



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0021141494** | File Number: **CPR-126419** | Submit Date: **01/09/2012** | Call Sign: **KEYE-TV** | Facility ID: **33691** |

City: **AUSTIN** | State: **TX**

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 |
|--------------|---------|-------|-------|--------------|
|--------------|---------|-------|-------|--------------|

Children's  
Television  
Information

| Section      | Question              | Response            |
|--------------|-----------------------|---------------------|
| Station Type | Station Type          | Network Affiliation |
|              | Affiliated network    | CBS/Telmundo        |
|              | Nielsen DMA           | Austin TX           |
|              | Web Home Page Address | www.weareaustin.com |

Digital Core  
Programming

| Question  | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream  | 3.0      |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream  | 168.0    |
| State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:  | 4.0      |
| Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?  | Yes      |
| Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams? | Yes      |

Digital Core  
Programs(12)

| Digital Core<br>Program (1 of 12)   |  | Response |
|---|--|----------|
| Program Title   | Doodlebops Rockin Road Show  |          |
| Origination   | Network  |          |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | Saturday 8:00am, 8:30am  |          |
| Total times aired<br>at regularly<br>scheduled time   | 28   |          |
| Total times aired   | 8  |          |
| Number of<br>Preemptions  | 0  |          |
| Number of<br>Preemptions for<br>other than<br>Breaking News   |  |          |
| Number of<br>Preemptions<br>Rescheduled   | 1  |          |
| Length of Program   | 30 mins  |          |
| Age of Target<br>Child Audience   | 3 years to 8 years   |          |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how<br>it meets the<br>definition of Core<br>Programming. | By means of fantasy, fun, music and rhyme, the Doodlebops teach children about their world and give them the vital motivation and tools to explore it. Each episode features a live-action child who writes to the Doodles for help or advice with a problem. This child then gets Doodlefied and enters an animated world of the Doodlenet where they can hop on the magical tour bus and travel anywhere their imaginations can take them. Each episode reinforces a lesson through a musical interlude or song that encapsulates the educational objective or message. This program airs on our main digital channel (CBS). |          |
| Does the<br>Licensee identify<br>the program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes  |          |

| Digital Core<br>Program (2 of 12)               |                         | Response |
|---|-------------------------|----------|
| Program Title                                   | Busytown Mysteries      |          |
| Origination                                     | Network                 |          |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturday 9:00am, 9:30am |          |

|  |  |
|--|--|
| 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   | 3 years to 7 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program airs on our main digital channel (CBS). |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (3 of 12)                     |  | Response         |
|--|--|------------------|
| Program Title                                      |  | Danger Rangers   |
| Origination  |  | Network          |
| Days/Times Program Regularly Scheduled             |  | Saturday 10:00am |
| 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   | 4 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This six member team of animated animals and their trusty robot use action adventure storylines, comedy, and songs to impart vital health and safety information for children, promoting the cognitive, personal and pro-social qualities necessary for youngsters to carry them out. Each episode introduces an arch nemesis that never wants to play by the rules...enter the Danger Rangers to the rescue. This program airs on our main digital channel (CBS). |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program<br>(4 of 12)  |  | Response  |
|--|--|---|
| Program Title  |  | Horseland   |
| Origination  |  | Network   |
| Days/Times Program Regularly Scheduled   |  | Saturday 10:30am  |
| 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   |  | 9 years to 11 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. |  | This animated series consists of kids and their horses who come together in an incredible place called Horseland. As these friends strive to become the best competitive riders they can possibly be, the kids (and their equine companions) must learn to deal with difficult situations and confront an array of problems that put their honesty, integrity, self-confidence, and sometimes even their friendship to the test. This program airs on our main digital channel (CBS). |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              |  | Yes   |

| Digital Core<br>Program (5<br>of 12)   | Response  |
|--|---|
| Program Title  | The Magic School Bus  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday 7:00am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 14  |
| Total times<br>aired   |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 6 years to 10 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | This show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions and learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. In addition to all the factual content within the program, the children also have a socio-emotional problem to solve that is embedded into the story line. This program airs on our secondary digital channel (Telemundo). |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (6 of<br>12) | Response |
|--------------------------------------|----------|
|--------------------------------------|----------|

|  |  |
|--|--|
| Program Title  | Babar  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday 7:30am  |
| Total times aired<br>at regularly<br>scheduled time  | 14   |
| Total times aired  |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions for<br>other than<br>Breaking News  |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience  | 6 years to 10 years  |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and<br>how it meets the<br>definition of<br>Core<br>Programming. | Babar, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent, working hard, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma with which either Babar, one of his friends or family members is faced. This program airs on our secondary digital channel (Telemundo). |
| Does the<br>Licensee identify<br>the program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                    | Yes  |

| Digital Core<br>Program (7 of<br>12)            |                 | Response |
|---|-----------------|----------|
| Program Title                                   | Turbo Dogs      |          |
| Origination                                     | Network         |          |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturday 8:00am |          |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 14  |
| Total times aired  | 12  |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 0   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Turbo Dogs is an animated show based on the books (Racer Dogs) by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing like directionality and the concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs. This program airs on our secondary digital channel (Telemundo). |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (8 of 12)                |  | Response                         |
|---|--|----------------------------------|
| Program Title                                 |  | Wimzie's House                   |
| Origination                                   |  | Network                          |
| Days/Times Program Regularly Scheduled        |  | Saturday 8:30am (10/22-12/31/11) |
| Total times aired at regularly scheduled time |  | 11                               |
| Total times aired                             |  | 12                               |

|  |  |
|--|--|
| 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   | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Wimzie's House centers around the main character, Wimzie. She is a five year old puppet monster who attends daycare at her 150 year old Grandmother's house along with her brother and other friends. The series' characters are just familiar enough for the viewers to identify with but different enough to point out that the action takes place in an enchanted fantasy world of monsters. Through unforgettable adventures and original toe-tapping sing-along songs young viewers are introduced to topics of friendship, generosity, jealousy, diversity and sibling rivalry from a preschooler's point of view. This program airs on our secondary digital channel (Telemundo). |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (9 of 12)                     | Response      |
|--|---------------|
| Program Title                                      | Shelldon      |
| Origination  | Network       |
| Days/Times Program Regularly Scheduled             | Sunday 7:00am |
| Total times aired at regularly scheduled time      | 13            |
| Total times aired                                  | 12            |
| 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   | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Shelldon is an animated series about a school aged yoka shell mollusk who lives with the adoptive family, the Clams, in an undersea community Shell Land, which is populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowry shell mollusk) and Herman (a hermit crab) face a specific challenge in every episode of the show. The problem may be managing a bully, improving their grades, learning how to be altruistic and help others, or protecting their environment from natural and man-made disasters. In all cases they rely on Dr. Shell, the most venerated intellectual and leader in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct socio-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation. This program airs on our secondary digital channel (Telemundo). |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (10 of 12)                    | Response          |
|--|-------------------|
| Program Title                                      | Willa's Wild Life |
| Origination  | Network           |
| Days/Times Program Regularly Scheduled             | Sunday 7:30am     |
| Total times aired at regularly scheduled time      | 13                |
| Total times aired                                  | 12                |
| 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   | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Willa's Wild Life is an animated series centered on a six-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets -- an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience. This program airs on our secondary digital channel (Telemundo). |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (11 of 12)                    | Response      |
|--|---------------|
| Program Title                                      | Pearlie       |
| Origination  | Network       |
| Days/Times Program Regularly Scheduled             | Sunday 8:00am |
| 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   | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. This program airs on our secondary digital channel (Telemundo). |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (12 of 12)                    |  | Response                       |
|--|--|--------------------------------|
| Program Title                                      |  | Wimzie's House                 |
| Origination  |  | Network                        |
| Days/Times Program Regularly Scheduled             |  | Sunday 8:30am (10/23-12/25/11) |
| Total times aired at regularly scheduled time      |  | 10                             |
| 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 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Wimzie's House centers around the main character, Wimzie. She is a five year old puppet monster who attends daycare at her 150 year old Grandmother's house along with her brother and other friends. The series' characters are just familiar enough for the viewers to identify with but different enough to point out that the action takes place in an enchanted fantasy world of monsters. Through unforgettable adventures and original toe-tapping sing-along songs young viewers are introduced to topics of friendship, generosity, jealousy, diversity and sibling rivalry from a preschooler's point of view. This program airs on our secondary digital channel (Telemundo). |
| 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  | Lisa Hagle   |
| Address   | 10700 Metric Blvd  |
| City  | Austin   |
| State   | TX   |
| Zip   | 78758  |
| Telephone Number  | 512-490-2123   |
| Email Address   | lkhagle@keyetv.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. | KEYE TV regularly give station tours to children's groups around central Texas: 11/18/11 - 4 kids from the Boys and Girls Club of Austin 12/20/11 - Girl Scout troop 971 12/21/11 - Cub Scout Troop 971 12/22/11 - Cub Scout Troop |

Other Matters (12)

| Other Matters (1 of 12)  | Response   |
|--|--|
| Program Title  | DOODLEBOPS ROCKIN ROAD SHOW  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday 8:00am, 8:30am  |
| Total times aired at regularly scheduled time  | 26   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 3 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | By means of fantasy, fun, music and rhyme, the Doodlebops teach children about their world and give them the vital motivation and tools to explore it. Each episode features a live-action child who writes to the Doodles for help or advice with a problem. This child then gets Doodlefied and enters an animated world of the Doodlenet where they can hop on the magical tour bus and travel anywhere their imaginations can take them. Each episode reinforces a lesson through a musical interlude or song that encapsulates the educational objective or message. This program airs on our main digital channel (CBS). |

| Other Matters (2 of 12)  | Response   |
|--|--|
| Program Title  | Busytown Mysteries   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday 9:00am, 9:30am  |
| Total times aired at regularly scheduled time  | 26   |
| 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. | Inspired by the beloved works of best-selling children's author Richard Scarry, Busytown Mysteries brings the popular adventures of Busytown to preschoolers with an educational, problem-solving twist. Children can follow classic characters such as Huckle, Sally and Lowly as they scour Busytown on fun-filled adventures looking for answers to life's puzzles. Each episode focuses on fostering viewers' problem solving abilities, as the characters use their skills of observation to collect facts, draw inferences from those facts, and ultimately reach conclusions. Each episode also develops vocabulary through words and concepts that are part of the episode's overall theme. This program airs on our main digital channel (CBS). |

| Other Matters (3 of 12)  | Response   |
|--|--|
| Program Title  | Danger Rangers   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday 10:00am   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 4 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This six member team of animated animals and their trusty robot use action adventure storylines, comedy, and songs to impart vital health and safety information for children, promoting the cognitive, personal and pro-social qualities necessary for youngsters to carry them out. Each episode introduces an arch nemesis that never wants to play by the rules...enter the Danger Rangers to the rescue. This program airs on our main digital channel (CBS). |

| Other Matters (4 of 12)  | Response  |
|--|---|
| Program Title  | Horseland   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 10:30am  |
| 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. | This animated series consists of kids and their horses who come together in an incredible place called Horseland. As these friends strive to become the best competitive riders they can possibly be, the kids (and their equine companions) must learn to deal with difficult situations and confront an array of problems that put their honesty, integrity, self-confidence, and sometimes even their friendship to the test. This program airs on our main digital channel (CBS). |

| Other Matters (5 of 12)                       | Response             |
|---|----------------------|
| Program Title                                 | The Magic School Bus |
| Origination                                   | Network              |
| Days/Times Program Regularly Scheduled        | Saturday 7:00am      |
| Total times aired at regularly scheduled time | 13                   |

|  |   |
|--|---|
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | ThIS show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions and learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. In addition to all the factual content within the program, the children also have a socio-emotional problem to solve that is embedded into the story line. This program airs on our secondary digital channel (Telemundo). |

| Other Matters (6 of 12)  | Response   |
|--|--|
| Program Title  | Babar  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday 7:30am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Babar, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, as he journeys through life. Each episode of the show develops a social-emotional message such as taking responsibility, being patient and persistent, working hard, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma with which either Babar, one of his friends or family members is faced. This program airs on our secondary digital channel (Telemundo). |

| Other Matters (7 of 12)                | Response        |
|--|-----------------|
| Program Title                          | Turbo Dogs      |
| Origination                            | Network         |
| Days/Times Program Regularly Scheduled | Saturday 8:00am |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Turbo Dogs is an animated show based on the books (Racer Dogs) by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing like directionality and the concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs. This program airs on our secondary digital channel (Telemundo). |

| Other Matters (8 of 12)  | Response   |
|--|--|
| Program Title  | Wimzie's House   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday 8:30am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Wimzie's House centers around the main character, Wimzie. She is a five year old puppet monster who attends daycare at her 150 year old Grandmother's house along with her brother and other friends. The series' characters are just familiar enough for the viewers to identify with but different enough to point out that the action takes place in an enchanted fantasy world of monsters. Through unforgettable adventures and original toe-tapping sing-along songs young viewers are introduced to topics of friendship, generosity, jealousy, diversity and sibling rivalry from a preschooler's point of view. This program airs on our secondary digital channel (Telemundo). |

| Other Matters (9 of 12) | Response |
|-------------------------|----------|
| Program Title           | Shelldon |
| Origination             | Network  |

|   |                     |
|---|---------------------|
| Days/Times Program Regularly Scheduled        | Sunday 7:00am       |
| Total times aired at regularly scheduled time | 13                  |
| Length of Program                             | 30 mins             |
| Age of Target Child Audience from             | 6 years to 10 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | SHELLDON is an animated series about a school aged yoka shell mollusk who lives with the adoptive family, the Clams, in an undersea community Shell Land, which is populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowry shell mollusk) and Herman (a hermit crab) face a specific challenge in every episode of the show. The problem may be managing a bully, improving their grades, learning how to be altruistic and help others, or protecting their environment from natural and man-made disasters. In all cases they rely on Dr. Shell, the most venerated intellectual and leader in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct socio-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell Land and environmental conservation. This program airs on our secondary digital channel (Telemundo). |
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| Other Matters (10 of 12)                      | Response            |
|---|---------------------|
| Program Title                                 | Willa's Wild Life   |
| Origination                                   | Network             |
| Days/Times Program Regularly Scheduled        | Sunday 7:30am       |
| Total times aired at regularly scheduled time | 13                  |
| Length of Program                             | 30 mins             |
| Age of Target Child Audience from             | 6 years to 10 years |

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|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | WILLA'S WILD LIFE is an animated series centered on a six-year-old girl, and her menagerie of animals. Willa lives at home with her father and pets -- an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience. This program airs on our secondary digital channel (Telemundo). |
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| Other Matters (11 of 12)   | Response  |
|--|---|
| Program Title  | Pearlie   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sunday 8:00am   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 6 years to 10 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. This program airs on our secondary digital channel (Telemundo). |

| Other Matters (12 of 12)                      | Response       |
|---|----------------|
| Program Title                                 | Wimzie's House |
| Origination                                   | Network        |
| Days/Times Program Regularly Scheduled        | Sunday 8:30am  |
| Total times aired at regularly scheduled time | 13             |

|  |  |
|--|--|
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 6 years to 10 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Wimzie's House centers around the main character, Wimzie. She is a five year old puppet monster who attends daycare at her 150 year old Grandmother's house along with her brother and other friends. The series' characters are just familiar enough for the viewers to identify with but different enough to point out that the action takes place in an enchanted fantasy world of monsters. Through unforgettable adventures and original toe-tapping sing-along songs young viewers are introduced to topics of friendship, generosity, jealousy, diversity and sibling rivalry from a preschooler's point of view. This program airs on our secondary digital channel (Telemundo). |

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><b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b></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><b>KEYE<br/>Licensee,<br/>LLC</b></p> |

**Attachments**

No Attachments.