counselors, Lipizzaner stallion trainers and special effects wizards, Real Life 101 takes you "on the job" so you can see for yourself why these professionals love what they do. Learn about jobs you might not know even existed! Join hosts every week as they explore new professions in the exciting world of work. It's a half-hour of thought-provoking, eye-opening fun and entertainment! |
| Does the Licensee<br>identify the program<br>by displaying<br>throughout the<br>program the symbol E<br>/I?                                   | Yes  |

| Digital Core Program (10 of 16)   | Response   |
|---|--|
| Program Title   | Awesome Adventures (third digital stream)  |
| Origination   | Network  |
| Days/Times Program<br>Regularly Scheduled   | FRI, 8:30AM  |
| 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 educational<br>and informational<br>objective of the program<br>and how it meets the<br>definition of Core<br>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 identifyYesthe program by displayingthroughout the programthe symbol E/I?

| Digital Core<br>Program (11<br>of 16)  | Response  |
|--|---|
| Program Title  | Aqua Kids Adventures (third digital stream)   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | FRI, 9:00AM & 9:30AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 26  |
| Total times<br>aired   | 26  |
| 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   | 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. | 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     | Yes |
|--------------|-----|
| Licensee     |     |
| identify the |     |
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| e symbol E   |     |
| /l?          |     |

| Digital Core<br>Program (12<br>of 16)  | Response  |
|--|---|
| Program Title  | Jack Hanna's Wild Countdown (fourth digital stream)   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 7:00AM & 7:30AM   |
| Total times<br>aired at<br>regularly<br>scheduled time   | 28  |
| Total times<br>aired   | 28  |
| 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  | 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. | Wildlife expert and animal ambassador, Jack Hanna, brings the viewer face to face with the best of the beasts. In this weekly half-hour series that will engage viewers 13-16, as well as the whole family, Jack highlights his favorite animals and adventures from around the world. Presented in countdown style, Jack offers up a different top ten each week in a variety of categories. What are the top ten fastest animals in Africa, tallest insects, biggest eaters, smartest birds Jack will answer all of these questions and more. As Jack reveals the categories, he further insights and interesting facts about the animals allowing viewers of all ages the opportunity to be entertained as well as learn more about fascinating animal kingdom in Jack Hanna's Wild Countdown. |

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

| Digital Core Program (13<br>of 16)  | Response  |
|---|---|
| Program Title   | The Brady Barr Experience (fourth digital stream)   |
| Origination   | Network   |
| Days/Times Program<br>Regularly Scheduled   | SA, 8:00AM  |
| Total times aired at regularly scheduled time   | 14  |
| Total times aired   | 14  |
| 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 educational<br>and informational<br>objective of the program<br>and how it meets the<br>definition of Core<br>Programming. | This action-packed series will take viewers behind the scenes with Dr. Brady Barr for a captivating ride through the world of wildlife and animal conservation. As a seasoned herpetologist, Dr. Brady Barr has traveled to five continents, worked with hundreds of scientists and has gotten up close and personal with some of the most misunderstood animals on the planet. Viewers will learn to appreciate this world's wildlife. |
| Does the Licensee<br>identify the program by<br>displaying throughout the<br>program the symbol E/I?                                    | Yes   |

| Digital Core<br>Program (14 of<br>16)           | Response                           |
|---|------------------------------------|
| Program Title                                   | Sea Rescue (fourth digital stream) |
| Origination                                     | Network                            |
| Days/Times<br>Program<br>Regularly<br>Scheduled | SA, 8:30AM & 9:00AM                |

| Total times<br>aired at<br>regularly<br>scheduled time   | 28   |
|--|--|
| Total times aired  |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking News  |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| 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<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Sea Rescue, features the rescue, rehabilitation and in many instances release back in the wild of ocean wildlife. Produced for ages 13-16, Sea Rescue offers educational and entertaining television by demonstrating the welfare and medical benefits that rescue and rehabilitation programs provide animals. Viewers will also learn that there's a reciprocal benefit: rescued animals provide valuable insight into their biology and ecology. This information adds to the pool of knowledge necessary to conserve threatened and endangered species. Each week, Sea Rescue will leave its audience inspired by the real-life stories of the featured animals and rescuers and with a fuller understanding of the rich array of sea life with which we share our planet. |
| 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 (15<br>of 16)                     | Response                              |
|---|---------------------------------------|
| Program Title   | Rock the Park (fourth digital stream) |
| Origination   | Network                               |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | SA, 9:30AM                            |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 14                                    |

| Total times<br>aired   |  |
|--|--|
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 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. | Rock the Park is a weekly half hour series produced and designed to educate and inform children of 13-16 years of age and taps into America's love for our national parks. In this awe inspiring and entertaining series our hosts, Jack Steward and Colton Smith, come face to face with nature and some of the most amazing places on earth. Viewers will witness the fascinating underwater world of Dry Tortugas National Park in Florida, which is home to the world's most unique coral marine life. They'll watch as Jack and Colton raft their way through Alaska's remote Aniakchak National Monument and Preserve, spotting the region's famous brown bears. Viewers will reach new heights as Jack and Colton embark on their biggest climbing challenge yet. The Gran Teton in Wyoming's Grand Teton National Park. This series will inspire Americans to get on the road and visit the national parks, one of America's greatest national gifts to the world. |
| 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 (16<br>of 16)                     | Response                              |
|---|---------------------------------------|
| Program Title   | Calimero (second digital stream)      |
| Origination   | Network                               |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | SA, 9:00AM & 9:30AM ON 10/14 TO 12/30 |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 24                                    |
| Total times<br>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 Target<br>Child<br>Audience   | 3 years to 7 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. | Calimero is an animated series about a black chick born to a family of yellow chickens. The cartoon, base<br>on the classic Italian character created in the 60's, features Calimero hanging out with his "special" friend<br>Priscilla, and his friends Piero and Valeriano. Together they go to school, learn new things, and have<br>adventures together in the town of Bellagio. The close friends readily express their loyalty to each other,<br>even if they have different personalities. Meanwhile, issues like bullying, problem solving, and even sexis<br>are dealt with in Calimero in ways that are easy to understand for small children. This contemporary<br>installment of the retro classic, which has aired all over the world in various languages, sends the message<br>that being different isn't a bad thing. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

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

| Question  | Response   |  |
|---|--|--|
| Does the Licensee publicize the existence and location of the station's<br>Children's Television Programming Reports (FCC 398) as required by<br>47 C.F.R. Section 73.3526(e)(11)(iii)?   | Yes  |  |
| Name of children's programming liaison  | Begone Alvarez   |  |
| Address   | 1150 9th Street, Suite 1505  |  |
| City  | Modesto  |  |
| State   | СА   |  |
| Zip   | 95354  |  |
| Telephone Number  | (916) 927-1900   |  |
| Email Address   | univisioneiprogramming@univision.net   |  |
| Include any other comments or information you want the Commission<br>to consider in evaluating your compliance with the Children's<br>Television Act (or use this space for supplemental explanations). This<br>may include information on any other noncore educational and<br>informational programming that you aired this quarter or plan to air<br>during the next quarter, or any existing or proposed non-broadcast<br>efforts that will enhance the educational and informational value of<br>such programming to children. See 47 C.F.R. Section 73.671, NOTES<br>2 and 3. | On the station's main digital stream, the UniMas<br>Network made a programming change during this<br>quarter the E/I children's block was moved from<br>Saturdays to Sundays commencing Sunday,<br>December 3. On the station's second digital<br>stream, the Univision Network made a<br>programming change. On October 14, Sesame<br>Amigos was replaced by another E/I compliant<br>core program titled Calimero. |  |

Liaison Contact

# Other Matters (15)

| Other Matters (1 of 15)   | Response  |
|---|---|
| Program Title   | Lil' Genuis (main digital stream)   |
| Origination   | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | SU, 8:00AM & 8:30AM   |
| Total times aired<br>at regularly<br>scheduled time   | 24  |
| Length of<br>Program  | 30 mins   |
| Age of Target<br>Child Audience<br>from   | 7 years to 13 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. | Super Genios (Lil' Genius) is geared towards the youngest in the household that will educate, inform<br>and entertain them while simultaneously encouraging children to use their intelligence and creativity to<br>discover the world around them in the areas of science, the arts, music, literature and sports. They will<br>uncover extraordinary talents and abilities that exists within each one of them and that makes them<br>unique. Numerous original activities and fun adventures will delight children who will learn and have fun<br>while their thinking and reasoning is stimulated so that they can find the answers for themselves to the<br>wonderful mysteries of life. |

| Other Matters (2 of<br>15)  | Response   |
|---|--|
| Program Title   | Aventura Animal (main digital stream)  |
| Origination   | Network  |
| Days/Times<br>Program Regularly<br>Scheduled  | SU, 9:00AM & 9:30AM  |
| Total times aired<br>at regularly<br>scheduled time   | 24   |
| Length of Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from   | 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. | 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 (3 of 15) Response

Program Title

Reino Animal (main digital steam)

| Origination  | Network   |
|--|---|
| Days/Times Program<br>Regularly Scheduled  | SU, 10:00AM & 10:30AM   |
| Total times aired at<br>regularly scheduled<br>time  | 24  |
| 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<br>how it meets the<br>definition of Core<br>Programming. | Reino Animal educates young viewers on the natural habitat of animals in an educational, yet<br>entertaining way. With narrations and interactive segments, the series builds upon natural science<br>concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the<br>functions of animals in an ecosystem, the elements of animal classification, and life sciences to<br>help teach children about the natural world, while having fun at the same time. |

| Other Matters (4 of<br>15)  | Response  |
|---|---|
| Program Title   | Pocoyo (main digital stream)  |
| Origination   | Network   |
| Days/Times Program<br>Regularly Scheduled   | SA, 8:00AM & 8:30AM   |
| Total times aired at<br>regularly scheduled<br>time   | 26  |
| 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>(5 of 15) | Response                         |
|----------------------------|----------------------------------|
| Program Title              | Calimero (second digital stream) |
| Origination                | Network                          |
| Days/Times                 | SA, 9:00AM & 9:30AM              |
| Program                    |                                  |
| Regularly                  |                                  |
| Scheduled                  |                                  |
| Total times                | 26                               |
| aired at                   |                                  |
| regularly                  |                                  |
| scheduled                  |                                  |
| time                       |                                  |

| Length of<br>Program   | 30 mins  |
|--|--|
| Age of Target<br>Child<br>Audience from  | 3 years to 7 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. | Calimero is an animated series about a black chick born to a family of yellow chickens. The cartoon, bas<br>on the classic Italian character created in the 60's, features Calimero hanging out with his "special" friend<br>Priscilla, and his friends Piero and Valeriano. Together they go to school, learn new things, and have<br>adventures together in the town of Bellagio. The close friends readily express their loyalty to each other,<br>even if they have different personalities. Meanwhile, issues like bullying, problem solving, and even sexis<br>are dealt with in Calimero in ways that are easy to understand for small children. This contemporary<br>installment of the retro classic, which has aired all over the world in various languages, sends the messa<br>that being different isn't a bad thing. |
| Other Matters<br>(6 of 15)   | Response   |
| Program Title  | Mickey Mouse Clubhouse (second digital stream)   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 10:00AM  |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from  | 3 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition<br>of Core<br>Programming.    | Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mick<br>and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to h<br>the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematic<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 l<br>useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and must<br>to keep viewers interested and invested in helping Mickey and friends solve the problems at hand.   |
| Other<br>Matters (7 of<br>15)  | Response   |
| Program Title  | Handy Manny (second digital stream)  |
| Origination  | Network  |
| Days/Times<br>Program  | SA, 10:30AM  |

Regularly Scheduled

|   | 3   |
|---|---|
| aired at  |   |
|   |   |
| regularly   |   |
| scheduled   |   |
| time  |   |
| Length of 3   | 30 mins   |
| Program   |   |
| Age of 3  | B years to 5 years  |
| Target Child  |   |
| Audience  |   |
| from  |   |
| Describe the  | landy Manny introduces concepts related to construction, building, engineering, and technology to   |
| educational p   | 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   |
|   | Ilways willing to help! With the help of his tools a lively bunch of friends, each with strengths and challeng  |
|   |   |
| •   | of their own Manny is able to assess problems, ask questions, come up with solutions, and make any  |
|   | epairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink,   |
|   | Anny is able to find a solution using his knowledge of construction principles and how machines work.   |
| meets the N   | Anny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors   |
| definition of p   | participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his  |
| Core n  | eighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers!   |
| Programming.  |   |
|   |   |
|   |   |
| Other Matters (8  | _   |
| Other Matters (8<br>of 15)  | Response  |
| of 15)<br>Program Title   | Response<br>Curiosity Quest (third digital stream)  |
| of 15)  | •   |
| of 15)<br>Program Title<br>Origination<br>Days/Times  | Curiosity Quest (third digital stream)  |
| of 15)<br>Program Title<br>Origination  | Curiosity Quest (third digital stream)<br>Network   |
| of 15)<br>Program Title<br>Origination<br>Days/Times  | Curiosity Quest (third digital stream)<br>Network   |
| of 15)<br>Program Title<br>Origination<br>Days/Times<br>Program   | Curiosity Quest (third digital stream)<br>Network   |
| of 15)<br>Program Title<br>Origination<br>Days/Times<br>Program<br>Regularly  | Curiosity Quest (third digital stream)<br>Network   |
| of 15)<br>Program Title<br>Origination<br>Days/Times<br>Program<br>Regularly<br>Scheduled   | Curiosity Quest (third digital stream) Network FRI, 7:00AM & 7:30AM   |
| of 15)<br>Program Title<br>Origination<br>Days/Times<br>Program<br>Regularly<br>Scheduled<br>Total times aired  | Curiosity Quest (third digital stream) Network FRI, 7:00AM & 7:30AM   |
| of 15)<br>Program Title<br>Origination<br>Days/Times<br>Program<br>Regularly<br>Scheduled<br>Total times aired<br>at regularly  | Curiosity Quest (third digital stream) Network FRI, 7:00AM & 7:30AM   |
| of 15)<br>Program Title<br>Origination<br>Days/Times<br>Program<br>Regularly<br>Scheduled<br>Total times aired<br>at regularly<br>scheduled time  | Curiosity Quest (third digital stream)   Network   FRI, 7:00AM & 7:30AM   26  |
| of 15)<br>Program Title<br>Origination<br>Days/Times<br>Program<br>Regularly<br>Scheduled<br>Total times aired<br>at regularly<br>scheduled time<br>Length of   | Curiosity Quest (third digital stream)   Network   FRI, 7:00AM & 7:30AM   26  |
| of 15)<br>Program Title<br>Origination<br>Days/Times<br>Program<br>Regularly<br>Scheduled<br>Total times aired<br>at regularly<br>scheduled time<br>Length of<br>Program  | Curiosity Quest (third digital stream)   Network   FRI, 7:00AM & 7:30AM   26   30 mins  |
| of 15)<br>Program Title<br>Origination<br>Days/Times<br>Program<br>Regularly<br>Scheduled<br>Total times aired<br>at regularly<br>scheduled time<br>Length of<br>Program<br>Age of Target   | Curiosity Quest (third digital stream)   Network   FRI, 7:00AM & 7:30AM   26   30 mins  |
| of 15)<br>Program Title<br>Origination<br>Days/Times<br>Program<br>Regularly<br>Scheduled<br>Total times aired<br>at regularly<br>scheduled time<br>Length of<br>Program<br>Age of Target<br>Child Audience                                       | Curiosity Quest (third digital stream)   Network   FRI, 7:00AM & 7:30AM   26   30 mins  |
| of 15)<br>Program Title<br>Origination<br>Days/Times<br>Program<br>Regularly<br>Scheduled<br>Total times aired<br>at regularly<br>scheduled time<br>Length of<br>Program<br>Age of Target<br>Child Audience<br>from                               | Curiosity Quest (third digital stream) Network FRI, 7:00AM & 7:30AM 26 30 mins 13 years to 16 years Curiosity Quest is an upbeat, family, educational program that explores what viewers are curious. In  |
| of 15) Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from Describe the educational and  | Curiosity Quest (third digital stream)         Network         FRI, 7:00AM & 7:30AM         26         30 mins         13 years to 16 years         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  |
| of 15) Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from Describe the educational and informational                              | Curiosity Quest (third digital stream)         Network         FRI, 7:00AM & 7:30AM         26         30 mins         13 years to 16 years         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   |
| of 15) Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from Describe the educational and informational objective of the             | Curiosity Quest (third digital stream)         Network         FRI, 7:00AM & 7:30AM         26         30 mins         13 years to 16 years         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,  |
| of 15) Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from Describe the educational and informational objective of the program and | Curiosity Quest (third digital stream)         Network         FRI, 7:00AM & 7:30AM         26         30 mins         13 years to 16 years         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. |
| of 15) Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from Describe the educational and informational objective of the             | Curiosity Quest (third digital stream)         Network         FRI, 7:00AM & 7:30AM         26         30 mins         13 years to 16 years         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,  |
| of 15) Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from Describe the educational and informational objective of the program and | Curiosity Quest (third digital stream)         Network         FRI, 7:00AM & 7:30AM         26         30 mins         13 years to 16 years         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. |

| Other Matters (9 of                       |                                      |
|---|--------------------------------------|
| 15)                                       | Response                             |
| Program Title                             | Real Life 101 (third digital stream) |
| Origination                               | Network                              |
| Days/Times Program<br>Regularly Scheduled | FRI, 8:00AM                          |

| Total times aired at<br>regularly scheduled<br>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<br>objective of the<br>program and how it<br>meets the definition<br>of Core Programming. | Real Life 101 introduces you to real people doing real jobs. From doctors, lawyers and veterinarians to career counselors, drug counselors, Lipizzaner stallion trainers and special effects wizards, Real Life 101 takes you "on the job" so you can see for yourself why these professionals love what they do. Learn about jobs you might not know even existed! Join hosts every week as they explore new professions in the exciting world of work. It's a half-hour of thought-provoking, eye-opening fun and entertainment! |

| Other Matters (10 of 15)  | Response   |
|---|--|
| Program Title   | Awesome Adventures (third digital stream)  |
| Origination   | Network  |
| Days/Times Program<br>Regularly Scheduled   | FRI, 8:30AM  |
| 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<br>objective of the program<br>and how it meets the<br>definition of Core<br>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<br>Matters (11<br>of 15)                            | Response                                    |
|---|---|
| Program Title   | Aqua Kids Adventures (third digital stream) |
| Origination   | Network                                     |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | FRI, 9:00AM & 9:30AM                        |
| 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                | 13 years to 16 years                        |

Aqua Kids Adventures provides CORE programming in the area of biology and specifically the ecosystem Describe the related to the ocean, its tributaries and estuaries. Children can learn about the resources of the oceans and educational how protection of oceans is necessary to present and future generations. Not only does the show teach informational 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 the program 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 definition of educators, Aqua Kids Adventures encourages children to take an active role in protecting the future of their Programming. communities and the world.

| Other Matters<br>(12 of 15)  | Response  |
|--|---|
| Program Title  | Jack Hanna's Wild Countdown (fourth digital stream)   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 7:00AM & 7:30AM   |
| Total times<br>aired at<br>regularly<br>scheduled time   | 26  |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child<br>Audience 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. | Wildlife expert and animal ambassador, Jack Hanna, brings the viewer face to face with the best of the beasts. In this weekly half-hour series that will engage viewers 13-16, as well as the whole family, Jack highlights his favorite animals and adventures from around the world. Presented in countdown style, Jack offers up a different top ten each week in a variety of categories. What are the top ten fastest animals in Africa, tallest insects, biggest eaters, smartest birds Jack will answer all of these questions and more. As Jack reveals the categories, he further insights and interesting facts about the animals allowing viewers of all ages the opportunity to be entertained as well as learn more about fascinating animal kingdom in Jack Hanna's Wild Countdown. |

#### Other Matters (13 of 15) Response

and

objective of

and how it meets the

Core

| Program Title                                 | Oceans Treks With Jeff Corwin (fourth digital stream) |
|---|---|
| Origination                                   | Network   |
| Days/Times Program<br>Regularly Scheduled     | SA, 8:00AM  |
| 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 and informational objective of the program and how it meets the definition of Core Programming.

Length of

Program

30 mins

Oceans Treks with Jeff Corwin embarks on journeys to fascinating global locations most people have only dreamed of visiting. Each episode brings Jeff to a unique area of the world where he will explore the area's natural wonders to bring viewers closer to nature, wildlife and manmade treasures. From mountain climbs to deep sea dives, helicopter rides and glacier treks, Jeff brings young audiences on the inspirational trip of a lifetime.

| Other Matters<br>(14 of 15)  | Response   |
|--|--|
| Program Title  | Sea Rescue (fourth digital stream)   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 8:30AM & 9:00AM  |
| Total times<br>aired at<br>regularly<br>scheduled time   | 26   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience 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. | Sea Rescue, features the rescue, rehabilitation and in many instances release back in the wild of ocean wildlife. Produced for ages 13-16, Sea Rescue offers educational and entertaining television by demonstrating the welfare and medical benefits that rescue and rehabilitation programs provide animals. Viewers will also learn that there's a reciprocal benefit: rescued animals provide valuable insight into their biology and ecology. This information adds to the pool of knowledge necessary to conserve threatened and endangered species. Each week, Sea Rescue will leave its audience inspired by the real-life stories of the featured animals and rescuers and with a fuller understanding of the rich array of sea life with which we share our planet. |
| Other<br>Matters (15<br>of 15)   | Response   |
| Program Title  | Rock the Park (fourth digital stream)  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA, 9:30AM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| l ength of   | 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. | Rock the Park is a weekly half hour series produced and designed to educate and inform children of 13-16 years of age and taps into America's love for our national parks. In this awe inspiring and entertaining series our hosts, Jack Steward and Colton Smith, come face to face with nature and some of the most amazing places on earth. Viewers will witness the fascinating underwater world of Dry Tortugas National Park in Florida, which is home to the world's most unique coral marine life. They'll watch as Jack and Colton raft their way through Alaska's remote Aniakchak National Monument and Preserve, spotting the region's famous brown bears. Viewers will reach new heights as Jack and Colton embark on their biggest climbing challenge yet. The Gran Teton in Wyoming's Grand Teton National Park. This series will inspire Americans to get on the road and visit the national parks, one of America's greatest national gifts to the world. |

| Certification | Question  | Response  |
|---------------|---|---|
|               | The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or<br>an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or<br>appointed official who is authorized to sign on behalf of the party filing the Children's Television<br>Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section<br>1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who<br>further certifies that he or she has read the document; that to the best of his or her knowledge,<br>information, and belief there is good ground to support it; and that it is not interposed for delay.<br><b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND<br/>FORFEITURE OF ANY FEES PAID</b><br>Upon grant of this application, the Authorization Holder may be subject to certain construction or<br>coverage requirements. Failure to meet the construction or coverage requirements will result in automatic<br>cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or<br>coverage requirements that apply to the type of Authorization requested in this application.<br>WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE<br>BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY<br>STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title<br>47, §503). |   |
|               | I certify that this application includes all required and relevant attachments.<br>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant   | Yes CHRISTOPHER   |
|               | for the Authorization(s) specified above.   | <b>G. WOOD</b><br>SVP ASSOC<br>GEN COUN<br>GOV AND REG<br>AFF |
|               |   | 01/04/2018  |

Attachments No Attachments.