



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0012649232** File Number: **CPR-143815** Submit Date: **07/09/2013** Call Sign: **WJFW-TV** Facility ID: **49699**

City: RHINELANDER | State: WI

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

07/09/2013 Filing Status: Active

Report reflects information for : Second Quarter of 2013

| General |
|-------------|
| Information |

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

Applicant Information

Applicant Name, Type, and Contact Information

| Applicant | Address | Phone | Email | Applicant Type | |
|-----------|---------|-------|-------|----------------|--|
|-----------|---------|-------|-------|----------------|--|

Contact Representatives (0) Contact Name Address Phone Email Contact Type

Children's Television Information

| Section | Question | Response |
|--------------|-----------------------|---------------------|
| Station Type | Station Type | Network Affiliation |
| | Affiliated network | NBC |
| | Nielsen DMA | Wausau-Rhinelander |
| | Web Home Page Address | www.wjfw.com |

Digital Core Programming

| Question | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream | 3.0 |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream | 3.0 |
| State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671: | 0.0 |
| Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673? | Yes |
| Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams? | Yes |

Digital Core Programs(12)

| Digital Core Program (1 of 12) | Response |
|--|---|
| Program Title | Chica |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 9AM |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| Number of Preemptions | 1 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually, her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure - a fantasy transformation to animation - where Bunji and Stiches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|--|--------------|
| Title of Program | Chica |
| List date and time rescheduled | 6/8 12 Noon |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 6/8 ETCS104H |
| Reason for Preemption | Sports |

| Digital Core Program (2 of 12) | Response |
|--|--------------------|
| Program Title | Pajanimals |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 9:30 AM |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| Number of Preemptions | 1 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where specials friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day. |
|--|--|
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|--|--------------|
| Title of Program | Pajanimals |
| List date and time rescheduled | 6/8 12:30 PM |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 6/8 EPAJ107H |
| Reason for Preemption | Sports |

| Digital Core Program (3 of 12) | Response |
|---|---------------|
| Program Title | Poppy Cat |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10AM |
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| Number of Preemptions | 1 |

| Number of Preemptions for other than Breaking News | |
|--|--|
| Number of Preemptions Rescheduled | 1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Poppy Cat, based on the book series by Lara Jones, models the use of imagination and storytelling to encourage creative thinking in viewers. Each episode features the narrator Lara, reading a story about Poppy Cat, to her own cat (who is also named Poppy). She weaves an exciting tale following her imagination, which leads her to distant lands reached by boat, plane, hot air balloon or train. Each story features Poppy Cat, as the leader of a group of animal friends, a resident bully Egbert the badger, and other occasionally recurring characters. A prevailing message emerges within each episode to be nice to your friends and always work together. There remains an overarching implicit message within every episode as well: think creatively and exercise your mind through reading and storytelling - for these activities always lead to enjoyment and adventure. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|--|--------------|
| Title of Program | Poppy Cat |
| List date and time rescheduled | 6/8 1PM |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 6/8 EPCT103H |
| Reason for Preemption | Sports |

| Digital Core Program (4 of 12) | Response |
|--------------------------------------|-------------|
| Program Title | Justin Time |
| Origination | Network |

| Days/Times Program Regularly Scheduled | Saturday 10:30AM |
|--|--|
| Total times aired at regularly scheduled time | 12 |
| Total times aired | 13 |
| Number of Preemptions | 1 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 1 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures: Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|--|-------------|
| Title of Program | Justin Time |
| List date and time rescheduled | 6/8 1:30PM |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |

| Date Preempted | |
|-----------------------|---------------|
| Episode # | 6/8 EJTM 110H |
| Reason for Preemption | Sports |

| | | Oponio |
|--|---|--|
| Digital Core Program (5 of 12) | Response | |
| Program Title | Lazy Town | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Saturday 11Am | |
| Total times aired at regularly scheduled time | 10 | |
| Total times aired | 13 | |
| Number of Preemptions | 3 | |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | 3 | |
| Length of Program | 30 mins | |
| Age of Target Child Audience | 2 years to 5 years | |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town encourages fitness and healthful habits for preschool children. In the imagine Town, characters' eating and fitness habits are linked to problem solving in their world. Stephanie, a young girl who guides the audience through the story as she and her friend puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robin underground spy and influencer who personifies the ethos of Lazy Town, is determined and fitness practices of Stephanie and her friends. When the kids have difficulty with Rosportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and engage in a wide range of physical activities including playing games, competing athletic building forts and play structures. | The lead character is ds ("human" bie Rotten, the to ruin the health obbie Rotten, a from his home in a sethe importance of going outside to |

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

| Questions | Response |
|--|---------------|
| Title of Program | Lazy Town |
| List date and time rescheduled | 6/8 2PM |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 6/8 ELZT 107H |
| Reason for Preemption | Sports |

Digital Preemption Programs #2

| Questions | Response |
|--|----------------|
| Title of Program | Lazy Town |
| List date and time rescheduled | 6/15 8:30AM |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 6/15 ELZT 109H |
| Reason for Preemption | Sports |

Digital Preemption Programs #3

| Questions | Response |
|--|---------------|
| Title of Program | Lazy Town |
| List date and time rescheduled | 6/1 8AM |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 6/1 ELZT 104H |
| Reason for Preemption | Sports |

| Digital Core | |
|---------------|--|
| Program (6 of | |
| 12) | |

2) Response

| . | N 15 |
|--|--|
| Program Title | Noodle and Doodle |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 11:30AM |
| Total times aired at regularly scheduled time | 9 |
| Total times aired | 13 |
| Number of Preemptions | 4 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 4 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an everfaithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Questions | Response |
|--------------------------------|-------------------|
| Title of Program | Noodle and Doodle |
| List date and time rescheduled | 6/1 8:30AM |

| Is the rescheduled date the second home? | No |
|--|---------------|
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 6/1 ENAD 104H |
| Reason for Preemption | Sports |

| Questions | Response |
|--|-------------------|
| Title of Program | Noodle and Doodle |
| List date and time rescheduled | 5/4 8:30AM |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 5/4 ENAD 109H |
| Reason for Preemption | Sports |

Digital Preemption Programs #3

| Questions | Response |
|--|-------------------|
| Title of Program | Noodle and Doodle |
| List date and time rescheduled | 6/15 8:30AM |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 6/15 ENAD 108 H |
| Reason for Preemption | Sports |

| Questions | Response |
|--|-------------------|
| Title of Program | Noodle and Doodle |
| List date and time rescheduled | 6/8 2:30PM |
| Is the rescheduled date the second home? | No |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes |
| Date Preempted | |
| Episode # | 6/8 ENAD 106 |
| Reason for Preemption | Sports |

| Digital Core | | |
|---------------|-----------------|--|
| Program (7 | | |
| of 12) | Response | |
| Drogram Title | Crittor Cittoro | |
| Program Title | Critter Gitters | |

| Origination | Network |
|--|--|
| Days/Times Program Regularly Scheduled | Saturday 9AM |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 9 years to 14 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Critter Gitters features a non-violet, adventurous format that can be enjoyed by the entire family while stimulating creativity, promoting team work, and showcasing moral dilemmas and social values. A search and rescue, animal adventure-themed series with an entertaining twist of investigative and detective "super sleuthing" by a group of neighborhood kids, a veterinarian, a marine biologist, a zany professor, and colorfuneighborhood characters. Action and stimulating story lines combined with compelling situations along with kids' natural curiosity and love for animals. Series features a diverse cast providing positive role models. To add variety to the series, episodes have been produced in Costa Rica, Switzerland, the Florida Everglades the Great Northwest, East Coast, and Mid West Just about everywhere in the USA |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (8 of 12) | Response |
|-----------------------------------|-----------------|
| Program Title | Curiosity Quest |
| Origination | Network |

| Days/Times | Saturday 9:30AM |
|--|--|
| Program Regularly Scheduled | Jakurday 9.50Alvi |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 9 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Curiosity Quest is an upbeat, family, educational program that explores what viewers are curious about. 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. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. Joel's enthusiastic personality often lands him in hilarious situations in pursuit of the answer. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (9 of 12) | Response |
|--|----------------------------|
| Program Title | Curiosity Quest goes Green |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10AM |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |

| Length of Program | 30 mins |
|--|--|
| Age of Target Child Audience | 9 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Curiosity Quest Goes Green is a weekly half-hour television series that allows children to explore the world of "green" living. The series educates and informs youngsters about recycling, saving energy and protecting the environment. Each episode highlights a different aspect of environmental challenges and possible solutions. The weekly series also promotes children's writing and creative skills. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (10 of 12) | Response |
|--|---|
| Program Title | Head's Up |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10:30AM |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 9 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Head's Up is a series about astronomy and astronautics that takes young viewers beyond the basics of the Big Dipper and the moon, introducing them to the magical content and practical context of the night sky. In each episode, series takes kids on an entertaining and informative tour of the heavens through several featured segments, including a survey of all the planets and moons in our solar system. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (11 of 12) | Response | | |
|---------------------------------------|------------------------|--|--|
| Program Title | Young America Outdoors | | |
| Origination | Network | | |

| Days/Times Program Regularly Scheduled | Saturday 11AM |
|--|--|
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Young America Outdoors introduces young viewers to a wide variety of outdoor activities, explaining benefits of keeping fit while exploring wonders of nature. Episode topics include fishing, hang-gliding, horseback riding, kayaking, hiking, camping, water skiing, snow skiing and backpacking. The series a provides important information on wilderness survival skills and emphasizes safety outdoors as well a environmental awareness and responsible use of our natural resources. The program shows real life the-field experiences of professional and ordinary people experiencing the outdoors, as well as exhib good social responsibility and promoting strong personal and community values. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (12 of 12) | Response |
|--|------------------------|
| Program Title | Young America Outdoors |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 11:30AM |

| Total times aired at regularly scheduled time | 13 |
|--|---|
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Young America Outdoors introduces young viewers to a wide variety of outdoor activities, explaining the benefits of keeping fit while exploring wonders of nature. Episode topics include fishing, hang-gliding, horseback riding, kayaking, hiking, camping, water skiing, snow skiing and backpacking. The series also provides important information on wilderness survival skills and emphasizes safety outdoors as well as environmental awareness and responsible use of our natural resources. The program shows real life inthe-field experiences of professional and ordinary people experiencing the outdoors, as well as exhibiting good social responsibility and promoting strong personal and community values. |
| 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 | Elizabeth Evans |
| Address | 3217 County Hwy G |
| City | Rhinelander |
| State | WI |
| Zip | 54501 |
| Telephone Number | 715-365- 8812 |
| Email Address | levans@wjfw. |
| 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 (12)

Programming.

| Other Matters (1 of 12) | Response |
|---|---|
| Program Title | Chica |
| - Togram Title | Office |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 9AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core | Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually, her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure - a fantasy transformation to animation - where Bunji and Stiches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |

| Other Matters (2 of 12) | Response |
|---|--------------------|
| Program Title | Pajanimals |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 9:30AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

meets the definition of

Programming.

Core

The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where specials friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day.

| Other Matters (3 of 12) | Response |
|--|---|
| Program Title | Tree Fu Tom |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it | Tree Fu Tom, a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the animated version of his woods. While in the Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn, and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing |

| Other Matters (4 of 12) | Response | |
|-------------------------------|------------------|--|
| Program Title | Justim Time | |
| Origination | Network | |
| Days/Times | Saturday 10:30AM | |
| Program | | |
| Regularly | | |
| Scheduled | | |

being selfish or relying on teamwork in order to accomplish a goal.

how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than

| Total times | 13 | |
|--------------|--------------------|--|
| aired at | | |
| regularly | | |
| scheduled | | |
| time | | |
| Length of | 30 mins | |
| | 30 1111115 | |
| Program | | |
| Age of | 2 years to 5 years | |
| Target Child | | |
| Audience | | |
| from | | |

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures: Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination

| Other Matters (5 of 12) | Response |
|---|--------------------|
| Program Title | Lazy Town |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 11AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |

educational and informational objective of the program and how it meets the definition of Core Programming.

Describe the

Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures.

| Other Matters (6 of 12) | Response |
|--|--|
| Program Title | Noodles and Doodles |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 11:30am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an everfaithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |

| Other Matters (7 of 12) | Response |
|---|---------------------|
| Program Title | Critter Gitters |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 9:30AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 9 years to 14 years |

Describe the educational and informational objective of the program and how it meets the definition of Core
Programming.

Critter Gitters features a non-violet, adventurous format that can be enjoyed by the entire family while stimulating creativity, promoting team work, and showcasing moral dilemmas and social values. A search and rescue, animal adventure-themed series with an entertaining twist of investigative and detective "super sleuthing" by a group of neighborhood kids, a veterinarian, a marine biologist, a zany professor, and colorful neighborhood characters. Action and stimulating story lines combined with compelling situations along with kids' natural curiosity and love for animals. Series features a diverse cast providing positive role models. To add variety to the series, episodes have been produced in Costa Rica, Switzerland, the Florida Everglades, the Great Northwest, East Coast, and Mid West Just about everywhere in the USA

| Other Matters (8 of 12) | Response |
|--|--|
| Program Title | Curiosity Quest |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 9 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Curiosity Quest is an upbeat, family, educational program that explores what viewers are curious about. 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. In addition, throughout each program, Joel will hit the streets to get real and often comical answers to questions pertaining to each episode. Joel's enthusiastic personality often lands him in hilarious situations in pursuit of the answer. |

| Other Matters (9 of 12) | Response |
|--|--|
| Program Title | Curiosity Quest goes Green |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 9AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 9 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Curiosity Quest Goes Green is a weekly half-hour television series that allows children to explore the world of "green" living. The series educates and informs youngsters about recycling, saving energy and protecting the environment. Each episode highlights a different aspect of environmental challenges and possible solutions. The weekly series also promotes children's writing and creative skills. |

| Program Title | Head's UP |
|--|---|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 10:30AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 9 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Head's Up is a series about astronomy and astronautics that takes young viewers beyond the basics of the Big Dipper and the moon, introducing them to the magical content and practical context of the night sky. In each episode, series takes kids on an entertaining and informative tour of the heavens through several featured segments, including a survey of all the planets and moons in our solar system. |

| Other Matters (11 of 12) | Response |
|--|---|
| Program Title | Young America Outdoors |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday 11AM |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Young America Outdoors introduces young viewers to a wide variety of outdoor activities, explaining the benefits of keeping fit while exploring wonders of nature. Episode topics include fishing, hang-gliding, horseback riding, kayaking, hiking, camping, water skiing, snow skiing and backpacking. The series also provides important information on wilderness survival skills and emphasizes safety outdoors as well as environmental awareness and responsible use of our natural resources. The program shows real life inthe-field experiences of professional and ordinary people experiencing the outdoors, as well as exhibiting good social responsibility and promoting strong personal and community values. |

| Other Matters (12 of 12) | Response |
|-----------------------------|------------------------|
| Program Title | Young America Outdoors |
| Origination | Network |

| Days/Times Program Regularly Scheduled | Saturday 11:30AM |
|--|---|
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Young America Outdoors introduces young viewers to a wide variety of outdoor activities, explaining the benefits of keeping fit while exploring wonders of nature. Episode topics include fishing, hang-gliding, horseback riding, kayaking, hiking, camping, water skiing, snow skiing and backpacking. The series also provides important information on wilderness survival skills and emphasizes safety outdoors as well as environmental awareness and responsible use of our natural resources. The program shows real life inthe-field experiences of professional and ordinary people experiencing the outdoors, as well as exhibiting good social responsibility and promoting strong personal and community values. |

Certification

Question Response

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

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

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

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

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

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

Northland Television

Attachments

No Attachments.