

Children's Television Programming Report

 FRN: 0001547462
 File Number: CPR-157393
 Submit Date: 07/09/2014
 Call Sign: KOBI
 Facility ID: 8260
 City:

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

 07/09/2014
 Filing Status: Active
 Filing Status: Active
 Filing Status: Active
 Filing Status: Active

Report reflects information for : Second Quarter of 2014

General	Section	Question	Response
Information	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

t	Contact Name	Address	Phone	Email	Contact Type
-					

Contact Representatives (0)

Children's	Section	Question	Response	
Television Information	Station Type	Station Type	Network Affiliatio	n
		Affiliated network	NBC	
		Nielsen DMA	Medford-Klamath Falls	
		Web Home Page Address	www.kobi5.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:			3.0
	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
	programming guideline (appl	at at least 50% of the Core Programming counted toward meeting ied to free video programming aired on other than the main Yes N ogram episodes that had already aired within the previous seven d	lo program	Yes

station's main program stream or on another of the station's free digital program streams?

Digital Core Programs(12)

Digital Core Program (1 of 12)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:00-8:30am 5.1
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. Does the Licensee identify the	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 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 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.
program by displaying throughout the program the symbol E /I?	

Questions	Response
Title of Program	The Chica Show
List date and time rescheduled	Sun 6/22 9-930am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-06-07
Episode #	
Reason for Preemption	Sports

Digital Core Program (2 of 12)	Response
Program Title	Noodle & Doodle
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:30-9:00am 5.1
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.	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 ever-faithful 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 & Doodle
List date and time rescheduled	Sun 6/22 930am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-06-07
Episode #	
Reason for Preemption	Sports

Digital Core Program (3 of 12)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:00-9:30am 5.1 (See #17)
Total times aired at regularly scheduled time	10
Total times aired	12
Number of Preemptions	2

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
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 is an animated show specifically directed to the preschool audience and always conveys an embedded lesson; it is possible to understand and manage any problem you have by thinking about it creatively. Justin is a little boy who has two imaginary playmates, Olivia (who meets him on his travels) and Squidgy the sponge (who also lives in Justin's bedroom). When Justin has a problem or doesn't want to do something his mother has suggested he daydreams his way into an adventure that takes him to places all around the world. On these adventures, he meets Olivia who guides him through an experience that demonstrates to Justin how he can solve his problem. The show provides many facts about the context the characters visit while on the adventure, but the central point is to teach a lesson about a social/emotional dilemma universally experienced by preschool children.
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	Sun 6/1 9am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-05-31
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	Sun 6/8 3pm
Is the rescheduled date the second home?	No

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-06-07
Episode #	
Reason for Preemption	Sports

Digital Core Program (4 of 12)	Response
Program Title	Tree Fu Tom
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:30-10:00am 5.1
Total times aired at regularly scheduled time	6
Total times aired	13
Number of Preemptions	7
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	7
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.	Tree Fu Tom. This series focuses on the amazing adventures of a young boy called Tom who, with the power of 'movement magic' called 'Tree Fu', can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods. During each program he calls upon the audience to follow his moves to send him the magic he needs to solve a problem encountered by Tom and his friends These include Ariella, a butterfly who is also a rancher and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green tree frog and the resident genius inventor. In each episode there are an action adventure sequences that are key to resolving the challenge of the day.

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

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 4/6 4pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-04-05
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 6/8 3:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-06-07
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 6/1 930am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-05-31
Episode #	
Reason for Preemption	Sports

Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 4/27 4pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-04-26
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 5/4 9am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-05-03
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 6/15 5p (JIP'd 5:05p see #17)
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-06-14
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 4/20 4pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-04-19
Episode #	
Reason for Preemption	Sports

Digital Core Program (5 of 12)	Response
Program Title	Lazytown
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00-10:30am 5.1
Total times aired at regularly scheduled time	4
Total times aired	13
Number of Preemptions	9
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	8
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 promotes fitness and healthful habits for children of preschool and primary grades. It takes plin an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to probisolving in their "real world." The lead character, Stephanie, guides the audience through the story. She are 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, a he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get in difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home is spaceship that hovers over earth, prepared to answer to any call for help. The ever-present 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

Title of Program	Lazytown
List date and time rescheduled	Sun 4/27 430pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-04-26
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	Sun 6/29 9am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-06-28
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	Sun 4/20 430pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-04-19
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	JIP'd @ 10:15am (See #17)
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2014-06-07
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	Sun 4/6 430pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-04-05
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	Sun 5/18 9am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-05-17
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #7

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	Sat 6/14 7am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-06-14
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	Sun 5/4 930am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-05-03
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	Sat 5/31 7am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-05-31
Episode #	
Reason for Preemption	Sports

Digital Core Program (6 of 12)	Response
Program Title	ZOU
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30-11am 5.1
Total times aired at regularly scheduled time	5
Total times aired	13
Number of Preemptions	8
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	8
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

Zou is a French series based on the Zou books by Michel Gay. Targeted for children age 2-5, each episode explores the kind of learning issues that emerge from every day encounters in the life of a preschool child. If Zou plays his drums too loud, how can he learn to play them softly? If Zou wants a car, but has only a cardboard box, how can he transform it? If Zou lost his friend's favorite airplane, how does he explain? How can Zou be successful at baking a cake if he has never done it before? How can Zou muster the courage to go to the doctor when he's afraid of injections? These are big issues in the mind and life of a preschool child and Zou demonstrates how to have fun, ask for help, listen to advice, and try different solutions until he can commit to the strategy that works. The show says it, shows it, and does it, in the embedded and naturally occurring lesson within each episode.

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

Describe the

educational

informational

objective of the program

and how it

meets the

Core

definition of

Programming.

and

Digital Preemption Programs #1

Yes

Questions	Response
Title of Program	ZOU
List date and time rescheduled	Sat 4/5 730am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-04-05
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	ZOU
List date and time rescheduled	Sat 6/14 730am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-06-14
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	ZOU
List date and time rescheduled	Sat 4/19 730am
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-04-19
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	ZOU
List date and time rescheduled	Sat 5/3 730am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-05-03
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	ZOU
List date and time rescheduled	Sat 5/31 730am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-05-31
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	ZOU
List date and time rescheduled	Sat 4/26 730am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-04-26
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	ZOU
List date and time rescheduled	Sun 6/29 930am

Is the rescheduled date the second home? No	
Were promotional efforts made to notify the public of rescheduled date and time? Yes	
Date Preempted	2014-06-28
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	ZOU
List date and time rescheduled	Sun 5/18 930am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-05-17
Episode #	
Reason for Preemption	Sports

Program Title	Dragonfly TV
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays 8-8:30am 5.2
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	14 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DragonFly TV features real kids doing real science. The series demonstrates practical applications of math and science with enjoyable, hands-on projects, promoting critical thinking and problem-solving skills. Young viewers see kids like themselves investigating, dreaming and doing!
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	Real Life 101
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sundays 8:30-9am 5.2
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Real Life 101" presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series' young audience.
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	Think Big
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays 9a-9:30a 5.2
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	THINK BIG serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of having a working knowledge of math, science and physics. The series shows children actively solving problems using scientific principles, combining skill and creativity. The series also demonstrates real-world applications for math, science and engineering, proving that that the physical sciences can be useful, challenging and fun. Each episode presents an "invent-off" challenge, where teenage teams must invent a machine designed to perform a specific task in limited amount of time, promoting creative thinking and practical 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	Aqua Kids
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays 9:30am 5.2
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids motivates young people to take an active role in preserving aquatic environment 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

Origination	Network
Days/Times Program Regularly Scheduled	Sundays 7-7:30am 5.2
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.	Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together the connection between the differing members of the animal kingdom including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value.
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	Animal Atlas
Origination	Network

Days/Times Program Regularly Scheduled	Sundays 7:30-8am 5.2
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.	Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Non-Core Educational and Informational Programming (3)

Non-Core Educational and Informational Programming (1 of 3)	Response
Program Title	Dog Tales
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Sundays 3:30pm 5.1
Total times aired at regularly scheduled time:	12
Number of Preemptions	3
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Dog Tales" showcases dogs and dog lovers of all types, providing valuable information about canine health, training, grooming and overall dog care Series is E/I rated and is suitable for family viewing.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response	
Date Time	6/15 PE, DNA	
Date Time	5/11 Rescheduled 530pm, JIP'd @ 5:50pm	
Date Time	6/8 Rescheduled 430pm	

Non-Core Educational and Informational Programming (2 of 3)	Response
Program Title	Missing
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Saturdays 4:30-5:00am (Friday log)(5.1)
Total times aired at regularly scheduled time:	13
Number of Preemptions	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Missing features actual cases of missing individuals, both adult and juvenile, from across the United States. The program includes tips and information to keep children safe. The show displays the E/I icon and the age range is 13-16 year olds.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes

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

Does the Licensee provide information regarding the Yes program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?

Date and Time Aired:

Questions	Response
Non-Core Educational and Informational Programming (3 of 3)	Response
Program Title	Missing
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Sundays 3pm 5.1
Total times aired at regularly scheduled time:	11
Number of Preemptions	4
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.	Missing features actual cases of missing individuals, both adult and juvenile, from across the United States. The program includes tips and information to keep children safe. The show displays the E/I icon and the age range is 13-16 year olds.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	5/11 PE, DNA
Date Time	6/15 PE, DNA
Date Time	6/22, JIP'd @ 3:01pm6/8 Rescheduled to 4pm

Sponsored Core Programming (0)

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	Donna Rodriguez
Address	125 So. Fir Street
City	Medford
State	OR
Zip	97501
Telephone Number	541 779 5555
Email Address	program@kobi5.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	KOBI-TV is very active in the community. Our staff regularly offers tours of the station and speaks to students at their schools, career days, etc. ************************************

Liaison Contact

47 C.F.R. Section 73.671,

NOTES 2 and 3.

Other Matters (15)

Other Matters (1 of 15)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8-8:30am 5.1
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 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 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 (2 of 15)	Response
Program Title	Noodle & Doodle
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:30-9am 5.1
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 a live-action show hosted by Sean Roach that also blends animation and puppetry into the overall format. Sean drives a double-decker bus into various communities to meet children who have written to him with a problem that they would like to solve using an art and/or a food experience. Sean is accompanied by Noodle, a puppet character and Doodle, a digital character that lives inside a tablet computer, and Doggity, a faithful beagle. Doggity has a mini-show of his own through an animated alter ego that appears during diversionary segments set in a restaurant kitchen. The show demonstrates how recycled materials can become art and how food, art, and problem solving can be combined to create a fun experience in everyday life. Every episode can be replicated at home with ease by parents and children playing together.

Other Matters (3 of 15)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9-9:30am 5.1
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 and 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, 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 (4 of 15)	Response
Program Title	Tree Fu Tom
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:30-10am 5.1

Total times aired at	13
regularly	
scheduled	
time	
Length of	30 mins
Program	
Age of	2 years to 5 years
Target Child Audience	
from	
nom	
Describe the	Tree Fu Tom. This series focuses on the amazing adventures of a young boy called Tom who, with the
educational	power of 'movement magic' called "Tree Fu", can transform into a tiny but mighty magical super hero and
and	travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods.
informational	During each program he calls upon the audience to follow his moves to send him the magic he needs to
objective of	solve a problem encountered by Tom and his friends. These include Ariella, a butterfly who is also a rand
the program	and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened,
and how it	Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and
meets the	Zigzoo, a green tree frog and the resident genius inventor. In each episode there are an action adventure
definition of Core	sequences that are key to resolving the challenge of the day.
Programming.	
Other	
Matters (5 of	
15)	Deserves
,	Response
Program Title	Lazytown
Program Title	Lazytown
Program Title Origination Days/Times Program	Lazytown Network
Program Title Origination Days/Times Program Regularly	Lazytown Network
Program Title Origination Days/Times Program	Lazytown Network
Program Title Origination Days/Times Program Regularly	Lazytown Network
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at	Lazytown Network Saturdays 10-10:30am 5.1
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly	Lazytown Network Saturdays 10-10:30am 5.1
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled	Lazytown Network Saturdays 10-10:30am 5.1
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly	Lazytown Network Saturdays 10-10:30am 5.1
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of	Lazytown Network Saturdays 10-10:30am 5.1
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time	Lazytown Network Saturdays 10-10:30am 5.1 13
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of	Lazytown Network Saturdays 10-10:30am 5.1 13
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program	Lazytown Network Saturdays 10-10:30am 5.1 13 30 mins
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of	Lazytown Network Saturdays 10-10:30am 5.1 13 30 mins
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child	Lazytown Network Saturdays 10-10:30am 5.1 13 30 mins
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience	Lazytown Network Saturdays 10-10:30am 5.1 13 30 mins 2 years to 5 years
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from	Lazytown Network Saturdays 10-10:30am 5.1 13 30 mins 2 years to 5 years Lazy Town promotes fitness and healthful habits for children of preschool and primary grades. It takes pla
Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled time Length of Program Age of Target Child Audience from	Lazytown Network Saturdays 10-10:30am 5.1 13 30 mins 2 years to 5 years Lazy Town promotes fitness and healthful habits for children of preschool and primary grades. It takes pair in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem
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	Lazytown Network Saturdays 10-10:30am 5.1 13 30 mins 2 years to 5 years Lazy Town promotes fitness and healthful habits for children of preschool and primary grades. It takes pair in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem
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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	Lazytown Network Saturdays 10-10:30am 5.1 13 30 mins 2 years to 5 years Lazy Town promotes fitness and healthful habits for children of preschool and primary grades. It takes plating an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problisolving in their "real world." The lead character, Stephanie, guides the audience through the story. She an 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 the story of the story of the story of Lazy Town is Robbie Rotten, and the story of the story of Lazy Town is Robbie Rotten, and the story of Lazy Town is Robbie Rotten and th
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	Lazytown Network Saturdays 10-10:30am 5.1 13 30 mins 2 years to 5 years Lazy Town promotes fitness and healthful habits for children of preschool and primary grades. It takes plating and integrating the story. She and her triends, 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, a he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into the determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into the determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into the determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into the stephanie and her friends. When the kids get into the stephanie and her friends. When the kids get into the stephanie and her friends. When the kids get into the stephanie and her friends. When the kids get into the stephanie and her friends. When the kids get into the stephanie and her friends.
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	Lazytown Network Saturdays 10-10:30am 5.1 13 30 mins 2 years to 5 years Lazy Town promotes fitness and healthful habits for children of preschool and primary grades. It takes plation in imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to proble solving in their "real world." The lead character, Stephanie, guides the audience through the story. She are 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, at he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get int difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in the fitnes with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in the fitnes in the determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get int difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in the fitnes health and fitness practices of Stephanie and her friends.
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Other Matters (6 of 15)	Response	
Program Title	ZOU	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays 10:30-11	am 5.1
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.	explores the kind of Zou plays his drums cardboard box, how can Zou be success go to the doctor who and Zou demonstra	ies based on the Zou books by Michel Gay. Targeted for children age 2-5, each epite learning issues that emerge from every day encounters in the life of a preschool of s too loud, how can he learn to play them softly? If Zou wants a car, but has only a v can he transform it? If Zou lost his friend's favorite airplane, how does he explain? sful at baking a cake if he has never done it before? How can Zou muster the coura en he's afraid of injections? These are big issues in the mind and life of a preschool tes how to have fun, ask for help, listen to advice, and try different solutions until he egy that works. The show says it, shows it, and does it, in the embedded and natura thin each episode.
Other Matters (7 of 15)	Response
Program Title		Dragonfly TV
Origination		Syndicated
Days/Times Pro Scheduled	ogram Regularly	Sundays 8-8:30am 5.2 LTC 8/31/14
Total times aire scheduled time	d at regularly	9
Length of Progr	am	30 mins
Age of Target C	child Audience from	14 years to 16 years
Describe the ec informational of program and ho definition of Con	pjective of the	DragonFly TV features real kids doing real science. The series demonstrates pra applications of math and science with enjoyable, hands-on projects, promoting c thinking and problem-solving skills. Young viewers see kids like themselves investigating, dreaming and doing!
Other Matters (8 of 15) Re	esponse
Program Title	R	eal Life 101
Origination	Sy	yndicated
Days/Times Pro	-	undays 8:30-9am 5.2 LTC 8/31/14

Total times aired at regularly scheduled time	9
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.	"Real Life 101" presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series' young audience.

of 15)	Response
Program Title	Think Big
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays 9-9:30am 5.2 LTC 8/31/14
Total times aired at regularly scheduled time	9
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.	THINK BIG serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of having a working knowledge of math, science and physi The series shows children actively solving problems using scientific principles, combining skill and creativity. The series also demonstrates real-world applications for math, science and engineering, proving that that the physical sciences can be useful, challenging and fun. Each episode presents an "invent-off" challenge, where teenage teams must invent a machine designed to perform a specific ta in limited amount of time, promoting creative thinking and practical skills.

Other Matters (10 of 15)	Response
Program Title	Aqua Kids
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays 9:30-10am 5.2
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 (11 of 15)	Response
Program Title	Animal Atlas
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 7-7:30am 5.2
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.	Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value.
Other Matters (12 of 15)	Response
Program Title	Animal Atlas
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 7:30-8am 5.2
Total times aired at regularly scheduled time	13
Length of Program	30 mins

Age of Target Child Audience from

and

Program Regularly Scheduled 13 years to 16 years

Describe the Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while educational managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with informational short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer objective of engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, the program and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is and how it the connection between the differing members of the animal kingdom--- including our own species. In a meets the compelling blend, animal examples are pulled from both common experience, such as the horse and cat, definition of and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the Core content and clarity create a program of exception education value. Programming.

Other Matters (13 of 15)	Response
Program Title	Zoo Clues
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 8-8:30am 5.2 (FTC 9/7/14)
Total times aired at regularly scheduled time	4
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 series Zoo Clues will keep 13-16 year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics, and wild range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world.
Other Matters (14 of 15)	Response
Program Title	Zoo Clues
Origination	Network
Days/Times	Sundays 830-9am 5.2 (FTC 9/7/14)

Total times aired at regularly scheduled time	4
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 series Zoo Clues will keep 13-16 year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics, and wild range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals an meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly or and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world.
Other Matters (15 of 15)	Response
Program Title	On The Spot
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 9-930am 5.2 (FTC 9/7/14)
Total times aired at regularly scheduled time	4
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.	On The Spot is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music, and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond far retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the marit forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are giving by diverse ethnicities and ages, by both genders, and not by stereotypes of 'smart people' is

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 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.	California Oregon Broadcasting Inc.

Attachments No Attachments.