



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0001529627** | File Number: **CPR-129553** | Submit Date: **04/09/2012** | Call Sign: **KNVO** | Facility ID: **69692** | City:
MCALLEN | State: **TX**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
04/09/2012 | Filing Status: **Active**

Report reflects information for : **First Quarter of 2012**

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
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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	UNIVISION
	Nielsen DMA	Harlingen-Weslaco-Brnsv-McA
	Web Home Page Address	

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:	8.0
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(17)

Digital Core Program (1 of 17)	Response
Program Title	Pocoyo
Origination	Network
Days/Times Program Regularly Scheduled	SA 08:00 AM
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	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 17)	Response
Program Title	The Backyardigans
Origination	Network
Days/Times Program Regularly Scheduled	SA 08:30 AM

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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is targeted to pre-schoolers, featuring five high-spirited friends Uniqua, Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn through music and dance and develop "cognitive learning." The unique character's personalities also add to this program's appeal, children will easily relate. Uniqua is the curious and confident one, and sometimes is perceived as the tomboy. Pablo the penguin is most often the leader of the pack but has panic attacks when he encounters obstacles. Tyrone the moose is the laid back and cool and known for his ironic comments. Tasha the hippo is the serious one, likes to get her own way and isn't easy to fool. Austin is the timid kangaroo who starts to come out to his shell with help of his friends. This Each adventure begins in the backyard through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early-learning through the different music genre such as big band, reggae, western, polka, Motown and disco.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 17)	Response
Program Title	Zigby
Origination	Network
Days/Times Program Regularly Scheduled	SA 09:00 AM

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	4 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is targeted to pre-schoolers, featuring Zigby, a curious and ingenious young zebra who teaches children the skills for creative problem solving, empathy and respect for others, personal responsibility, and how to work together to accomplish goals. Zigby and his two loyal friends, McMeer and Bertie, inspire children to engage in creative collaborative play, having fun but never without kindness, respect, compassion, empathy and understanding towards others. Although Zigby may accidentally cause problems, admits his mistakes and works on problem-solving. Zigby knows that there are many different ways to look at a problem and shows that you need to consider a problem in a different perspective in order to reach a solution.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 17)	Response
Program Title	Maya and Miguel
Origination	Network
Days/Times Program Regularly Scheduled	SA 09:30 AM
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	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This program has two main goals: one to encourage children to value, respect and better understand a variety of cultures, perspectives, traditions, languages and experiences; and second to support children in building their understanding of the English language, especially vocabulary. The show features 10 year old twins Maya and Miguel, their loving family, their pet parrot Paco, friends and their widely diverse neighborhood. Every episode turns and twists into an adventure for the twins especially when Maya's usual well-intended deeds turn into big messes, fortunately they always manage to fix. Maya & Miguel are both bilingual, they promote a positive attitude toward knowing and learning more than one language. This show presents a positive, culturally rich portrayal of a Latino family.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 17)		Response
Program Title		Dora the Explorer
Origination		Network
Days/Times Program Regularly Scheduled		SA 10:00 AM
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	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dora the Explorer stars a 7-year old Latina girl and her friends who actively engage pre-schoolers in a play-along, computer-style adventure designed to spark interest in learning about the world around them. Dora teaches children how to observe situations and to employ problem solving skills such as stopping to think or asking for help when they encounter an obstacle, all the while increasing their vocabulary, math skills, music appreciation and physical coordination with strong cultural and literary references.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (6 of 17)		Response
Program Title	Go, Diego, Go!	
Origination	Network	
Days/Times Program Regularly Scheduled	SA 10:30 AM	
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 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Go, Diego, Go! stars another positive Latino host, Dora the Explorer's 8-year old cousin, Diego Marquez. Diego is an action-adventure hero who motivates children to learn about the natural world around them and teaches children about a specific animal, such as the sound it makes, how it moves, what habitat it needs, what it eats and its physical characteristics. In each episode, Diego rescues an animal in trouble, modeling the use of observation skills and scientific aides like computers, a field journal and cameras, as well as positive social skills such as empathy, a desire to help others and, especially, respect for the environment. Go Diego Go! incorporates play-along viewing, interaction with Diego, movement, singing, problem-solving and strong cultural references.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 17)		Response
Program Title		Patrulla de Sapitos
Origination		Network
Days/Times Program Regularly Scheduled		SU, 08:00 AM ON 01/01/12 TO 03/11/12
Total times aired at regularly scheduled time		11
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 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this half-hour program is to illustrate the importance of discovering oneself and friendship. Eight toadlets who miss the migration to Toad Hollow, a peaceful and protected haven for toads, are lost and stranded in an unknown world, where they have to survive and confront their problems as a team. Through their amazing quest, the toad patrol teach young children many lessons about friendship, trust, caring and sharing, empathy, caution, determination, self-esteem, responsibility, selflessness, sacrifice and respect for others.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 17)	Response
Program Title	La Vida Animal
Origination	Network
Days/Times Program Regularly Scheduled	SU, 08:30 AM ON 01/01/12 TO 03/11/12 & (SU, 08:00 AM & 08:30 AM ON 03/18/12 TO 03/25/12)
Total times aired at regularly scheduled time	15
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 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this program is to present animals, birds, and insects in their natural environments in order to engage the curiosity and developing intelligence of boys and girls. There is a special emphasis on nature, science, the adaptation and survival of species, and the role of species in human planetary welfare. Each episode examines topics of geography, ecology, and the ways in which non-humans, animals, birds, and insects adjust to the complexities of their specific habitats in the various continents and oceans that make up our planet. Using original footage, music, and humor, this series presents information about where animals live, how they build their unique dwellings, the tools they use for foraging, the migrations of animals due to climatic changes, and how they care for and protect their offspring. The main purpose of the series is to educate and inform young children about a variety of species and about how animals and humans are interdependent.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 17) Response	
Program Title	Plaza Sesamo
Origination	Network
Days/Times Program Regularly Scheduled	SA & SU, 09:00 AM & 09:30 AM ON 01/01/12 TO 03/11/12 & (SA, 07:00 AM, 07:30 AM, 08:00 AM & 08:30 AM
Total times aired at regularly scheduled time	24
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 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this half-hour program is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (10 of 17)		Response
Program Title		Reino Animal
Origination		Network
Days/Times Program Regularly Scheduled		SU, 10:00 AM & 10:30 AM ON 01/01/12 TO 03/11/12 & (SA, 09:00 AM & 09:30 AM ON 03/17/12 TO 03/31/12)
Total times aired at regularly scheduled time		28
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.		This half-hour program educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (11 of 17)		Response
Program Title		Magi-Nation
Origination		Network
Days/Times Program Regularly Scheduled		SA 7;00 & 7:30 AM (1/7/12 TO 2/11/12)

Total times aired at regularly scheduled time	12
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving -- how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 17) Response	
Program Title	CUBIX: ROBOTS FOR EVERYONE
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00 & 7:30 AM STARTING 2/18/12
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	CUBIX: ROBOTS FOR EVERYONE TAKES PLACE IN THE YEAR 2040 IN BUBLLE TOWN WHERE ROBOTS OUT NUMBER HUMANS. THE SERIES CENTERS AROUND A 13 YEAR OLD BOY NAMED CONNOR, HIS ROBOT CUBIX AND THE MEMBERS OF A SPECIAL CLUB KNOWN AS BOTTIES. EACH MEMEBER OF THE BOTTIES HAS THEIR OWN ROBOT WITH A UNIQUE CHARACTERISTIC. THE ROBOTS ARE FRIENDLY, EFFICENT AND FUNCTION IN IMAGINATIVE WAYS TO HELP MAKE BUBBLE TOWN A GREAT PLACE TO LIVE. BUT IT'S GOOD VS. EVIL WORLD AND CONNOR AND THE BOTTIES LEARN LESSONS OF RIGHT AND WRONG, TEAMWORK, COURAGE AND PROBLEM SOLVING DURING THEIR ADVENTURES TO THWART DR. K'S EVIL SCHEMES TO TAKE CONTROL OF BUBLLE TOWN'S ROBOTS. EACH MEMBER OF THE BOTTIES FACES LIFE SCENARIOS THAT COMMONLY AFFECT CHILDREN TODAY - FEELING SAD AND ALONE, INSECURE AND VULNERABLE, FEAR OF FAILURE, AND OVERCOMING UNCERTANTIES AND PHOBIAS. WHETHER IT IS CONNOR FACING A DIFFIFULT INITATION TASK IN ORDER TO JOIN THE BOTTIES; CHIP DEALING WITH HIS INSECURITIES BECAUSE HE ISN'T AS TALL AS THE OTHERS; CHARLES' BRAGGING; CUBIX BEING BLAMED FOR SOEMTHING THAT HE DIDN'T DO; ENDRUIX' STAGE FRIGHT; OR ANTONIO'S JEALOUSY DURING A COMPETITION THAT LEADS HIM TO ACT LIKE A SPOILSPPORT, THE BOTTIES FACE THE SAME REAL LIFE CONFLICTS AND FEARS THAT CHILDREN FACE. THROUGHOUT THE ENTIRE SERIES, THE BOTTIES LEARN IMPORTANT LESSONS ABOUT THEMSELVES INCLUDING SELF-CONFIDENCE, COURAGE, LOYALTY, PATIENCE, HUMILITY AND PRIDE BUT THEY ALSO LEARN THE IMPORTANCE OF PRESERVERANCE, TEAMWORK AND EMBRACING THEIR DIFFERENCES TO OVERCOME OBSTACLES. THESE LESSONS RESONATE AND BOTTIES WORK TOGETHER TO DEFEAT DR. K AND HIS EVIL SCHEMES.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (13 of 17)	Response
Program Title	Elizabeth Stantons Great Big World
Origination	Network

Days/Times Program Regularly Scheduled	SA, 12:00
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.	Elizabeth Stantons Great Big World provides dynamic core programming in the areas of particular concern to young teens including global, social, educational, and wellness issues. Award winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens combining the exciting, fun, and diverse experiences of world exploration with the life changing volunteer opportunities available in these same areas. Various age appropriate global issues are introduced to the viewing audience through in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends personal hands on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (14 of 17)		Response
Program Title		MADE IN HOLLYWOOD: TEEN EDITION
Origination		Network

Days/Times Program Regularly Scheduled	SA 12:30 PM & SU 11:30 AM
Total times aired at regularly scheduled time	26
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.	EDUCATIONAL/INFORMATIONAL, NATIONALLY SYNDICATED WEEKLY SERIES. IT'S CORE PROGRAMMING TARGETS 13 - 16 YEAR OLD TEENS WITH SEGMENTS RANGING FROM COVERAGE OF ANIMATION, PRODUCING & DIRECTING TO COSTUME DESIGN, CASTING & COMOSING. THE CONTENT-RICH SPIN-OFF INTRODUCES ITS AUDIENCE TO BEHIND THE SCENES FILMAKING, SPECIAL EFFECTS TECHNIQUES AND CAREER OPPORTUITIES FOCUSING ON THE CREATIVE, TECHNICAL AND ARTISTIC SKILLS OF THE MOTION PICTURE AND TELEVISION INDUSTRIES
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 17)	Response
Program Title	Wild LTD
Origination	Network
Days/Times Program Regularly Scheduled	SU 11:00 AM
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.	Wild Ltd is a half hour series created and designed with the focus of educating and entertaining children from 13 to 16 years of age. In each episode the cameras follow Game Ranger Michelle Garforth Venter, on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (16 of 17)	Response
Program Title	Live Life and Win
Origination	Network
Days/Times Program Regularly Scheduled	SU 12:00 PM
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.	Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the audience to explore, discover, and learn strategies to achieve personal dreams, learn about the personal attributes important for achieving dreams, explore volunteerism as an opportunity to build character and to uncover personal passions, and gain knowledge about life skills necessary to Live Life and Win.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 17)	Response
Program Title	On The Spot
Origination	Network
Days/Times Program Regularly Scheduled	SU 12:30 PM
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.	On the Spot uses an entertaining on the street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges 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. Among a field of narrowly focused EI programs, On the Spot stands out as most the scholastically diverse and enriching educational program on the market. This program airs on our secondary digital stream.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Non-Core
Educational and
Informational
Programming (0)

**Sponsored Core
Programming (0)**

Liaison Contact

Question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?	Yes
Name of children's programming liaison	Donella M. Alvarado
Address	801 N. Jackson Road
City	McAllen
State	TX
Zip	78501
Telephone Number	956-687-4848
Email Address	dsalvarado@entravision.com
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	

Other Matters (15)

Other Matters (1 of 15)	Response
Program Title	Pocoyo
Origination	Network
Days/Times Program Regularly Scheduled	SA 08:00 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.

Other Matters (2 of 15)	Response
Program Title	The Backyardigans
Origination	Network
Days/Times Program Regularly Scheduled	SA 08:30 AM
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.	This educational program is targeted to pre-schoolers, featuring five high-spirited friends Uniqua, Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn through music and dance and develop "cognitive learning." The unique character's personalities also add to this program's appeal, children will easily relate. Uniqua is the curious and confident one, and sometimes is perceived as the tomboy. Pablo the penguin is most often the leader of the pack but has panic attacks when he encounters obstacles. Tyrone the moose is the laid back and cool and known for his ironic comments. Tasha the hippo is the serious one, likes to get her own way and isn't easy to fool. Austin is the timid kangaroo who starts to come out to his shell with help of his friends. This Each adventure begins in the backyard through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early-learning through the different music genre such as big band, reggae, western, polka, Motown and disco.
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Other Matters (3 of 15)	Response
Program Title	Zigby
Origination	Network
Days/Times Program Regularly Scheduled	SA 09:00 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is targeted to pre-schoolers, featuring Zigby, a curious and ingenious young zebra who teaches children the skills for creative problem solving, empathy and respect for others, personal responsibility, and how to work together to accomplish goals. Zigby and his two loyal friends, McMeer and Bertie, inspire children to engage in creative collaborative play, having fun but never without kindness, respect, compassion, empathy and understanding towards others. Although Zigby may accidentally cause problems, admits his mistakes and works on problem-solving. Zigby knows that there are many different ways to look at a problem and shows that you need to consider a problem in a different perspective in order to reach a solution.

Other Matters (4 of 15)	Response
Program Title	Maya and Miguel
Origination	Network
Days/Times Program Regularly Scheduled	SA 09:30 AM
Total times aired at regularly scheduled time	13

Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This program has two main goals: one to encourage children to value, respect and better understand a variety of cultures, perspectives, traditions, languages and experiences; and second to support children in building their understanding of the English language, especially vocabulary. The show features 10 year old twins Maya and Miguel, their loving family, their pet parrot Paco, friends and their widely diverse neighborhood. Every episode turns and twists into an adventure for the twins especially when Maya's usual well-intended deeds turn into big messes, fortunately they always manage to fix. Maya & Miguel are both bilingual, they promote a positive attitude toward knowing and learning more than one language. This show presents a positive, culturally rich portrayal of a Latino family.

Other Matters (5 of 15)	Response
Program Title	Dora the Explorer
Origination	Network
Days/Times Program Regularly Scheduled	SA 10:00 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dora the Explorer stars a 7-year old Latina girl and her friends who actively engage pre-schoolers in a play-along, computer-style adventure designed to spark interest in learning about the world around them. Dora teaches children how to observe situations and to employ problem solving skills such as stopping to think or asking for help when they encounter an obstacle, all the while increasing their vocabulary, math skills, music appreciation and physical coordination with strong cultural and literary references.

Other Matters (6 of 15)	Response
Program Title	Go, Diego Go!
Origination	Network
Days/Times Program Regularly Scheduled	SA 10:30 AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins

Age of Target Child Audience from	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Go, Diego, Go! stars another positive Latino host, Dora the Explorer's 8-year old cousin, Diego Marquez. Diego is an action-adventure hero who motivates children to learn about the natural world around them and teaches children about a specific animal, such as the sound it makes, how it moves, what habitat it needs, what it eats and its physical characteristics. In each episode, Diego rescues an animal in trouble, modeling the use of observation skills and scientific aides like computers, a field journal and cameras, as well as positive social skills such as empathy, a desire to help others and, especially, respect for the environment. Go Diego Go! incorporates play-along viewing, interaction with Diego, movement, singing, problem-solving and strong cultural references.
Other Matters (7 of 15)	
Program Title	Plaza Sesamo
Origination	Network
Days/Times Program Regularly Scheduled	SA, 07:00 AM, 07:30 AM, 08:00 AM & 08:30 AM
Total times aired at regularly scheduled time	52
Length of Program	30 mins
Age of Target Child Audience from	2 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this half-hour program is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction.
Other Matters (8 of 15)	
Program Title	Reino Animal
Origination	Network
Days/Times Program Regularly Scheduled	SA, 09:00 AM & 09:30 AM
Total times aired at regularly scheduled time	26
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.	This half-hour program educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time.
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Other Matters (9 of 15)	Response
Program Title	La Vida Animal
Origination	Network
Days/Times Program Regularly Scheduled	SU, 08:00 AM & 08:30 AM
Total times aired at regularly scheduled time	26
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.	A significant purpose and key educational objective of this program is to present animals, birds, and insects in their natural environments in order to engage the curiosity and developing intelligence of boys and girls. There is a special emphasis on nature, science, the adaptation and survival of species, and the role of species in human planetary welfare. Each episode examines topics of geography, ecology, and the ways in which non-humans, animals, birds, and insects adjust to the complexities of their specific habitats in the various continents and oceans that make up our planet. Using original footage, music, and humor, this series presents information about where animals live, how they build their unique dwellings, the tools they use for foraging, the migrations of animals due to climatic changes, and how they care for and protect their offspring. The main purpose of the series is to educate and inform young children about a variety of species and about how animals and humans are interdependent.

Other Matters (10 of 15)	Response
Program Title	CUBIX: ROBOTS FOR EVERYONE
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00 & 7:30 AM
Total times aired at regularly scheduled time	26

Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	CUBIX: ROBOTS FOR EVERYONE TAKES PLACE IN THE YEAR 2040 IN BUBLLE TOWN WHERE ROBOTS OUT NUMBER HUMANS. THE SERIES CENTERS AROUND A 13 YEAR OLD BOY NAMED CONNOR, HIS ROBOT CUBIX AND THE MEMBERS OF A SPECIAL CLUB KNOWN AS BOTTIES. EACH MEMEBER OF THE BOTTIES HAS THEIR OWN ROBOT WITH A UNIQUE CHARACTERISTIC. THE ROBOTS ARE FRIENDLY, EFFICENT AND FUNCTION IN IMAGINATIVE WAYS TO HELP MAKE BUBBLE TOWN A GREAT PLACE TO LIVE. BUT IT'S GOOD VS. EVIL WORLD AND CONNOR AND THE BOTTIES LEARN LESSONS OF RIGHT AND WRONG, TEAMWORK, COURAGE AND PROBLEM SOLVING DURING THEIR ADVENTURES TO THWART DR. K'S EVIL SCHEMES TO TAKE CONTROL OF BUBLLE TOWN'S ROBOTS. EACH MEMBER OF THE BOTTIES FACES LIFE SCENARIOS THAT COMMONLY AFFECT CHILDREN TODAY - FEELING SAD AND ALONE, INSECURE AND VULNERABLE, FEAR OF FAILURE, AND OVERCOMING UNCERTANTIES AND PHOBIAS. WHETHER IT IS CONNOR FACING A DIFFIFULT INITATION TASK IN ORDER TO JOIN THE BOTTIES; CHIP DEALING WITH HIS INSECURITIES BECAUSE HE ISN'T AS TALL AS THE OTHERS; CHARLES' BRAGGING; CUBIX BEING BLAMED FOR SOEMTHING THAT HE DIDN'T DO; ENDRUIX' STAGE FRIGHT; OR ANTONIO'S JEALOUSY DURING A COMPETITION THAT LEADS HIM TO ACT LIKE A SPOILSPPORT, THE BOTTIES FACE THE SAME REAL LIFE CONFLICTS AND FEARS THAT CHILDREN FACE. THROUGHOUT THE ENTIRE SERIES, THE BOTTIES LEARN IMPORTANT LESSONS ABOUT THEMSELVES INCLUDING SELF-CONFIDENCE, COURAGE, LOYALTY, PATIENCE, HUMILITY AND PRIDE BUT THEY ALSO LEARN THE IMPORTANCE OF PRESERVERANCE, TEAMWORK AND EMBRACING THEIR DIFFERENCES TO OVERCOME OBSTACLES. THESE LESSONS RESONATE AND BOTTIES WORK TOEGETHER TO DEFEAT DR. K AND HIS EVIL SCHEMES.

Other Matters (11 of 15)	Response
Program Title	Elizabeth Stantons Great Big World
Origination	Network
Days/Times Program Regularly Scheduled	SA 12:00 PM
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.	Elizabeth Stantons Great Big World provides dynamic core programming in the areas of particular concern to young teens including global, social, educational, and wellness issues. Award winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens combining the exciting, fun, and diverse experiences of world exploration with the life changing volunteer opportunities available in these same areas. Various age appropriate global issues are introduced to the viewing audience through in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends personal hands on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities
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Other Matters (12 of 15)	Response
Program Title	MADE IN HOLLYWOOD: TEEN EDITION
Origination	Network
Days/Times Program Regularly Scheduled	SA 12:30 PM & SU 11:30 AM
Total times aired at regularly scheduled time	26
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.	EDUCATIONAL/INFORMATIONAL, NATIONALLY SYNDICATED WEEKLY SERIES. ITS CORE PROGRAMMING TARGETS 13-16 YEAR OLD TEENS WITH SEGMENTS RANGING FROM COVERAGE OF ANIMATION, PRODUCING & DRIECTING TO COSTUME DESIGN, CASTING & COMPOSING. THE CONTENT-RICH SPIN -OFF INTRODUCES ITS AUDIENCE TO BEHIND-THE SCENES FILMAKING, SPECIAL EFFECTS TECHNIQUES AND CAREER OPPORTUNITIES FOCUSING ON THE CREATIVE, TECHNICAL AND ARTISTIC SKILLS OF THE MOTIN PICUTRE AND TELEVISION INSDUSTRIES.

Other Matters (13 of 15)	Response
Program Title	Wild LTD
Origination	Network
Days/Times Program Regularly Scheduled	SU 11:00 AM
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.	Wild Ltd is a half hour series created and designed with the focus of educating and entertaining children from 13 to 16 years of age. In each episode the cameras follow Game Ranger Michelle Garforth Venter, on her adventures both on land and under the water. Michelle meets researchers and veterinarians and learns about their work suggesting job opportunities in the conservation world. Michelle always teaches about the anatomy of the species at hand, the conservation listing and how we can better preserve their population numbers. Each episode is designed to reveal to children the value of wild spaces and the creatures that live within.
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Other Matters (14 of 15)	Response
Program Title	Live Life and Win
Origination	Network
Days/Times Program Regularly Scheduled	SU 12:00 PM
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.	Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the audience to explore, discover, and learn strategies to achieve personal dreams, learn about the personal attributes important for achieving dreams, explore volunteerism as an opportunity to build character and to uncover personal passions, and gain knowledge about life skills necessary to Live Life and Win.

Other Matters (15 of 15)	Response
Program Title	On The Spot
Origination	Network
Days/Times Program Regularly Scheduled	SU 12:30 PM
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 information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges 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. Among a field of narrowly focused EI programs, On the Spot stands out as most the scholastically diverse and enriching educational program on the market. This program airs on our secondary digital stream.
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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>Entravision Communications L.L.C.</p>

Attachments

No Attachments.