



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0009961889** | File Number: **CPR-167895** | Submit Date: **04/09/2015** | Call Sign: **KSNG** | Facility ID: **72361** | City:  
**GARDEN CITY** | State: **KS**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**04/09/2015** | Filing Status: **Active**

Report reflects information for : **First Quarter of 2015**

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    | NBC                     |
|              | Nielsen DMA           | Wichita-Hutchinson Plus |
|              | Web Home Page Address | www.ksn.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(10)

| Digital Core<br>Program (1 of<br>10)   | Response   |
|--|--|
| Program Title  | Noodle & Doodle  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday/8:30am  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 8  |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 7  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 7  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience   | 2 years to 5 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. | An instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle & Doodle   |
| List date and time rescheduled   | 3/28/2015 11:30AM |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2015-03-28        |
| Episode #  | 3/28/2015 8:30AM  |
| Reason for Preemption  | Sports            |

#### Digital Preemption Programs #2

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle & Doodle   |
| List date and time rescheduled   | 3/14/2015 11:30AM |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2015-03-14        |
| Episode #  | 3/14/2015 8:30AM  |
| Reason for Preemption  | Sports            |

#### Digital Preemption Programs #3

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle & Doodle   |
| List date and time rescheduled   | 3/21/2015 11:30AM |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2015-03-21        |
| Episode #  | 3/21/2015 8:30AM  |
| Reason for Preemption  | Sports            |

#### Digital Preemption Programs #4

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle & Doodle   |
| List date and time rescheduled   | 1/24/2015 11:30AM |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2015-01-24        |
| Episode #  | 1/24/2015 8:30AM  |
| Reason for Preemption  | Other             |

Digital Preemption Programs #5

| Questions  | Response         |
|--|------------------|
| Title of Program   | Noodle & Doodle  |
| List date and time rescheduled   | 1/3/2015 11:30AM |
| Is the rescheduled date the second home?   | Yes              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   | 2015-01-03       |
| Episode #  | 1/3/2015 8:30AM  |
| Reason for Preemption  | Sports           |

Digital Preemption Programs #6

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Noodle & Doodle   |
| List date and time rescheduled   | 2/14/2015 11:30AM |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2015-02-14        |
| Episode #  | 2/14/2015 8:30AM  |
| Reason for Preemption  | Sports            |

Digital Preemption Programs #7

| Questions  | Response         |
|--|------------------|
| Title of Program   | Noodle & Doodle  |
| List date and time rescheduled   | 3/7/2015 11:30AM |
| Is the rescheduled date the second home?   | Yes              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   | 2015-03-07       |
| Episode #  | 3/7/2015 8:30AM  |
| Reason for Preemption  | Sports           |

| Digital Core Program (2 of 10)         | Response        |
|--|-----------------|
| Program Title                          | Astroblast      |
| Origination                            | Network         |
| Days/Times Program Regularly Scheduled | Saturday/9:00am |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Astroblast!,based on the book series "Astroblast!" by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. The station is populated by five animal characters and one 3-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to: keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or embarrassing incident, or resist the urge to blame others for your mistakes. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (3 of 10)         | Response        |
|--|-----------------|
| Program Title                          | The Chica Show  |
| Origination                            | Network         |
| Days/Times Program Regularly Scheduled | Saturday/9:30am |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Features a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (4 of 10)         | Response         |
|--|------------------|
| Program Title                          | Tree Fu Tom      |
| Origination                            | Network          |
| Days/Times Program Regularly Scheduled | Saturday/10:00am |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  |  |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish or relying on teamwork in order to accomplish a goal. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (5 of 10)         | Response         |
|--|------------------|
| Program Title                          | Lazy Town        |
| Origination                            | Network          |
| Days/Times Program Regularly Scheduled | Saturday/10:30am |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  |  |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (6 of 10)         | Response         |
|--|------------------|
| Program Title                          | Poppy Cat        |
| Origination                            | Network          |
| Days/Times Program Regularly Scheduled | Saturday/11:00am |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 12   |
| Total times aired  | 13   |
| Number of Preemptions  | 1  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Poppy Cat is based on the Poppy Cat's Adventures book series authored and illustrated by Lara Jones. A narrator, also named Lara, reads a story to her cat in each episode. This story stars the narrator's own Poppy Cat, who envisions and takes his friends on imaginary adventures. The friends are Zuzu, a Dalmatian who zips around on a skateboard; Alma, a southern belle bunny who is ultra-feminine and sweetly dramatic, Mo, a little mouse who tries his best to do as much as everyone else despite his size; Owl, the wise one who is prone to neck rolls and commentary when things irritate him or don't make sense, and the grouchy Egbert, an arrogant and obnoxious badger who refuses to play with the group and invariably attempts to sabotage their adventures. Occasionally Hilda, a forgetful and ditzy pigeon who flies into their adventures, appears to say hello or provide misguided directions to the friends. Once their mission is accomplished, the friends return to their little village and resume their cheerful, active lives. At the conclusion of her story, Lara closes her book and says good-bye to Poppy Cat, who is usually ready for his nap. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

#### Digital Preemption Programs #1

| Questions  | Response          |
|--|-------------------|
| Title of Program   | Poppy Cat         |
| List date and time rescheduled   | 1/31/2015 8:00AM  |
| Is the rescheduled date the second home?   | Yes               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes               |
| Date Preempted   | 2014-01-31        |
| Episode #  | 1/31/2014 11:00AM |

|                       |        |
|-----------------------|--------|
| Reason for Preemption | Sports |
|-----------------------|--------|

| Digital Core Program<br>(7 of 10)  | Response   |
|--|--|
| Program Title  | Raggs (Telemundo)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday/7:00am Sunday/7:00am  |
| 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. | Raggs is a musical & educational preschool series starring five colorful canines. They are not your average dogs-they are also talented musicians who make great rock'n'roll music as The Raggs Band. Over 200 original songs, the power of the music and humor stimulates children to become actively involved in learning. Raggs introduces children to elements that span the preschool curriculum, working to nurture their sense of self and others, as well as fostering a strong motivation to learn and achieve. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| Digital Core Program (8 of 10)         | Response                      |
|--|-------------------------------|
| Program Title                          | Noodle & Doodle (Telemundo)   |
| Origination                            | Network                       |
| Days/Times Program Regularly Scheduled | Saturday/7:30AM Sunday/7:30AM |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 26  |
| Total times aired  | 26  |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 2   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | NOODLE AND DOODLE is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show will be enjoyed by preschoolers, the projects are also very practical and engaging to implement for children ages 2-5. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (9 of 10)         | Response                        |
|--|---------------------------------|
| Program Title                          | Lazy Town (Telemundo)           |
| Origination                            | Network                         |
| Days/Times Program Regularly Scheduled | Saturday 8:30AM & Sunday 8:30AM |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 26  |
| Total times aired  | 26  |
| Number of Preemptions  | 1   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 1   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 5 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | LAZY TOWN promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete, who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games and holding athletic competitions, to building forts and play structures. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

#### Digital Preemption Programs #1

| Questions  | Response                 |
|--|--------------------------|
| Title of Program   | Lazy Town (Telemundo)    |
| List date and time rescheduled   | Sunday 10/5/2014 11:00am |
| Is the rescheduled date the second home?   | Yes                      |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                      |
| Date Preempted   |                          |
| Episode #  | Sunday 10/5/2014 8:30am  |

|                       |        |
|-----------------------|--------|
| Reason for Preemption | Sports |
|-----------------------|--------|

| Digital Core Program (10 of 10)  | Response  |
|--|---|
| Program Title  | The Chica Show (Telemundo)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday 8:00AM/ Sunday 8:00AM  |
| Total times aired at regularly scheduled time  | 25  |
| Total times aired  | 26  |
| Number of Preemptions  | 1   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 1   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Features a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

Digital Preemption Programs #1

| Questions  | Response                   |
|--|----------------------------|
| Title of Program   | The Chica Show (Telemundo) |
| List date and time rescheduled   | Sunday 10/5/14 10:30am     |
| Is the rescheduled date the second home?   | Yes                        |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                        |
| Date Preempted   |                            |
| Episode #  | Sunday 10/5/14 8:00am      |
| Reason for Preemption  | Sports                     |

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  | Patty Sparkman  |
| Address   | 833 North Main  |
| City  | Wichita   |
| State   | KS  |
| Zip   | 67203   |
| Telephone Number  | 316-265-3333  |
| Email Address   | patty.sparkman@ksn.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. | The licensee has reviewed internal station records and documentation provided to us by program suppliers for compliance with the FCC's commercial limits in children's programs (47 C.F.R. Section 73.670) and the licensee hereby certifies that the station fully complied with these limits for all programs specifically designed for children ages twelve (12) and under. In addition to the programs listed in this report, the station broadcast the following programs specifically designed for children ages twelve (12) and under: None. On or around June 12, 2009, the station transitioned to digital television. The station's responses to Questions 4, 7, and 10 reflect this termination of analog service. |

Other Matters (14)

| Other Matters (1 of 14)  | Response   |
|--|--|
| Program Title  | Raggs (Digital) Telemundo  |
| 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  | 3 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | RAGGS is a musical & educational preschool series starring five colorful canines. They are not your average dogs - they're also talented musicians who make great rock 'n' roll music as The Raggs Band. Over 200 original songs, the power of the music and humor stimulate children to become actively involved in learning. Raggs introduces children to elements that span the preschool curriculum, working to nurture their sense of self and others, as well as fostering a strong motivation to learn and achieve. |

| Other Matters (2 of 14)  | Response   |
|--|--|
| Program Title  | Noodle & Doodle (Telemundo)  |
| 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  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | An instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |

| Other Matters (3 of 14)  | Response  |
|--|---|
| Program Title  | El Show de Chica (Telemundo)  |
| 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  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Features a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |

| Other Matters (4 of 14)                       | Response              |
|---|-----------------------|
| Program Title                                 | Lazy Town (Telemundo) |
| 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             | 2 years to 5 years    |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. |
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| Other Matters (5 of 14)  | Response   |
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| Program Title  | Raggs (Telemundo)  |
| 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  | 3 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | RAGGS is a musical & educational preschool series starring five colorful canines. They are not your average dogs - they're also talented musicians who make great rock 'n' roll music as The Raggs Band. Over 200 original songs, the power of the music and humor stimulate children to become actively involved in learning. Raggs introduces children to elements that span the preschool curriculum, working to nurture their sense of self and others, as well as fostering a strong motivation to learn and achieve. |

| Other Matters (6 of 14)                       | Response                    |
|---|-----------------------------|
| Program Title                                 | Noodle & Doodle (Telemundo) |
| 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             | 3 years to 5 years          |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | An instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |
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| Other Matters (7 of 14)  | Response  |
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| Program Title  | The Chica Show (Telemundo)  |
| 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  | 3 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Features a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |

| Other Matters (8 of 14)                | Response              |
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| Program Title                          | Lazy Town (Telemundo) |
| Origination                            | Network               |
| Days/Times Program Regularly Scheduled | Sunday 8:30am         |

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| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 5 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazytown promotes fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures. |

| Other Matters (9 of 14)  | Response   |
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| Program Title  | Tree Fu Tom  |
| 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  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish or relying on teamwork in order to accomplish a goal. |

| Other Matters (10 of 14)   | Response  |
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| Program Title  | Astroblast  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday/9:00am   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Astroblast!,based on the book series "Astroblast!" by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. The station is populated by five animal characters and one 3-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to: keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or embarrassing incident, or resist the urge to blame others for your mistakes. |

| Other Matters (11 of 14)                      | Response           |
|---|--------------------|
| Program Title                                 | The Chica Show     |
| Origination                                   | Network            |
| Days/Times Program Regularly Scheduled        | Saturday/9:30am    |
| Total times aired at regularly scheduled time | 13                 |
| Length of Program                             | 30 mins            |
| Age of Target Child Audience from             | 2 years to 5 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Features a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |
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| Other Matters (12 of 14)   | Response  |
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| Program Title  | Lazy Town   |
| 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  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town is a show featuring the importance of health, fitness, and being good friends. Set in a fantasy world known as Lazy Town, which is populated by inactive residents, we meet a visitor named Stephanie who is determined to coax her friends and relatives into adopting a healthful, active life style. She wins over her new friends, Ziggy, Stingy, Trixie and Pixel, convincing them to leave their gaming consoles and candy stashes at home so they can go outside and play. She persuades her uncle, Mayor Milford Meanswell, and his friend Ms. Busy Body to support her efforts. Robbie Rotten, who lives underground, and is determined to return Lazy Town to its former state of inactivity and quiet, constantly foils the characters' efforts. Coming to the rescue is the athlete Sportacus who lives in a zeppelin-like aircraft and receives signals from the kids or the Mayor whenever they need help. Sportacus has two goals, to keep the peace and to promote healthful, positive living. When Robbie Rotten is discovered and contained through comic pratfalls, he returns to his underground lair and all is well in Lazy Town, until another day and another time when Robbie will rise again. |

| Other Matters (13 of 14)                      | Response       |
|---|----------------|
| Program Title                                 | Earth To Luna  |
| Origination                                   | Network        |
| Days/Times Program Regularly Scheduled        | Saturday/10:30 |
| Total times aired at regularly scheduled time | 13             |
| Length of Program                             | 30 mins        |

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| 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. | Earth to Luna! Follows the adventures of a little girl who's completely, undeniably and passionately into just one thing: science. For Luna, a six-year old girl, the earth is a giant laboratory and she dives into every new experience with boundless energy and enthusiasm along with her little brother Jupiter and pet ferret Clive. What most of us ignore, Luna notices and cannot rest until she is able to answer the question "Why is this happening to me?" There is nothing Luna won't do to find the answers to her scientific questions.  |
| <b>Other Matters (14 of 14)</b>  |  |
| Program Title  | Poppy Cat  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday/11:00am   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Poppy Cat is based on the Poppy Cat's Adventures book series authored and illustrated by Lara Jones. A narrator, also named Lara, reads a story to her cat in each episode. This story stars the narrator's own Poppy Cat, who envisions and takes his friends on imaginary adventures. The friends are Zuzu, a Dalmatian who zips around on a skateboard; Alma, a southern belle bunny who is ultra-feminine and sweetly dramatic, Mo, a little mouse who tries his best to do as much as everyone else despite his size; Owl, the wise one who is prone to neck rolls and commentary when things irritate him or don't make sense, and the grouchy Egbert, an arrogant and obnoxious badger who refuses to play with the group and invariably attempts to sabotage their adventures. Occasionally Hilda, a forgetful and ditzy pigeon who flies into their adventures, appears to say hello or provide misguided directions to the friends. Once their mission is accomplished, the friends return to their little village and resume their cheerful, active lives. At the conclusion of her story, Lara closes her book and says good-bye to Poppy Cat, who is usually ready for his nap. |

Certification

| Question   | Response  |
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| <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>LIN<br/>License<br/>Company,<br/>LLC.</b></p> |

**Attachments**

No Attachments.