FC Federal Communications Commission

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Children's Television Programming Report

FRN: **0019509470** | File Number: **CPR-139999** | Submit Date: **04/04/2013** | Call Sign: **WTVJ** | Facility ID: **63154** | City: **MIAMI** | State: **FL**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **04/04/2013** | Filing Status: **Active**

Report reflects information for : First Quarter of 2013

General Information

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

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Applicant Information

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type

Contact Representatives (0)

Contact Name	Address	Phone	Email	Contact Type

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	Miami-Ft. Lauderdale
	Web Home Page Address	www.nbc6.nbc.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	168.0
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:	4.0
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(16)	Digital Core Program (1 of 16)	Response
	Program Title	Noodle and Doodle
	Origination	Network
	Days/Times Program Regularly Scheduled	SA 12:30PM
	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.	Noodle and Doodle is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bul fully equipped with art supplies and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an ever-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal.
	Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Noodle and Doodle
List date and time rescheduled	3/16/13 9:30AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-03-16
Episode #	3/16/13 #ENAD108H
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Noodle and Doodle
List date and time rescheduled	3/9/13 9:30AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-03-09
Episode #	3/9/13 #ENAD106H
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Noodle and Doodle
List date and time rescheduled	3/23/13 9:30AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-03-23
Episode #	3/23/13 #ENAD110H
Reason for Preemption	Sports

Digital Core Program (2 of 16)	Response
Program Title	Pajanimals
Origination	Network
Days/Times Program Regularly Scheduled	SA 10:30AM

Total times aired at regularly scheduled time	13
Total times aired	11
Number of Preemptions	0
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.	The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show up their nighttime routine of brushing their teeth and having quiet conversation before falling off 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 special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (3 of 16)	Response
Program Title	Poppy Cat
Origination	Network
Days/Times Program Regularly Scheduled	SA 11:00AM

Total times aired at regularly scheduled time	13
Total times aired	11
Number of Preemptions	0
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.	Poppy Cat is based on the book series by Lara Jones and uses embedded lessons on imagination and storytelling to encourage creative thinking for preschool children. In each story the narrator, Lara reads a story about Poppy Cat, to her own cat named Poppy. She makes up a story that will be exciting and just follows her imagination to distant lands reached by boat, plane or train. Poppy Cat is the leader of his group of animal friends, and the story always features an underlying message about being nice to yet ignoring the antics of the resident bully, a badger named Egbert. The lesson is always to think creatively and exercise your mind through reading and storytelling because it will always lead to enjoyment and adventure.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 16)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	SA 11:30AM
Total times aired at regularly scheduled time	13

Total times aired	11
Number of Preemptions	0
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.	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 places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure 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 another way to get to your goal. Justin is all about 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

Digital Core Program (5 of 16)	Response
Program Title	Lazy Town
Origination	Network
Days/Times Program Regularly Scheduled	SA 12:00PM
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.	Lazy Town promoted fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from him home in a spaceship that overs over earth, prepared to answer to any call for help. The ever-resent theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	3/23/13 9:00AM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-03-23
Episode #	3/23/13 #ELZT111H
Reason for Preemption	Sports

Digital Core Program (6 of 16)	Response
Program Title	The Wiggles
Origination	Network

Days/Times Program Regularly Scheduled	SA 10:00AM (1/5-2/2/13)
Total times aired at regularly scheduled time	5
Total times aired	11
Number of Preemptions	0
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.	The Wiggles is a musical variety show specifically designed for preschool children. Starring Tony, Murray, Greg and Jeff, the Wiggles offers a montage of skits that are specifically designed for teaching and entertaining the preschool audience. Supported by an ensemble of characters, larger than life animals (humans dressed as animal characters) and a pirate, Captain Feathersword, the Wiggles teach numbers, letters, colors, matching and classifying what belong together (or not), and following directions. There's dancing, occasional guest artists, and lots of visual interest for the viewer, while the lessons are broken down into easily understandable elements for the preschool child.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 16)	Response
Program Title	Aqua Kids Advnetures II (6.2 Cozi TV)
Origination	Network
Days/Times Program Regularly Scheduled	SA 10:00AM
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	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 16)	Response
Program Title	Ariel & Zoey & Zli, Too (6.2 Cozi TV)
Origination	Network
Days/Times Program Regularly Scheduled	SA 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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Ariel and Zoey and Eli, Too introduces children to people who have accomplished great things and have a positive message. Twins Ariel and Zoey sing for crowds of adoring fans and Eli makes them laugh. AZE2's central theme is to empower children to accomplish their goals and their dreams. There is always a focus on important life lessons treating others with respect and kindness. Music, art, and history is the theme as musicians, artists and others at the top of their field share their life lessons with the audience.

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

Digital Core Program (9 of 16)	Response
Program Title	Aqua Kids Adventures II (6.2 Cozi TV)
Origination	Network
Days/Times Program Regularly Scheduled	SA 11:00AM
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	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 16)	Response
Program Title	Ariel and Zoey & Eli Too (6.2 Cozi TV)
Origination	Network
Days/Times Program Regularly Scheduled	SA 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.	Ariel and Zoey and Eli, Too introduces children to people who have accomplished great things and have a positive message. Twins Ariel and Zoey sing for crowds of adoring fans and Eli makes them laugh. AZE2's central theme is to empower children to accomplish their goals and their dreams. There is always a focus on important life lessons treating others with respect and kindness. Music, art, and history is the theme as musicians, artists and others at the top of their field share their life lessons with the audience.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 16)	Response
Program Title	Dog & Cat Training (6.2 Cozi TV)
Origination	Network
Days/Times Program Regularly Scheduled	SU 10:00AM
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.	The motto of the series Dog and Cat Training with Joel Silverman says it all - Bond with your heart, train with your brain. This series demonstrates learning a new skill by listening, watching, and following through geared towards ages 13-16 by using animals as a teaching tool, some skills demonstrated can be used in dealing with common life issues as well. Issues that arise through training an animal are to encourage patience and discipline. Responsibility of caring for an animal instills compassion and concern. It is also a listening exercise to comprehend information. Ultimately, the child will gain an education through the art of training an animal which in turn can lead to more confidence, a sense of accomplishment and well-being. The series leads them to use the new skill as an opener to form new relationships and use their communication ability.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (12 of 16)	Response
Program Title	Beta Records TV (6.2 Cozi TV)
Origination	Network
Days/Times Program Regularly Scheduled	SU 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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Hosts interview up-and-coming musical artists about their inspirations -- emphasizing their education - showing teens how they can make their own voices heard. The show highlights the value of being committed to education and instills a grounded balance of priorities, commitment and perseverance teens can apply to their lives.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 16)	Response
Program Title	Poko (6.2 Cozi TV)
Origination	Network
Days/Times Program Regularly Scheduled	SU 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	2 years to 3 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Gemini award-winning children's series POKO is shot in fluid, beautiful spot-motion animation. The series stars Poko, a fun-loving little guy who is busy discovering the world around him. Together with his dob Minus and his favorite stuffed monkey, Mr. Murphy, Poko has great adventures...all around the house. POKO has a unique, comedy-filled focus on emotional intelligence - the ability to understand and manage often overwhelming emotions - so important for early childhood development. With a light-hearted, comic touch, POKO highlights the coping skills and attitudes that will help prepare young viewers for first steps and first friendships. Each season, the series introduces an expanding cast of characters, including Bibi and her magic sticker book, her cat, Cranberry, and a growing world of changes, challenges and chuckles for Poko and his beloved pals. POKO is the creation of a team of writers, educators, broadcasters and moms and dads who see the need in today's television landscape for a series aimed at the earliest audience that promotes emotional intelligence and, most importantly, leaves 'em laughing.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (14 of 16)	Response

Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	SA 10:00AM (2/9-3/30/13)
Total times aired at regularly scheduled time	8
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	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 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 by Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits int he 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 Stitches 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

Digital Core Program (15 of 16)	Response
Program Title	Poko (6.2 Cozi TV)

Origination	Network
Days/Times Program Regularly Scheduled	SU 11:00AM (1/6 - 3/24/13)
Total times aired at regularly scheduled time	12
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	2 years to 3 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Gemini award-winning children's series POKO is shot in fluid, beautiful spot-motion animation. The series stars Poko, a fun-loving little guy who is busy discovering the world around him. Together with his dob Minus and his favorite stuffed monkey, Mr. Murphy, Poko has great adventures...all around the house. POKO has a unique, comedy-filled focus on emotional intelligence - the ability to understand and manage often overwhelming emotions - so important for early childhood development. With a light-hearted, comic touch, POKO highlights the coping skills and attitudes that will help prepare young viewers for first steps and first friendships. Each season, the series introduces an expanding cast of characters, including Bibi and her magic sticker book, her cat, Cranberry, and a growing world of changes, challenges and chuckles for Poko and his beloved pals. POKO is the creation of a team of writers, educators, broadcasters and moms and dads who see the need in today's television landscape for a series aimed at the earliest audience that promotes emotional intelligence and, most importantly, leaves 'em laughing.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (16 of 16)	Response
Program Title	Pirates, Adventures in Art
Origination	Network

Days/Times Program Regularly Scheduled	SU 11:00AM (3/31/13)
Total times aired at regularly scheduled time	1
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	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Led by Captain Leonardo, the band of bohemian brigands has escaped the drab kingdom of Queen Conformia. As she seeks to stamp out all traces of individuality among her subjects, Captain Leo and his crew of art-loving pirates set sail on daring missions to restore the creative arts lost to the communities under Conformia's sway. Follow the adventures of Leonardo, Princess Cleo, First Mate Fresco del Gecko (a talking, rigging-savvy lizard), and Skelly (their chief-coo-and-bottle-washer skeleton), as they covertly pursue their mission while being pursued relentlessly (and hopelessly) by Queen Conformia and her eager-if-none-too-bright-henchman, Admiral Frank.
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	Barbara Alfonso
Address	NBC 6, 15000 SW 27 Street
City	Miramar
State	FL
Zip	33027
Telephone Number	954-622-6852
Email Address	barbara.alfonso@nbcuni.com
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	

Other Matters (13)

Other Matters (1 of 13)	Response
Program Title	Noodle and Doodle
Origination	Network
Days/Times Program Regularly Scheduled	SA 12:30PM
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 is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bul fully equipped with art supplies and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an ever-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal.

Other Matters (2 of 13)	Response
Program Title	Pajanimals
Origination	Network
Days/Times Program Regularly Scheduled	SA 10:30AM
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.	The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. We meet them in the bedroom, a dormitory of sorts, where they show up their nighttime routine of brushing their teeth and having quiet conversation before falling off 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 special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow.

Other Matters (3 of 13)	Response
Program Title	Poppy Cat
Origination	Network
Days/Times Program Regularly Scheduled	SA 11:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	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 is based on the book series by Lara Jones and uses embedded lessons on imagination and storytelling to encourage creative thinking for preschool children. In each story the narrator, Lara reads a story about Poppy Cat, to her own cat named Poppy. She makes up a story that will be exciting and just follows her imagination to distant lands reached by boat, plane or train. Poppy Cat is the leader of his group of animal friends, and the story always features an underlying message about being nice to yet ignoring the antics of the resident bully, a badger named Egbert. The lesson is always to think creatively and exercise your mind through reading and storytelling because it will always lead to enjoyment and adventure.

Other Matters (4 of 13)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	SA 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.	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 places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure 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 another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination.

Other Matters (5 of 13)	Response
Program Title	Lazy Town
Origination	Network
Days/Times Program Regularly Scheduled	SA 12:00PM
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.	Lazy Town promoted fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from him home in a spaceship that overs over earth, prepared to answer to any call for help. The ever-resent theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.

Other Matters (6 of 13)	Response
Program Title	The Chica Show
Origination	Network

Days/Times Program Regularly Scheduled	SA 10:00AM
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.	Chica is a five-year-old 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 by Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits int he 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 Stitches 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 (7 of 13)	Response
Program Title	Aqua Kids Advnetures II
Origination	Network
Days/Times Program Regularly Scheduled	SA 10:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world.

Other Matters (8 of 13)	Response
Program Title	Ariel and Zoey & Eli, Too
Origination	Network
Days/Times Program Regularly Scheduled	SA 10:30AM
Total times aired at regularly scheduled time	13

Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Ariel and Zoey & Eli, Too introduces children to people who have accomplished great things and have a positive message. Twins Ariel and Zoey sing for crowds of adoring fans and Eli makes them laugh. AZE2's central theme is to empower children to accomplish their goals and their dreams. There is always a focus on important life lessons treating others with respect and kindness. Music, art, and history is the theme as musicians, artists and others at the top of their field share their life lessons with the audience.

Other Matters (9 of 13)	Response
Program Title	Aqua Kids Adventures II
Origination	Network
Days/Times Program Regularly Scheduled	SA 11:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world.

Other Matters (10 of 13)	Response
Program Title	Dog & Cat Training
Origination	Network
Days/Times Program Regularly Scheduled	SU 10:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The motto of the series Dog and Cat Training with Joel Silverman says it all - Bond with your heart, train with your brain. This series demonstrates learning a new skill by listening, watching, and following through geared towards ages 13-16 by using animals as a teaching tool, some skills demonstrated can be used in dealing with common life issues as well. Issues that arise through training an animal are to encourage patience and discipline. Responsibility of caring for an animal instills compassion and concern. It is also a listening exercise to comprehend information. Ultimately, the child will gain an education through the art of training an animal which in turn can lead to more confidence, a sense of accomplishment and well-being. The series leads them to use the new skill as an opener to form new relationships and use their communication ability.

Other Matters (11 of 13)	Response
Program Title	Beta Records TV
Origination	Network
Days/Times Program Regularly Scheduled	SU 10:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Hosts interview up-and-coming musical artists about their inspirations emphasizing their education - showing teens how they can make their own voices heard. The show shows the value of being committing to education and instills a grounded balance of priorities, commitment, and perseverance teens can apply to their lives.

Other Matters (12 of 13)	Response
Program Title	Pirates, Adventures in Art
Origination	Network
Days/Times Program Regularly Scheduled	SU 11:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Led by Captain Leonardo, the band of bohemian brigands has escaped the drab kingdom of Queen Conformia. As she seeks to stamp out all traces of individuality among her subjects, Captain Leo and his crew of art-loving pirates set sail on daring missions to restore the creative arts lost to the communities under Conformia's sway. Follow the adventures of Leonardo, Princess Cleo, First Mate Fresco del Gecko (a talking, rigging-savvy lizard), and Skelly (their chief-coo-and-bottle-washer skeleton), as they covertly pursue their mission while being pursued relentlessly (and hopelessly) by Queen Conformia and her eager-if-none-too-bright-henchman, Admiral Frank.

Other Matters (13 of 13)	Response
Program Title	Poko
Origination	Network
Days/Times Program Regularly Scheduled	SU 11:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	1 years to 3 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Gemini award-winning children's series POKO is shot in fluid, beautiful spot-motion animation. The series stars Poko, a fun-loving little guy who is busy discovering the world around him. Together with his dob Minus and his favorite stuffed monkey, Mr. Murphy, Poko has great adventures...all around the house. POKO has a unique, comedy-filled focus on emotional intelligence - the ability to understand and manage often overwhelming emotions - so important for early childhood development. With a light-hearted, comic touch, POKO highlights the coping skills and attitudes that will help prepare young viewers for first steps and first friendships. Each season, the series introduces an expanding cast of characters, including Bibi and her magic sticker book, her cat, Cranberry, and a growing world of changes, challenges and chuckles for Poko and his beloved pals. POKO is the creation of a team of writers, educators, broadcasters and moms and dads who see the need in today's television landscape for a series aimed at the earliest audience that promotes emotional intelligence and, most importantly, leaves 'em laughing.

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.	**NBC Telemundo License LLC**

Attachments   No Attachments.