(REFERENCE COPY - Not for submission) Children's Television Programming Report

 FRN: NO FRN
 File Number: CPR-166457
 Submit Date: 04/06/2015
 Call Sign: KVSN-DT
 Facility ID: 166331
 City:

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

 04/06/2015
 Filing Status: Active
 Filing Status: Active
 Status Date:
 Status Date:

Report reflects information for : First Quarter of 2015

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

Applicant Name, Type, and Contact Information

Applicant Information

Applicant Address Phone Email Applicant Type

Contact Representatives (0)

Children's	Section	Question Resp	onse
Children's Television	Station Type	Station Type Netw	ork Affiliation
Information		Affiliated network Univi	sion
		Nielsen DMA Color	ado Springs-Pueblo
		Web Home Page Address www.com	.somosnoticiascolorado.
	Question		Response
Digital Core Programming	State the average num program stream	ber of hours of Core Programming per week broadcast by the station of	n its main 3.0
	0	ber of hours per week of free over-the-air digital video programming b an its main program stream	roadcast by 0.0
	0	ber of hours per week of Core Programming broadcast by the station of am. See 47 C.F.R. Section 73.671:	n other than 0.0
	Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?		
	additional programmi No program stream) d	tify that at least 50% of the Core Programming counted toward meeting ng guideline (applied to free video programming aired on other than the lid not consist of program episodes that had already aired within the pre ion's main program stream or on another of the station's free digital pro	e main Yes evious seven Yes

Digital Core Programs(11)	Digital Core Program (1 of 11)	Response
110514115(11)	Program Title	Mickey Mouse Clubhouse
	Origination	Network
	Days/Times Program Regularly	SA, 07:00 AM & 07:30 AM
	Scheduled 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	3 years to 5 years
	Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand.
	Does the Licensee	
	identify the	
	program by displaying	Yes
	throughout the	
	program the symbol E/I?	
	Digital Core Program (2 R of 11)	Response
	Program Title H	Iandy Manny
	-	Jetwork
	Days/Times	
	Program Regularly Scheduled	SA, 08:00 AM
	Total times	
	aired at regularly 1	3
	scheduled	
	time Total times aired	
	Number of Preemptions	
	Number of	
	Preemptions for other than Breaking News	

Number of Preemptions Rescheduled Length of Program Age of Target Child Audience Describe the educational and informational objective of the program and how it meets the definition of Core Does the Licensee identify the program by displaying throughout

the program the symbol E

/I?

30 mins

Yes

3 years to 5 years Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problem is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals, and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun Programming. and informative for viewers!

Digital Core Program (3 of 11)	Response
Program Title	Росоуо
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 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 (4 of 11)	Response
Program Title	The Jungle Book
Origination	Network
Days/Times	

Program Regu	larly SA, 09:00 AM	
Scheduled Total times air		
regularly scheo time	duled 13	
Total times air	ed 13	
Number of Preemptions	0	
Number of Preemptions for other than	Dr.	
Breaking New	S	
Number of Preemptions Rescheduled	1	
Length of Prog	gram 30 mins	
Age of Target Child Audienc	e 6 years to 9 years	
Describe the educational and informational objective of the program and h meets the definition of C Programming.	e ow it high spirited and fun loving nature. Mowgli is helped by Baloo the Wise Bear, his best friend Bagheera the Black Panther and mighty Kaa the Rock Python. Viewers learn the importance of friendship, curiosity, and how to overcome challenges with perseverance and an optimistic	
Does the Licer identify the program by	isee	
displaying throughout the	Yes	
program the symbol E/I?		
Digital Core Program (5 of 11)	Response	
,	'he Backyardigans	
Origination	Network	
Days/Times Program Regularly	SA, 09:30 AM	
Scheduled Total times		
aired at regularly scheduled		
time Total times		
aired Number of	3	
Preemptions Number of Preemptions	0	
for other than Breaking News		
Number of Preemptions Rescheduled	1	
Length of Program	mins	
Age of Target Child Audience	2 years to 5 years	
Describe the educational and informational	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 though 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	

objective of the program and how it meets the definition of Core Does the Licensee identify the program by displaying Yes throughout the program the sym /I?

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 of his shell with help of his friends. 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 Programming. different music genre such as big band, reggae, western, polka, Motown and disco.

the program the symbol E /I?	
Digital Core Program (6 of 11)	Response
Program Title	Animal Rescue
Origination	Network
Days/Times Program Regularly Scheduled	MON, 08:00 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.	Animal Rescue showcase spectacular rescues of all types of animals and focuses on the work of dedicated individuals who treat the various creatures of the animal kingdom. All stories are authentic and contain actual video of rescues. It contains safety tips and real life in-the field experiences of professional and ordinary people taking care of, treating and helping various animals.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Digital Core Program (7 of	C 11) Response
Due enere Title	Dia Vide

Digital Core Program (7 of 11)	Response
Program Title	Biz Kids
Origination	Network
Days/Times Program Regularly Scheduled	TUES, 08:00 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.	Biz kid is an educational television show that teaches financial education and entrepreneurship to a preteen audience. It uses sketch comedy and young actors to explain basic economic concepts.[1] Its motto is "Where kids teach kids about money and business
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Digital Core Program Bosponso	

Response (8 of 11)

Program Title	Dragonfly TV
Origination	Network
Days/Times Program Regularly Scheduled	WED, 08:00 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.	Dragonfly TV highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 11)	Response
Program Title	The Real Winning Edge
Origination	Network
Days/Times Program Regularly Scheduled	THURS, 08:00 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.	The Real Winning Edge is a series profiling teens who have overcome challenges successfully and who are introduced by celebrities in their field of talent.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 11)	Response
Program Title	Whaddayado
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 08:00 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	"WHADDAYADO" (What Do You Do) is a half-hour weekly educational series designed to inform, educate, inspire and entertain children about the world around

program and how it meets the definition of Core Programming. Does the Licensee identify the program by displaying throughout the program the symbol E/I?

program and how it meets the definition of Core them. Each episode is an educational life-lesson, based in reality, intended to prepare young people for potential situations that could easily crop up at anytime, anywhere.

Yes

Digital Core	
Program (11 of 11)	Response
Program Title Origination Days/Times Program Regularly	Think Big Network SUN, 08:00 AM
Scheduled 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. Does the	"Think Big features top kid inventors who face off against each other in an Invent-Off to see who can come up with the most innovative and creative invention. Each episode is set in the Think Tank, a studio filled top to bottom with art supplies and construction materials. Two teams, each led by a Featured Inventor, brainstorm, choose materials, and then sketch, design and build their idea. Once completed, the competing inventions are presented to a judge. The best invention wins bragging rights and the coveted Genius Cup. In Think Big, kids acquire and showcase their skills in creativity, science, innovation, marketing, design and teamwork."
Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

N	Question	Response
Non-Core Sp Educational and Pr Informational Programming (0)	Sponsored, Core Liaison Contact. Does the Licensee publicize the existence and location of the station's Children's Television Prognanging (PReports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?	Yes
	Name of children's programming liaison	Maria Lujan
	Address	1907 Mile High Stadium West Circle
	City	Denver
	State	CO
	Zip	80204
	Telephone Number	303-832-0050
	Email Address	mlujan@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	Despense
Other Matters	(1 of 11)	Response
(11)	Origination Days/Times	Mickey Mouse Clubhouse Network
	Scheduled	SA, 07:00 AM & 07:30 AM
	scheduled time	26
	Length of Program Age of Target	30 mins
	Child Audience from	3 years to 5 years
	educational and informational objective of the program and how it meets the definition of Core	Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand.
	Other Matters (2 Re of 11)	esponse
	Program Title Ha	
	Days/Times Program	etwork A, 08:00 AM
	Total times aired at regularly 13 scheduled time	}
	Program) mins
	Age of Target Child Audience from	years to 5 years
	educationalprandMinformationalMobjective ofstrthe programsoand how itscmeets theprdefinition ofLa	andy Manny introduces concepts related to construction, building, engineering, and technology to eschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, anny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. anny is always willing to help! With the help of his tools a lively bunch of friends, each with rengths and challenges of their own Manny is able to assess problems, ask questions, come up with lutions, and make any repairs necessary to help his neighbors. Whether the problem is a broken ooter or a clogged sink, Manny is able to find a solution using his knowledge of construction inciples and how machines work. Manny's neighborhood is a multicultural community with a rich atino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals, and blidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun
		ad informative for viewers!
	11)	Response
	Program Title Origination	Pocoyo Network
	Days/Times Prog Regularly Schedu	
	Total times aired regularly schedul time	
	Length of Progra	
	Age of Target Ch Audience from	2 years to 4 years

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.

of Core Programming.		them and the rearring process they attrize and understand.		
0 0				
Other Matter of 11)	s (4	Response		
Program Title		The Jungle Book		
Origination		Network		
Days/Times Program Regu Scheduled	larly	SA, 09:00 AM		
Total times air regularly scheo time		13		
Length of Prog	of Program 30 mins			
Age of Target Child Audienc from		6 years to 9 years		
Describe the educational an informational objective of th program and h meets the definition of C Programming.	e ow it core	The Jungle Book series is based on Rudyard Kipling's classic story. Drama, excitement and adventure mixed with a high element of comedy tell tales of how Mowgli lives and survives in the jungle, where his only companions are animals. His escapades reflect his daredevil, fearless, high spirited and fun loving nature. Mowgli is helped by Baloo the Wise Bear, his best friend Bagheera the Black Panther and mighty Kaa the Rock Python. Viewers learn the importance of friendship, curiosity, and how to overcome challenges with perseverance and an optimistic outlook on life.		
Other Matters (5 of 11)	Resp	onse		
Program Title	The I	Backyardigans		
Origination	Netw	ork		
Days/Times Program Regularly Scheduled Total times aired at regularly scheduled	SA, (13	09:30 AM		
time Length of Program	30 m	ins		
Age of Target Child Audience from	2 yea	rs to 5 years		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn though 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 of his shell with help of his friends. 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			
Other Matter	s (6 o	f 11) Response		
Program Title		Animal Rescue		
Origination		Network		
Dave/Times P	roarar	n		

	7 minut Reseue
Origination	Network
Days/Times Program Regularly Scheduled	MON, 08:00 AM
Total times aired at regularly scheduled time	13

Describe the

educational and

objective of the

program and how it

meets the definition

informational

of Core

Length of Program 30 min		S	
Age of Target Child		s to 16 years	
and informational objective work of of the program and how it meets the definition of real life		Rescue showcase spectacular rescues of all types of animals and focuses on the dedicated individuals who treat the various creatures of the animal kingdom. ies are authentic and contain actual video of rescues. It contains safety tips and in-the field experiences of professional and ordinary people taking care of, and helping various animals.	
Other Matters (7 of 11)		Response	
Program Title		Biz Kids	
Origination		Network	
Days/Times Program Regularly Scheduled		TUES, 08:00 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.		Biz kid is an educational television show that teaches financial education and entrepreneurship to a preteen audience. It uses sketch comedy and young actors to explain basic economic concepts.[1] Its motto is "Where kids teach kids about money and business	
Other Matters (8 of	esponse		

11)	Response
Program Title	Dragonfly TV
Origination	Network
Days/Times Program Regularly Scheduled	WED, 08:00 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.	Dragonfly TV highlights children "doing" projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own

Other Matters (9 of 11)		Response
Program Title		The Real Winning Edge
Origination		Network
Days/Times Program Regularly Scheduled		THURS, 08:00 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.		The Real Winning Edge is a series profiling teens who have overcome challenges successfully and who are introduced by celebrities in their field of talent.
Other Matters (10 of 11)	Response	
Program Title	Whaddayado	
Origination	Network	

	Kesponse
Program Title	Whaddayado
Origination	Network
Days/Times Program Regularly Scheduled	FRI, 08:00 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.	"WHADDAYADO" (What Do You Do) is a half-hour weekly educational series designed to inform, educate, inspire and entertain children about the world around them. Each episode is an educational life-lesson, based in reality, intended to prepare young people for potential situations that could easily crop up at anytime, anywhere.
Other Matters (11 of 11) Response	
Program Title Think Big	

Origination	Network
Days/Times Program Regularly Scheduled	SUN, 08:00 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	"Think Big features top k can come up with the mo Tank, a studio filled top t led by a Featured Invento idea. Once completed, the bragging rights and the co

Programming.

kid inventors who face off against each other in an Invent-Off to see who ost innovative and creative invention. Each episode is set in the Think to bottom with art supplies and construction materials. Two teams, each or, brainstorm, choose materials, and then sketch, design and build their e competing inventions are presented to a judge. The best invention wins coveted Genius Cup. In Think Big, kids acquire and showcase their skills definition of Core in creativity, science, innovation, marketing, design and teamwork."

Question

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

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

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

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

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

I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant **Entravision** for the Authorization(s) specified above. No Attachments.

Attachments