

Children's Television Programming Report

 FRN:
 0030297451
 File Number:
 CPR-176423
 Submit Date:
 01/05/2016
 Call Sign:
 WVPX-TV
 Facility ID:
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Report reflects information for : Fourth Quarter of 2015

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

Applicant	Applicant Name, Type, and Contact Information				
Information	Applicant	Address	Phone	Email	Applicant Type

t	Contact Name	Address	Phone	Email	Contact Type
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Contact Representatives (0)

Children's	Section	Question	Response	
Television Information	Station Type	Station Type	Network Affiliation	١
		Affiliated network	ION	
		Nielsen DMA	Cleveland	
		Web Home Page Address		
Digital Core	Question			Response
Programming	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			840.0
	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:			87.0
	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
	programming guideline (applie	t at least 50% of the Core Programming counted toward meeting ed to free video programming aired on other than the main Yes N gram episodes that had already aired within the previous seven d	o program	Yes

station's main program stream or on another of the station's free digital program streams?

Digital Core Programs(25)

Digital Core Program (1 of 25)	Response
Program Title	The Choo Bob Show E/I
Origination	Network
Days/Times Program Regularly Scheduled	Sundays / 9:00 am and 9:30 ET/PT or 8:00 am or 8:30 am CT/MT
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	4 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land' where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situation that require thoughtful choices and provides resolution geared to the unique concerns and abilities of young children.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 25)	Response
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Program Title	Dive Olly Dive E/I
Origination	Network
Days/Times	Sundays / 10:00 am and 10:30 am ET/PT or 9:00 am and 9:30 am CT/MT
Program	
Regularly	
Scheduled	

Does the Licensee identify the program by displaying	Yes
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics and strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The team is supportive of one another and lessons of predicting, considering and discovering are cleverly interwoven into an entertaining storyline. Although the series is standard in terms of story telling, that is, it does not incorporate some of the elements that we know extend a series' power in terms of teaching, Dive Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting a child's learning. In particular this series supports a child's social development and problem solving skills.
Age of Target Child Audience	4 years to 7 years
Length of Program	30 mins
Number of Preemptions Rescheduled	
Number of Preemptions for other than Breaking News	
Number of Preemptions	0
Total times aired	
Total times aired at regularly scheduled time	26

Digital Core Program (3 of 25)	Response
Program Title	Doki E/I
Origination	Network
Days/Times Program Regularly Scheduled	Sundays / 11:00 am and 11:30 am ET/PT or 10:00 am and 10:30 am CT/MT
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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Dok and its characters reflects the media landscape of today's child. Although the most supportive programmin involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (4 of 25)	Response
Program Title	Timothy Goes to School E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 7:00 am and 7:30 am ET
Total times aired at regularly scheduled time	130
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The program's primary focus is on events at an elementary school filed with animal children and their teachers. The title character and his classmates are a recurring group of diverse creatures. The challenges in each episode are usually social or ethical dilemma with viewers learning about honesty, responsibility, friendship and other prosocial behavior. The programs illustrate that children can overcome new obstacles, accept the difference of others, become aware of their responsibilities and support and help those in need.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 25)	Response
Program Title	Todd World E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 9:00 am and 9:30 am ET
Total times aired at regularly scheduled time	130
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.	Todd World uses the real-life experiences of a preschool-aged boy and his friends to offer lessons of acceptance, tolerance and diversity to the child-at-home. It is a program perfect for the pre-school and early elementary age group (2-5 years) and an excellent use of the television medium to support the social/emotional development of kids.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 25)	Response
Program Title	Dive Olly Dive E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 10:00 am and 10:30 am ET
Total times aired at regularly scheduled time	130
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 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics are strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The team is supportive of one another and lessons of predicting, considering and discovering are cleverly interwoven into an entertaining storyline. Although the series is standard in terms of story telling, that is, does not incorporate some of the elements that we know extend a series' power in terms of teaching, D Olly Dive offers relatable characters and episodes that are clearly created with the intention of supportin a child's learning. In particular this series supports a child's social development and problem solving skil
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 11:00 am and 11:30 am ET
Total times aired at regularly scheduled time	130
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.	Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 25)	Response
Program Title	Raggs E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 12:00 pm and 12:30 pm ET

Total times aired at regularly scheduled time	130
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 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 25)	Response
Program Title	Guess with Jess E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 2:00 pm and 2:30 pm ET
Total times aired at regularly scheduled time	130
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

	nal and onal of the and how it e definition	Animated barnyard animals encounter everyday situations that raise a "question of the day." Their problem solving is similar to the standard scientific inquiry "asking, testing, and finding a way." The characters focus is on science and nature teaching the program's preschool audience about the world and about how to go about answering everyday questions. The series carefully builds the child viewer's knowledge by offering a question and then little by little adding to the information necessary to answer that question.
identify th by displa througho		Yes

Digital Core Program (10 of 25)	Response
Program Title	Harry and His Bucket Full of Dinosaurs E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 3:00 pm and 3:30 pm ET
Total times aired at regularly scheduled time	130
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.	This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemm or challenge and finds his answers in Dinoworld. It is here far from the real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being pa of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (11 of 25)	Response
Program Title	This is Daniel Cook E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 4:00 pm and 4:30 pm ET
Total times aired at regularly scheduled time	130
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.	A totally improvised program featuring a six year old boy, Daniel Cook, the main character (non- actor), who interviews people on a variety of subjects. He shows his excitement, boredom or puzzlement. Daniel visits various locations and interacts with others in learning about the world and how it works showing that learning can be a real adventure filled with moments of discovery when you ask (the right) questions. Daniel relates well and quickly to his pre-school and early elementary school audience.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (12 of 25)	Response
Program Title	The Choo Choo Bob Show E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 5:00 pm and 5:30 pm ET
Total times aired at regularly scheduled time	130
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	4 years to 11 years
Child Audience	
Describe the	The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each
educational and	program features a diverse community of people and puppets who share a love of trains, adventure
informational	and music. Viewers are introduced to a fantasy location called "Tiny Land' where a miniaturized
objective of the	environment of model trains and people encourage exploration as well as pro-social behaviors such a
program and how	courtesy, compromise and patience. The program series proposes situation that require thoughtful
it meets the	choices and provides resolution geared to the unique concerns and abilities of young children.
definition of Core	
Programming.	
Does the Licensee	Yes
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program the	
symbol E/I?	

Digital Core Program (13 of 25)	Response
Program Title	Fishtronaut E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Sundays / 8:00 am and 8:30 am ET
Total times aired at regularly scheduled time	182
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 6 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Fishronaut is a secret agent fish that wears a spacesuit so he can leave his home in Quiet Lake and explore the world outside the water in Smiling Trees Park. All sorts of environmental and nature-related mysteries pop up. With his friends, Marina (an 8 year old girl) and Zeek (a pre-teen monkey), the mysteries are always solved. In each episode, viewers are invited to clap and dance along with the cast to help reveal clues locked inside a magical multicolored ball.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 25)	Response
Program Title	Jakers E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Sundays / 7:00 pm and 7:30 pm ET
Total times aired at regularly scheduled time	182
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.	An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is "knowing stuff in our power." The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 25)	Response
Program Title	Babar E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 9:00 am and 9:30 am ET
Total times aired at regularly scheduled time	52
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.	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 in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (16 of 25)	Response
Program Title	Busy World of Richard Scarry E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 10:00 am and 10:30 am ET
Total times aired at regularly scheduled time	52
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 9 years
Describe the educational and	The series is specifically designed for preschool and elementary children and each
informational objective of the	program contains three ten minute stories. These stories are told thru animated
program and how it meets the	animals usually on a quest to solve a mystery while also passing along informationa
definition of Core Programming.	and educational lessons.
Does the Licensee identify the	Yes
program by displaying throughout	
the program the symbol E/I?	

Digital Core Program (17 of 25)	Response
Program Title	Marvin the Tap Dancing Horse E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 11:00 am and 11:30 am ET
Total times aired at regularly scheduled time	52
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.	Marvin the Tap Dancing Horse captures the hearts of kids with its charming tales of life in the carnival. Created by Betty and Michael Paraskevas, the series looks at nine year-old Eddy Largo's adventures after he lands a summer job at the local carnival. He soon meets the stars of the show Marvin the Tap Dancing Horse, Diamonds the Elephant, Elizabeth the Pig and Stripes the Tiger, and discovers that they can communicate with one another. Together, they overcome many obstacles while enjoying the excitement of carnival life. Children learn the valuable lessons of friendship and family, and believing in themselves.

Does the	Yes
Licensee identify	
the program by	
displaying	
throughout the	
program the	
symbol E/I?	

Digital Core Program (18 of 25)	Response
Program Title	My Friend Rabbit E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 2:00 pm and 2:30 pm ET
Total times aired at regularly scheduled time	52
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.	My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (19 of 25)	Response
Program Title	Jacob Two Two E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 3:00 pm and 3:30 pm ET

Total times aired at regularly scheduled time	52
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.	Based on Mordecai Richler's books, Jacob Two-Two is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (20 of 25)	Response
Program Title	Pearlie E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 5:00 pm and 5:30 pm ET

Total times aired at regularly scheduled time	52
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 animated comedy series based on the children's book series, Pearlie the Park Fairy by Wendy Harmer. 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. Aimed for an audience within the 6 to 10 year old range, episodes focus 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 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, Pearlie approaches 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.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (21 of 25)	Response
Program Title	Willa's Wild Life E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 6:00 pm and 6:30 pm ET

Total times aired at regularly scheduled time	52
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.	Willa 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 way 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 realized 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.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (22 of	
25)	Response
Program Title	Animal Atlas E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 8:00 pm and 8:30 pm ET

Total times aired at regularly scheduled time	52
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas provides visual information from original and detailed footage of animals. The fast moving clips of a variety of species allows viewers to compare and contrast differing physiologies and habitats. The animal subjects are presented as they move informally and comfortably through their living activities and the narration is well informed and unobtrusive. The program uses an interactive segment with multiple choice questions about the animals covered. These questions have just the right level of engagement and are a worthwhile component of the program. The program's constant reinforcement of species differentiation will facilitate learning for young people between the ages of 13 to 16.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (23 of 25)	Response
Program Title	Mickey's Farm E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 1:00 pm and 1:30 pm ET
Total times aired at regularly scheduled time	130
Total times aired	

Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mickey, a curious and adventurous Shetland Sheepdog, is a city dog who has just moved to a farm with his best friend, 14-year-old Megan. Each episode follows Mickey as he experiences new things on the farm. Often Mickey gets confused or into a bind, but with the help of Megan, his friends Guy (a wise goa and Fiona (an energetic ferret), and their Magic Book, a solution is always found and Mickey learns something new. The show is narrated by Sunny (the sun) who is always watching over the activities on the farm. Episodes end with an original song, which reiterates new things learned. The show is intended to motivate children to explore new things, ask questions, problem-solve and make new friends.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (24 of 25)	Response
Program Title	Meteor and the Mighty Monster Trucks E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Monday - Fridays / 6:00 pm and 6:30 pm ET
Total times aired at regularly scheduled time	130
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.	A group of trucks that live/go to school in a monster truck arena called Crushington Park deal with winning and losing graciously and overcoming obstacles. Narrator brings us into the action and tells us what's going on during the episode in the voice of a sports announcer. Characters repeat from episode to episode and are predominantly male. However, all characters look very different and have different abilities.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (25 of 25)	Response
Program Title	Jane and the Dragon E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Satudays and Sundays / 12:00 pm and 12:30 pm ET
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.

Does the	Yes		
Licensee			
identify the			
program by			
displaying			
throughout			
the program			
the symbol E			
/ ?			

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	LaTonya Pettit
	Address	26650 Renaissance Pkwy, Suite 1A
	City	Warrensville Heights
	State	ОН
	Zip	44128
	Telephone Number	888-551-0023
	Email Address	latonyapettit@ionmedia. com
	Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	

Other Matters (25)

Other Matters (1 of 25)	Response					
Program Title	Doki E/I					
Origination	Network					
Days/Times Program Regularly Scheduled	Wednesdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT					
Total times aired at regularly scheduled time	26					
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.	Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Dok and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on-screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning.					
Other Matters (2 of 25)	2 Response					
Program Title	The Choo Choo Bob Show E/I					
Origination	Network					
Days/Times Program Regula Scheduled	Thursdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT arly					
Total times aired at regularly scheduled time	d 26					
Length of Progra	am 30 mins					
Age of Target Child Audience from	4 years to 11 years					
Describe the educational and informational objective of the program and ho it meets the	and music. Viewers are introduced to a fantasy location called "Tiny Land' where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as					

Other Matters (3 of 25	5)	Response
Program Title		Raggs E/I
Origination		Network
Days/Times Program I Scheduled	Regularly	Fridays / 8:00 am and 8:30 am ET or 7:00 am and 7:30 am CT/MT
Total times aired at rec scheduled time	gularly	26
Length of Program		30 mins
Age of Target Child Audience from		3 years to 6 years
Describe the education informational objective program and how it me definition of Core Prog	of the eets the	This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics.
Other Matters (4 of 25)	Response	
Program Title	Timothy Go	pes to School E/I Qubo
Origination	Network	
Days/Times Program Regularly Scheduled	Mondays -	Fridays / 7:00 am and 7:30 am ET
Total times aired at regularly scheduled time	130	
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.	teachers. T challenges honesty, re can overco	am's primary focus is on events at an elementary school filed with animal children and thei The title character and his classmates are a recurring group of diverse creatures. The in each episode are usually social or ethical dilemma with viewers learning about esponsibility, friendship and other prosocial behavior. The programs illustrate that children ome new obstacles, accept the difference of others, become aware of their responsibilities rt and help those in need.
Other Matters (5 of 25	i) R	esponse
Program Title	Т	odd World E/I Qubo
Origination	N	letwork
Days/Times Program Regularly Scheduled	Ν	Iondays - Fridays / 9:00 am and 9:30 am ET
Total times aired at rec	gularly 1	30

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. Todd World uses the real-life experiences of a preschool-aged boy and his friends to offer lessons of acceptance, tolerance and diversity to the child-at-home. It is a program perfect for the pre-school and early elementary age group (2-5 years) and an excellent use of the television medium to support the social/emotional development of kids.

Other Matters (6 of 25)	Response
Program Title	Dive Olly Dive E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 10:00 am and 10:30 am ET
Total times aired at regularly scheduled time	130
Length of Program	30 mins
Age of Target Child Audience from	4 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics and strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The team is supportive of one another and lessons of predicting, considering and discovering are cleverly interwoven into an entertaining storyline. Although the series is standard in terms of story telling, that is, it does not incorporate some of the elements that we know extend a series' power in terms of teaching, Dive Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting a child's learning. In particular this series supports a child's social development and problem solving skills.
Other Matters (7 of 25)	Response
Program Title	Doki E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 11:00 am and 11:30 am ET
Total times aired at regularly scheduled time	130
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. Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on -screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning.

Other Matters (8 of 25)	Response
Program Title	Raggs E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 12:00 pm and 12:30 pm ET
Total times aired at regularly scheduled time	130
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.	This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics.

Other Matters (9 of 25)	Response
Program Title	Guess With Jess E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 2:00 pm and 2:30 pm ET
Total times aired at regularly scheduled time	130
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.	Animated barnyard animals encounter everyday situations that raise a "question of the day." Their problem solving is similar to the standard scientific inquiry "asking, testing, and finding a way." The characters focus is on science and nature teaching the program's preschool audience about the world and about how to go about answering everyday questions. The series carefully builds the child viewer's knowledge by offering a question and then little by little adding to the information necessary to answer that question.

Other Matters (10 of 25)	Response
Program Title	Harry and His Bucket Full of Dinosaurs E/I Qubo

Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 3:00 pm and 3:30 pm ET
Total times aired at regularly scheduled time	130
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemma or challenge and finds his answers in Dinoworld. It is here far from the real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being part of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal.

Other Matters (11 of 25)	Response
Program Title	This is Daniel Cook E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 4:00 pm and 4:30 pm ET
Total times aired at regularly scheduled time	130
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.	A totally improvised program featuring a six year old boy, Daniel Cook, the main character (non- actor), who interviews people on a variety of subjects. He shows his excitement, boredom or puzzlement. Daniel visits various locations and interacts with others in learning about the world and how it works showing that learning can be a real adventure filled with moments of discovery when you ask (the right) questions. Daniel relates well and quickly to his pre-school and early elementary school audience.

Other Matters (12 of 25)	Response
Program Title	The Choo Bob Show E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 5:00 pm and 5:30 pm ET
Total times aired at regularly scheduled time	130
Length of Program	30 mins

Age of Target Child Audience from

Describe the

informational

it meets the definition of Core Programming.

educational and

objective of the

The Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land' where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situation that require thoughtful program and how choices and provides resolution geared to the unique concerns and abilities of young children.

Other Matters (13 of 25)	Response
Program Title	Jakers E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Sundays / 7:00 pm and 7:30 pm ET
Total times aired at regularly scheduled time	182
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.	An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is "knowing stuff in our power." The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children.

Other Matters (14 of 25)	Response
Program Title	Babar E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 9:00 am and 9:30 am ET
Total times aired at regularly scheduled time	52
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 in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members.

Other Matters (15 of 25)	Response
Program Title	Busy World of Richard Scarry E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 10:00 am and 10:30 am ET
Total times aired at regularly scheduled time	52
Length of Program	30 mins
Age of Target Child Audience from	6 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series is specifically designed for preschool and elementary children and each program contains three ten minute stories. These stories are told thru animated animals usually on a quest to solve a mystery while also passing along informational and educational lessons.

Program Title	Marvin the Tap Dancing Horse E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 11:00 am and 11:30 am ET
Total times aired at regularly scheduled time	52
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.	Marvin the Tap Dancing Horse captures the hearts of kids with its charming tales of life in the carnival Created by Betty and Michael Paraskevas, the series looks at nine year-old Eddy Largo's adventures after he lands a summer job at the local carnival. He soon meets the stars of the show Marvin the Tap Dancing Horse, Diamonds the Elephant, Elizabeth the Pig and Stripes the Tiger, and discovers that they can communicate with one another. Together, they overcome many obstacles while enjoying the excitement of carnival life. Children learn the valuable lessons of friendship and family, and believing i themselves.

Program Title	My Friend Rabbit E/I Qubo
Origination	Network

Days/Times Pro Regularly Sche	•	Saturdays and Sundays / 2:00 pm and 2:30 pm ET
Total times aire regularly sched		52
Length of Progr	am	30 mins
Age of Target C Audience from	Child	4 years to 8 years
Describe the ec and information objective of the and how it mee definition of Con Programming.	al program ts the	My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails.
Other Matters (18 of 25)	Response	
Program Title	Jacob Two	o Two E/I Qubo
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays	and Sundays / 3:00 pm and 3:30 pm ET
Total times aired at regularly scheduled time	52	
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.	boy, the yo heard. His inventive in childhood. Buford and figuring ou	Mordecai Richler's books, Jacob Two-Two is an animated show about the challenges of a little bungest of five siblings. Jacob is so small for his age he often repeats himself just so he can be parents are compassionate, but his siblings are not, and Jacob has to be resourceful and in learning how to assert himself, overcome his fears, get along with others, and still enjoy his He manages to turn even the most inconsequential events into adventures with his friends, d Renee. Every adventure teaches him a life lesson, from learning how to be responsible to t how to manage a bully. In addition, there are implicit lessons that promote a love for learning age development usually conveyed through Jacob's father, a full-time writer.
Other Matters (19 of 25)	Response	
Program Title	Pearlie E/I	Qubo
Origination	Network	

Days/Times	
Program Regularly Scheduled	Saturdays and Sundays / 5:00 pm and 5:30 pm ET
Total times aired at regularly scheduled time	52
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 animated comedy series based on the children's book series, Pearlie the Park Fairy by Wendy Harmer. 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. Aimed for an audience within the 6 to 10 year old range, episodes focus 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 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, Pearlie approaches 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.
Other Matters (20 of 25)	Response
Matters (20	Response Willa's Wild Life E/I Qubo
Matters (20 of 25)	
Matters (20 of 25) Program Title	Willa's Wild Life E/I Qubo
Matters (20 of 25) Program Title Origination Days/Times Program Regularly	Willa's Wild Life E/I Qubo Network
Matters (20 of 25) Program Title Origination Days/Times Program Regularly Scheduled Total times aired at regularly scheduled	Willa's Wild Life E/I Qubo Network Saturdays and Sundays / 6:00 pm and 6:30 pm ET

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Willa 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 way 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 realized 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.

Other Matters	
Other Matters (21 of 25)	Response
Program Title	Animal Atlas E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 8:00 pm and 8:30 pm ET
Total times aired at regularly scheduled time	52
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas provides visual information from original and detailed footage of animals. The fast moving clips of a variety of species allows viewers to compare and contrast differing physiologies and habitats. The animal subjects are presented as they move informally and comfortably through their living activities, and the narration is well informed and unobtrusive. The program uses an interactive segment with multiple choice questions about the animals covered. These questions have just the right level of engagement and are a worthwhile component of the program. The program's constant reinforcement of species differentiation will facilitate learning for young people between the ages of 13 to 16.

Other Matters (22 of 25)	Response
Program Title	Fishtronaut E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Sundays / 8:00 am and 8:30 am ET
Total times aired at regularly scheduled time	182
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. Fishronaut is a secret agent fish that wears a spacesuit so he can leave his home in Quiet Lake and explore the world outside the water in Smiling Trees Park. All sorts of environmental and nature-related mysteries pop up. With his friends, Marina (an 8 year old girl) and Zeek (and preteen monkey), the mysteries are always solved. In each episode, viewers are invited to clap and dance along with the cast to help reveal clues locked inside a magical multicolored ball.

Other Matters (23 of 25)	Respons	e	
Program Title		Farm E/I Qubo	
Origination	Network		
Days/Times Program Regularly Scheduled	Mondays	s - Fridays / 1:00 pm and 1:30 pm ET	
Total times aired at regularly scheduled time	130		
Length of Program	30 mins		
Age of Target Child Audience from	2 years t	o 6 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	his best f farm. Oft and Fion somethin the farm.	Mickey, a curious and adventurous Shetland Sheepdog, is a city dog who has just moved to a farm with his best friend, 14-year-old Megan. Each episode follows Mickey as he experiences new things on the farm. Often Mickey gets confused or into a bind, but with the help of Megan, his friends Guy (a wise goat) and Fiona (an energetic ferret), and their Magic Book, a solution is always found and Mickey learns something new. The show is narrated by Sunny (the sun) who is always watching over the activities on the farm. Episodes end with an original song, which reiterates new things learned. The show is intended to motivate children to explore new things, ask questions, problem-solve and make new friends.	
Other Matters (24	4 of 25)	Response	
Program Title		Meteor and the Mighty Monster Trucks E/I Qubo	
Origination			
Days/Times Prog Regularly Schedu		Mondays - Fridays / 6:00 pm and 6:30 pm ET	
Total times aired regularly schedul		130	
Length of Program	m	30 mins	
Age of Target Ch Audience from	ild	3 years to 5 years	
Describe the edu and informational objective of the p and how it meets definition of Core Programming.	rogram the	A group of trucks that live/go to school in a monster truck arena called Crushington Park deal with winning and losing graciously and overcoming obstacles. Narrator brings us into the action and tells us what's going on during the episode in the voice of a sports announcer. Characters repeat from episode to episode and are predominantly male. However, all characters look very different and have different abilities.	

Other Matters (25 of 25)	Response
Program Title	Jane and the Dragon E/I Qubo
Origination	
Days/Times	Saturdays and Sundays / 12:00 pm and 12:30 pm ET
Program	
Regularly	
Scheduled	
Total times	52
aired at	
regularly	
scheduled	
time	
Length of	30 mins
Program	
Age of Target	6 years to 10 years
Child	
Audience from	
Describe the	Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling
educational	book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in
and	Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant
informational	green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part
objective of	of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills
the program	and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane
and how it	learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be
meets the	made less complicated and easily solved.
definition of	
Core	
Programming.	

Certification	
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Attachments No Attachments.