



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0005047105** | File Number: **CPR-126625** | Submit Date: **01/09/2012** | Call Sign: **KTLA** | Facility ID: **35670** | City:
LOS ANGELES | State: **CA**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
01/09/2012 | Filing Status: **Active**

Report reflects information for : **Fourth Quarter of 2011**

General Information

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

**Applicant
Information**

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type

Contact
Representatives
(0)

Contact Name	Address	Phone	Email	Contact Type
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Children's
Television
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	CW
	Nielsen DMA	Los Angeles
	Web Home Page Address	www.ktla.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	336.0
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:	7.0
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(20)

Digital Core Program (1 of 20)	Response
Program Title	Magi-Nation [5.1]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00AM
Total times aired at regularly scheduled time	14
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	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Magi-Nation brings young viewers a wealth of interesting new knowledge along with a body of valuable pro-social, character-building, and problem solving skills. The Final Dreamers have adventures that utilize their own brand of smarts and savvy. Through these adventures, viewers learn important information about their own world and discover meaningful and effective ways to use what they learn. Children are given an opportunity to gain new knowledge in a wide range of fields centering on the natural and social sciences. The Dreamers teach viewers fascinating lessons in zoology, botany, geology, meteorology, ecology, geography, history and language. As the viewers observe The Dreamers, they learn problem solving skills and learn lessons in integrity and honesty. Other social skills such as teamwork, cooperation and conquering obstacles are also featured. From watching The Dreamers, kids can learn to use focus, ingenuity and perseverance and can learn to model these qualities.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 20)		Response
Program Title	Magi-Nation [5.1]	
Origination	Network	
Days/Times Program Regularly Scheduled	SA 7:30AM	
Total times aired at regularly scheduled time	14	
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	7 years to 12 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Magi-Nation brings young viewers a wealth of interesting new knowledge along with a body of valuable pro-social, character-building, and problem solving skills. The Final Dreamers have adventures that utilize their own brand of smarts and savvy. Through these adventures, viewers learn important information about their own world and discover meaningful and effective ways to use what they learn. Children are given an opportunity to gain new knowledge in a wide range of fields centering on the natural and social sciences. The Dreamers teach viewers fascinating lessons in zoology, botany, geology, meteorology, ecology, geography, history and language. As the viewers observe The Dreamers, they learn problem solving skills and learn lessons in integrity and honesty. Other social skills such as teamwork, cooperation and conquering obstacles are also featured. From watching The Dreamers, kids can learn to use focus, ingenuity and perseverance and can learn to model these qualities.</p>	
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes	

Digital Core Program (3 of 20)		Response
Program Title	The Young Icons [5.1]	

Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 12:00N
Total times aired at regularly scheduled time	14
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 Young Icons gives viewers a glimpse inside the lives of the brightest and best of America's youth including world-class athletes, accomplished artist, scholars, philanthropists and entrepreneurs. Through this program, teens learn that they too can make a real difference in the world and can accomplish amazing and inspirational things.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 20)		Response
Program Title	Eco Company [5.1]	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	SA 12:30PM	
Total times aired at regularly scheduled time	14	
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.	Eco Company is a show with a dynamic and diverse group of teens who combine their natural curiosity with their enthusiasm to preserve the planet they will inherit. Eco Company explores all aspects of being green and provides examples of how we impact our world. The E-Co team teaches teens about alternative energies and reports on the latest technologies under development in energy, recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference and make a positive impact on the environment. Each week the show provides practical tips that teens, and people of all ages, can use in their daily lives. Each story and feature is reported by teens and told from their perspective.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 20)	Response
Program Title	Career Day [5.1]
Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 1:00PM
Total times aired at regularly scheduled time	14
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.	Career Day introduces young people to career exploration and awareness within a safe learning environment. Career Day provides an avenue for teens to view experts in their respective fields as they discuss work, education and training required for their job choice as well as experiences that led them to choose their field. The show encourages students to make informed decisions by exposing them to the wide variety of potential jobs and encourages success through education and training. The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities which in turn can enhance academic performance, facilitate high school completion and encourage post-secondary education. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of teens.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 20)	Response
Program Title	On The Spot [5.1]
Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 1:30PM
Total times aired at regularly scheduled time	14
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.	On The Spot is a question and answer show challenging viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. The format allows a wide range of topics and allows topics to be blended. The program also succeeds in modeling all ages, ethnicities and genders as successful, knowledgeable individuals. Although there are right and wrong answers, there are right answers from people that every audience member can identify with so that they see a representative from their own group succeeding. In turn, it also allows viewers to learn respect for those outside their own group.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (7 of 20)		Response
Program Title		Curiosity Quest Goes Green [5.2]
Origination		Network
Days/Times Program Regularly Scheduled		SA 7:00AM
Total times aired at regularly scheduled time		14
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		Curiosity Quest Goes Green shows children how to explore the world of green living. The series educates and informs youngsters about recycling, saving energy, and protecting the environment. Each episode shows a different aspect of environmental challenges and possible solutions and helps promote children's writing and creative skills.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (8 of 20)	Response
Program Title	Critter Gitters [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:30AM
Total times aired at regularly scheduled time	14
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 14 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Critter Gitters is a search and rescue, animal adventure-themed series. While entertaining, the series also contains investigative and detective sleuthing by a group of neighborhood kids, a veterinarian, a marine biologist, a zany professor and colorful neighborhood characters. Viewers will learn about different types of animals through the stimulating story lines which feature kids' natural curiosity and a love for animals. The cast provides positive role models as they deal with animals and their habitats and situations.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 20)	Response
Program Title	Curiosity Quest [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:00AM
Total times aired at regularly scheduled time	14
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Curiosity Quest explores what young viewers are curious about. Each episode answers viewer's letters of curiosity by taking the audience on location for an unscripted, hands-on, educational exploration to answer the questions posed. The host provides an enthusiastic personality and learning environment and kids will enjoy the hilarious situations he gets into in pursuit of the answers to their questions.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 20) Response	
Program Title	Heads Up [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:30AM
Total times aired at regularly scheduled time	14
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Heads Up! is a series about astronomy and astronautics that takes young viewers beyond the basics of the Big Dipper and the moon, introducing them to the magical content and practical context of the night sky. Each episode of the series takes kids on an entertaining and informative tour of the heavens through several featured segments, including a survey of all the planets and moons in our solar system. It assists young viewers to a better understanding of astronomy and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (11 of 20)	Response
Program Title	Young America Outdoors [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:00AM
Total times aired at regularly scheduled time	14
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Young America Outdoors introduces young viewers to a wide variety of outdoor activities, explaining the benefits of keeping fit while exploring wonders of nature. Show topics include fishing, hang-gliding, horseback riding, kayaking, hiking, camping, water skiing, snow skiing and backpacking. The series provides important information on wilderness survival skills and emphasizes safety outdoors as well as environmental awareness and responsible use of our natural resources. The program shows real life in-the-field experiences of professional and ordinary people experiencing the outdoors, as well as exhibiting good social responsibility and promoting strong personal and community values.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 20)		Response
Program Title	Young America Outdoors [5.2]	
Origination	Network	
Days/Times Program Regularly Scheduled	SA 9:30AM	
Total times aired at regularly scheduled time	14	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Young America Outdoors introduces young viewers to a wide variety of outdoor activities, explaining the benefits of keeping fit while exploring wonders of nature. Show topics include fishing, hang-gliding, horseback riding, kayaking, hiking, camping, water skiing, snow skiing and backpacking. The series provides important information on wilderness survival skills and emphasizes safety outdoors as well as environmental awareness and responsible use of our natural resources. The program shows real life in-the-field experiences of professional and ordinary people experiencing the outdoors, as well as exhibiting good social responsibility and promoting strong personal and community values.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Core Program (13 of 20)		Response
Program Title	Green Screen Adventures [5.3]	
Origination	Network	

Days/Times Program Regularly Scheduled	SA 7:00AM
Total times aired at regularly scheduled time	14
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	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. The stories are based on the writing of elementary school students. Children get the message that their words have power and their voices are being heard. The Green Screen company of performers and writers are diverse and reinforce critical writing skills and share positive social messages. The educational mission also emphasizes curiosity, confidence, citizenship and compassion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 20)		Response
Program Title		Busytown Mysteries [5.3]
Origination		Network
Days/Times Program Regularly Scheduled		SA 7:30AM
Total times aired at regularly scheduled time	14	
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.	Busytown Mysteries is an investigative learning show that creates a fun and easy to understand venue for creative problem solving. By focusing on the fascinating conundrums faced by a group of Richard Scarry's most enchanting characters, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn. Young viewers learn critical thinking, valuable social and emotional skills such as the importance of open-mindedness, curiosity, courage, confidence, optimism, initiative, creativity, perceptiveness and perseverance. Viewers also gain new knowledge in the areas of language, mathematics and science and learn age relevant vocabulary and word usage.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 20)	Response
Program Title	The Busy World of Richard Scarry [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:00AM
Total times aired at regularly scheduled time	14
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.	The Busy World of Richard Scarry uses the characters of the Scarry books to introduce pre-schoolers to simple situations they encounter daily - love of parents, mastery of motor, language and social skills, power, possession, personal routines such as eating, dressing and sleeping, and family living such as cooking, recreation and celebration. The series shows young viewers the positive forces in their lives and stimulates imagination and play, teaches pro-social behaviors such as generosity, friendliness, persistence, altruism, understanding of others' point of view, empathy, and acceptance of others. It also seeks to show viewers a world outside of the family unit and discover friendship and the community. Other skills focused on include attention, language, memory, processing a story and interest in reading.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (16 of 20)	Response
Program Title	The Busy World of Richard Scarry [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:30AM
Total times aired at regularly scheduled time	14
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.	The Busy World of Richard Scarry uses the characters of the Scarry books to introduce pre-schoolers to simple situations they encounter daily - love of parents, mastery of motor, language and social skills, power, possession, personal routines such as eating, dressing and sleeping, and family living such as cooking, recreation and celebration. The series shows young viewers the positive forces in their lives and stimulates imagination and play, teaches pro-social behaviors such as generosity, friendliness, persistence, altruism, understanding of others' point of view, empathy, and acceptance of others. It also seeks to show viewers a world outside of the family unit and discover friendship and the community. Other skills focused on include attention, language, memory, processing a story and interest in reading.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 20)	Response
Program Title	Dino Squad [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:00AM
Total times aired at regularly scheduled time	14
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dino Squad is designed to promote and reinforce cooperation, teamwork, and related interpersonal social skills and positive character development through the portrayal of the actions and experiences of a group of high school students using entertaining and engaging stories. Each week five teenagers, who have been thrown together because they have accidentally acquired the power to morph into dinosaurs, must fend off the efforts of a mad scientist who plots to return the world to his own kind - the dinosaurs. Each week they must problem solve as a team trying to stop the plot, while keeping their identity and morphing capabilities a secret, get along with each other, and lead the lives that normal teenagers would lead. They struggle with interpersonal situations such as how to work with people they do not understand, confront issues such as sharing credit and find ways to get along and use each person's strengths while ignoring weaknesses. These teens model positive behavior for the audience in areas of honesty, perseverance and self-confidence as well as other daily situations facing today's teens.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (18 of 20)	Response
Program Title	Dino Squad [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:30AM
Total times aired at regularly scheduled time	14
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dino Squad is designed to promote and reinforce cooperation, teamwork, and related interpersonal social skills and positive character development through the portrayal of the actions and experiences of a group of high school students using entertaining and engaging stories. Each week five teenagers, who have been thrown together because they have accidentally acquired the power to morph into dinosaurs, must fend off the efforts of a mad scientist who plots to return the world to his own kind - the dinosaurs. Each week they must problem solve as a team trying to stop the plot, while keeping their identity and morphing capabilities a secret, get along with each other, and lead the lives that normal teenagers would lead. They struggle with interpersonal situations such as how to work with people they do not understand, confront issues such as sharing credit and find ways to get along and use each person's strengths while ignoring weaknesses. These teens model positive behavior for the audience in areas of honesty, perseverance and self-confidence as well as other daily situations facing today's teens.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (19 of 20)		Response
Program Title		Doodlebops Rockin' Road Show [5.3]
Origination		Network
Days/Times Program Regularly Scheduled		SU 7:00AM
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Doodlebops Rockin' Road show helps promote academic and social readiness to young viewers facing future school environments. The Doodlebops Band uses fantasy, fun, music and adventure to teach kids about their world. Through targeted modeling, the show aids in enhancing viewers' personal character and pro-social behavior. Viewers learn the value of honesty, integrity, kindness, compassion, helpfulness and sharing and see problems solved using courage, inventiveness, leadership, initiative, cooperation, and logical reasoning. The show encourages an understanding and appreciation of music, but also helps with basic core learning skills such as numbers, the alphabet, colors, vocabulary, sequences and directions.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (20 of 20)	Response
Program Title	The Doodlebops [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SU 7:30AM
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 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Doodlebops uses music, fantasy and fun to help young viewers gain basic knowledge needed for future school environment success. Deedee, Roonie, Moe and their friends help foster creativity and enhance learning in areas such as mathematics, language, literature and music appreciation. They model positive social behaviors and personal qualities such as honesty, kindness, initiative, earnestness, compassion, cooperation, helpfulness, sharing and leadership. Through the situations they encounter, they assist viewers with critical thinking in goal-setting, decision-making and problem-solving, bringing them to an appropriate sense of self-reliance and an understanding of the consequences of their actions. Life skills and behaviors such as following directions, being a member of a team and making new friends are also emulated. Viewers also learn fundamental knowledge-based learning and skills including numbers, the alphabet, vocabulary, colors, sequences and directions.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Non-Core Educational and Informational Programming (1)

Non-Core Educational and Informational Programming (1 of 1)	Response
Program Title	Liberty's Kids [5.3]
Origination	Network
Days/Times Program Regularly Scheduled:	MO-FR 6:30AM
Total times aired at regularly scheduled time:	65
Number of Preemptions	-1
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Liberty's Kids is designed to teach the history of the American Revolution (1773-1789) in an age-appropriate manner and specifically to assist the young viewer in putting historical concepts into a context and perspective that they can comprehend. Through storytelling, viewers are introduced to historical figures and shown what incredible sacrifices these individuals made to help found the United States. Viewers are guided through the sequence of events that led to the creation of a new nation. Liberty's Kids also helps young people understand the importance of key philosophical, social and political issues at the heart of the American Revolution by setting these issues in actual historical contexts and having individuals such as Thomas Jefferson explain the problems and show the impact these issues had on the lives of ordinary citizens. Viewers also see how many social and political issues from the past - taxation, freedom of the press, race relations, the role of government and the right to bear arms - are still relevant and on the minds of today's Americans.
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
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Date and Time Aired:

Questions	Response
Date Time	

**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	Sandra Mueller
Address	5800 Sunset Boulevard
City	Los Angeles
State	CA
Zip	90028
Telephone Number	323-460-5853
Email Address	smueller@tribune.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.	A list of educational PSA's targeted to children is filed and located in KTLA's public inspection file. KTLA ceased analog broadcasts on June 12, 2009. The correct response to Question No. 7(b) is NO, however, to enable the submit option of this form, it was necessary to provide a "yes" response. Question 7(c) is not applicable. Information and certifications concerning the station's digital broadcasts are contained in answer to Questions 8-10. Antenna TV is carried on digital channel 5.2. This TV is carried on digital channel 5.3.

Other Matters (20)

Other Matters (1 of 20)	Response
Program Title	Magi-Nation [5.1]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Magi-Nation brings young viewers a wealth of interesting new knowledge along with a body of valuable pro-social, character-building, and problem solving skills. The Final Dreamers have adventures that utilize their own brand of smarts and savvy. Through these adventures, viewers learn important information about their own world and discover meaningful and effective ways to use what they learn. Children are given an opportunity to gain new knowledge in a wide range of fields centering on the natural and social sciences. The Dreamers teach viewers fascinating lessons in zoology, botany, geology, meteorology, ecology, geography, history and language. As the viewers observe The Dreamers, they learn problem solving skills and learn lessons in integrity and honesty. Other social skills such as teamwork, cooperation and conquering obstacles are also featured. From watching The Dreamers, kids can learn to use focus, ingenuity and perseverance and can learn to model these qualities.

Other Matters (2 of 20)	Response
Program Title	Magi-Nation [5.1]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Magi-Nation brings young viewers a wealth of interesting new knowledge along with a body of valuable pro-social, character-building, and problem solving skills. The Final Dreamers have adventures that utilize their own brand of smarts and savvy. Through these adventures, viewers learn important information about their own world and discover meaningful and effective ways to use what they learn. Children are given an opportunity to gain new knowledge in a wide range of fields centering on the natural and social sciences. The Dreamers teach viewers fascinating lessons in zoology, botany, geology, meteorology, ecology, geography, history and language. As the viewers observe The Dreamers, they learn problem solving skills and learn lessons in integrity and honesty. Other social skills such as teamwork, cooperation and conquering obstacles are also featured. From watching The Dreamers, kids can learn to use focus, ingenuity and perseverance and can learn to model these qualities.
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Other Matters (3 of 20)	Response
Program Title	The Young Icons [5.1]
Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 12:00N
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 Young Icons gives viewers a glimpse inside the lives of the brightest and best of America's youth including world-class athletes, accomplished artist, scholars, philanthropists and entrepreneurs. Through this program, teens learn that they too can make a real difference in the world and can accomplish amazing and inspirational things.

Other Matters (4 of 20)	Response
Program Title	Eco Company [5.1]
Origination	Syndicated
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	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Eco Company is a show with a dynamic and diverse group of teens who combine their natural curiosity with their enthusiasm to preserve the planet they will inherit. Eco Company explores all aspects of being green and provides examples of how we impact our world. The E-Co team teaches teens about alternative energies and reports on the latest technologies under development in energy, recycling, conservation and organics. The E-Team profiles teens and school organizations who have taken it upon themselves to make a difference and make a positive impact on the environment. Each week the show provides practical tips that teens, and people of all ages, can use in their daily lives. Each story and feature is reported by teens and told from their perspective.
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Other Matters (5 of 20)	Response
Program Title	Career Day [5.1]
Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 1:00PM
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.	Career Day introduces young people to career exploration and awareness within a safe learning environment. Career Day provides an avenue for teens to view experts in their respective fields as they discuss work, education and training required for their job choice as well as experiences that led them to choose their field. The show encourages students to make informed decisions by exposing them to the wide variety of potential jobs and encourages success through education and training. The program's motivational and inspirational message of each guest empowers audiences of all ages to investigate career opportunities which in turn can enhance academic performance, facilitate high school completion and encourage post-secondary education. Each segment of Career Day delivers an educational and informational message that supports current social, intellectual and emotional aspects of teens.

Other Matters (6 of 20)	Response
Program Title	On The Spot [5.1]
Origination	Syndicated
Days/Times Program Regularly Scheduled	SA 1:30PM

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.	On The Spot is a question and answer show challenging viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. The format allows a wide range of topics and allows topics to be blended. The program also succeeds in modeling all ages, ethnicities and genders as successful, knowledgeable individuals. Although there are right and wrong answers, there are right answers from people that every audience member can identify with so that they see a representative from their own group succeeding. In turn, it also allows viewers to learn respect for those outside their own group.

Other Matters (7 of 20)	Response
Program Title	Curiosity Quest Goes Green [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Curiosity Quest Goes Green shows children how to explore the world of green living. The series educates and informs youngsters about recycling, saving energy, and protecting the environment. Each episode shows a different aspect of environmental challenges and possible solutions and helps promote children's writing and creative skills.

Other Matters (8 of 20)	Response
Program Title	Critter Gitters [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 14 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Critter Gitters is a search and rescue, animal adventure-themed series. While entertaining, the series also contains investigative and detective sleuthing by a group of neighborhood kids, a veterinarian, a marine biologist, a zany professor and colorful neighborhood characters. Viewers will learn about different types of animals through the stimulating story lines which feature kids' natural curiosity and a love for animals. The cast provides positive role models as they deal with animals and their habitats and situations.
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Other Matters (9 of 20)	Response
Program Title	Curiosity Quest [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Curiosity Quest explores what young viewers are curious about. Each episode answers viewer's letters of curiosity by taking the audience on location for an unscripted, hands-on, educational exploration to answer the questions posed. The host provides an enthusiastic personality and learning environment and kids will enjoy the hilarious situations he gets into in pursuit of the answers to their questions.

Other Matters (10 of 20)	Response
Program Title	Heads Up [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Heads Up! is a series about astronomy and astronautics that takes young viewers beyond the basics of the Big Dipper and the moon, introducing them to the magical content and practical context of the night sky. Each episode of the series takes kids on an entertaining and informative tour of the heavens through several featured segments, including a survey of all the planets and moons in our solar system. It assists young viewers to a better understanding of astronomy and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers.

Other Matters (11 of 20)	Response
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Program Title	Young America Outdoors [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:00AM
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.	Young America Outdoors introduces young viewers to a wide variety of outdoor activities, explaining the benefits of keeping fit while exploring wonders of nature. Show topics include fishing, hang-gliding, horseback riding, kayaking, hiking, camping, water skiing, snow skiing and backpacking. The series provides important information on wilderness survival skills and emphasizes safety outdoors as well as environmental awareness and responsible use of our natural resources. The program shows real life in-the-field experiences of professional and ordinary people experiencing the outdoors, as well as exhibiting good social responsibility and promoting strong personal and community values.

Other Matters (12 of 20)	Response
Program Title	Young America Outdoors [5.2]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Young America Outdoors introduces young viewers to a wide variety of outdoor activities, explaining the benefits of keeping fit while exploring wonders of nature. Show topics include fishing, hang-gliding, horseback riding, kayaking, hiking, camping, water skiing, snow skiing and backpacking. The series provides important information on wilderness survival skills and emphasizes safety outdoors as well as environmental awareness and responsible use of our natural resources. The program shows real life in-the-field experiences of professional and ordinary people experiencing the outdoors, as well as exhibiting good social responsibility and promoting strong personal and community values.

Other Matters (13 of 20)	Response
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Program Title	Green Screen Adventures [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theater. The stories are based on the writing of elementary school students. Children get the message that their words have power and their voices are being heard. The Green Screen company of performers and writers are diverse and reinforce critical writing skills and share positive social messages. The educational mission also emphasizes curiosity, confidence, citizenship and compassion.

Other Matters (14 of 20)	Response
Program Title	Busytown Mysteries [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:30AM
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.	Busytown Mysteries is an investigative learning show that creates a fun and easy to understand venue for creative problem solving. By focusing on the fascinating conundrums faced by a group of Richard Scarry's most enchanting characters, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn. Young viewers learn critical thinking, valuable social and emotional skills such as the importance of open-mindedness, curiosity, courage, confidence, optimism, initiative, creativity, perceptiveness and perseverance. Viewers also gain new knowledge in the areas of language, mathematics and science and learn age relevant vocabulary and word usage.

Other Matters (15 of 20)	Response
Program Title	The Busy World of Richard Scarry [5.3]

Origination	Network
Days/Times Program Regularly Scheduled	SA 8:00AM
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.	The Busy World of Richard Scarry uses the characters of the Scarry books to introduce pre-schoolers to simple situations they encounter daily - love of parents, mastery of motor, language and social skills, power, possession, personal routines such as eating, dressing and sleeping, and family living such as cooking, recreation and celebration. The series shows young viewers the positive forces in their lives and stimulates imagination and play, teaches pro-social behaviors such as generosity, friendliness, persistence, altruism, understanding of others' point of view, empathy, and acceptance of others. It also seeks to show viewers a world outside of the family unit and discover friendship and the community. Other skills focused on include attention, language, memory, processing a story and interest in reading.

Other Matters (16 of 20)	Response
Program Title	The Busy World of Richard Scarry [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:30AM
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 Busy World of Richard Scarry uses the characters of the Scarry books to introduce pre-schoolers to simple situations they encounter daily - love of parents, mastery of motor, language and social skills, power, possession, personal routines such as eating, dressing and sleeping, and family living such as cooking, recreation and celebration. The series shows young viewers the positive forces in their lives and stimulates imagination and play, teaches pro-social behaviors such as generosity, friendliness, persistence, altruism, understanding of others' point of view, empathy, and acceptance of others. It also seeks to show viewers a world outside of the family unit and discover friendship and the community. Other skills focused on include attention, language, memory, processing a story and interest in reading.
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Other Matters (17 of 20)	Response
Program Title	Dino Squad [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dino Squad is designed to promote and reinforce cooperation, teamwork, and related interpersonal social skills and positive character development through the portrayal of the actions and experiences of a group of high school students using entertaining and engaging stories. Each week five teenagers, who have been thrown together because they have accidentally acquired the power to morph into dinosaurs, must fend off the efforts of a mad scientist who plots to return the world to his own kind - the dinosaurs. Each week they must problem solve as a team trying to stop the plot, while keeping their identity and morphing capabilities a secret, get along with each other, and lead the lives that normal teenagers would lead. They struggle with interpersonal situations such as how to work with people they do not understand, confront issues such as sharing credit and find ways to get along and use each person's strengths while ignoring weaknesses. These teens model positive behavior for the audience in areas of honesty, perseverance and self-confidence as well as other daily situations facing today's teens.

Other Matters (18 of 20)	Response
Program Title	Dino Squad [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:30AM

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dino Squad is designed to promote and reinforce cooperation, teamwork, and related interpersonal social skills and positive character development through the portrayal of the actions and experiences of a group of high school students using entertaining and engaging stories. Each week five teenagers, who have been thrown together because they have accidentally acquired the power to morph into dinosaurs, must fend off the efforts of a mad scientist who plots to return the world to his own kind - the dinosaurs. Each week they must problem solve as a team trying to stop the plot, while keeping their identity and morphing capabilities a secret, get along with each other, and lead the lives that normal teenagers would lead. They struggle with interpersonal situations such as how to work with people they do not understand, confront issues such as sharing credit and find ways to get along and use each person's strengths while ignoring weaknesses. These teens model positive behavior for the audience in areas of honesty, perseverance and self-confidence as well as other daily situations facing today's teens.

Other Matters (19 of 20)	Response
Program Title	Doodlebops Rockin' Road Show [5.3]
Origination	Network
Days/Times Program Regularly Scheduled	SU 7:00AM
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.	Doodlebops Rockin' Road show helps promote academic and social readiness to young viewers facing future school environments. The Doodlebops Band uses fantasy, fun, music and adventure to teach kids about their world. Through targeted modeling, the show aids in enhancing viewers' personal character and pro-social behavior. Viewers learn the value of honesty, integrity, kindness, compassion, helpfulness and sharing and see problems solved using courage, inventiveness, leadership, initiative, cooperation, and logical reasoning. The show encourages an understanding and appreciation of music, but also helps with basic core learning skills such as numbers, the alphabet, colors, vocabulary, sequences and directions.

Other Matters (20 of 20)	Response
Program Title	The Doodlebops [5.3]

Origination	Network
Days/Times Program Regularly Scheduled	SU 7:30AM
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 Doodlebops uses music, fantasy and fun to help young viewers gain basic knowledge needed for future school environment success. Deedee, Roonie, Moe and their friends help foster creativity and enhance learning in areas such as mathematics, language, literature and music appreciation. They model positive social behaviors and personal qualities such as honesty, kindness, initiative, earnestness, compassion, cooperation, helpfulness, sharing and leadership. Through the situations they encounter, they assist viewers with critical thinking in goal-setting, decision-making and problem-solving, bringing them to an appropriate sense of self-reliance and an understanding of the consequences of their actions. Life skills and behaviors such as following directions, being a member of a team and making new friends are also emulated. Viewers also learn fundamental knowledge-based learning and skills including numbers, the alphabet, vocabulary, colors, sequences and directions.

Certification

Question	Response
<p>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.</p> <p>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</p> <p>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.</p> <p>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).</p>	
<p>I certify that this application includes all required and relevant attachments.</p>	
<p>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.</p>	<p>KTLA Inc., Debtor-in- Possession</p>

Attachments

No Attachments.