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# Children's Television Programming Report

FRN: **0001587583** | File Number: **CPR-160597** | Submit Date: **01/20/2015** | Call Sign: **KCWE** | Facility ID: **64444** | City:  
**KANSAS CITY** | State: **MO**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**01/20/2015** | Filing Status: **Active**

Report reflects information for : Third Quarter of 2014

General Information

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

**Applicant  
Information**

**Applicant Name, Type, and Contact Information**

Applicant	Address	Phone	Email	Applicant Type
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Contact  
Representatives  
(0)

Contact Name	Address	Phone	Email	Contact Type
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Children's  
Television  
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	CW, This TV
	Nielsen DMA	Kansas City
	Web Home Page Address	http://www.kmbc.com/kcwetv

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	5.0
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:	3.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core  
Programs(17)

Digital Core Program (1 of 17)	Response
Program Title	Rescue Heroes - through and including 08/23/2014
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/7:00 - 7:30 AM CT
Total times aired at regularly scheduled time	8
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11-minute episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode, the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story. CW Network changed program lineup effective 8/30/14. Main digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 17)		Response
Program Title	Rescue Heroes through and including 8/23/2014	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays/7:30 - 8:00 AM CT	
Total times aired at regularly scheduled time	8	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	6 years to 11 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11-minute episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, procedure, training and teamwork. At the end of each episode, the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story. CW Network changed program lineup effective 8/30/14. Main digital channel only.	
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes	

Program Title	Dog Tales
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays/8:30 - 9:00 AM CT
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dog Tales serves the educational and informational needs of children 13-16 years of age with its program content, including dog safety and care tips, as well as lessons on the responsibility of owning a dog. The show also provides informative segments on various dog breeds and showcases various veterinary experts explaining different issues affecting canines. The weekly series also includes recommended reading lists about dogs and promotes children's writing and creative skills with essay and art contests. Main digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 17)	Response
Program Title	Jack Hanna's Animal Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays/9:00 - 9:30 AM CT
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In each episode, the cameras follow Jack as he spends time with nature's creatures across the continents. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe. Main digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 17)		Response
Program Title		Jack Hanna: Into The Wild
Origination		Syndicated
Days/Times Program Regularly Scheduled		Sundays/9:30 - 10:00 AM CT
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		This series is based around Jack traveling the world with his friends and family, taking the viewer to his favorite destinations and introducing them to new and amazing creatures each week. Throughout Jack's travels, he raises awareness of different cultures, geography and spectacular animals and animal facts, while teaching children the importance of stewardship of our environment through his documented donations to conservation efforts worldwide. Main digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?		Yes



Digital Core Program (6 of 17)		Response
Program Title	Made in Hollywood: Teen Edition	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Sundays/10:00 - 10:30 AM CT	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Made In Hollywood: Teen Edition targets 13-16-year-old teens with segments ranging from coverage of Animation, Producing & Directing to Costume Design, Casting & Composing. The content-rich program introduces its audience to behind-the-scenes film-making, special effects techniques, and career opportunities focusing on the creative, technical, and artistic skills of the motion picture and television industries. Main digital channel only.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Core Program (7 of 17)		Response
Program Title	Dragonfly TV	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Sundays/10:30 - 11:00 AM CT	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The programs highlight children doing projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining, and educational in structure, allowing children to investigate science on their own. Main digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 17)		Response
Program Title		Real Life 101
Origination		Syndicated
Days/Times Program Regularly Scheduled		Sundays/11:00 - 11:30 AM CT
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Real life jobs and careers are explored in an energetic style as an educational and informational presentation for teen-age viewers. The careers and people chosen to reflect those categories offer a vital inside look at what it would really be like to choose that particular profession. A co-host approach allows for an interchange of questions and responses adding viewer stimulation and insight. Main digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 17)	Response
Program Title	Teen Kids News
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays/11:30 AM - 12:00 PM CT
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The mission of Teen Kids News is to provide information and news to kids in a manner that is educational as well as highly entertaining. The target audience for the program is 13- to 16-year-olds. It is designed to appeal to the audience on its own level. The focus of the program is young people, always letting them tell their stories in their own words. The large, diverse news anchor team is unique in television and has great appeal to kids who identify and emulate them. This program serves the audience in a way that makes a real difference in their lives. It inserts the clear voice of the kid into the adult-dominated media and provides a unique perspective to the news that is not currently available on network television. This is a unique way of doing business in the crowded world of television news. There is no current news programming that features actual kids reporting to other kids on television. There have been shows by adults working with kids, but none that a young audience can literally identify with. Teen Kids News is filling that void and has captured the imagination of America, becoming the first program in history targeting the next generation of news viewers. Main digital channel only.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (10 of 17)	Response
Program Title	Animal Atlas
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/9:00 - 9:30 AM CT
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom - including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exceptional education value. Multicast channel only.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (11 of 17)	Response
Program Title	Animal Atlas
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/9:30 - 10:00 AM CT
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom - including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exceptional education value. Multicast channel only.

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (12 of 17)	Response
Program Title	Zoo Clues
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/10:00 - 10:30 AM CT
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series Zoo Clues will keep 13- to 16-year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics and wide range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what the viewers see is real, natural and relates to their own life in the real world. Multicast channel only.

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (13 of 17)	Response
Program Title	Zoo Clues
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/10:30 - 11:00 AM CT
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series Zoo Clues will keep 13- to 16-year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics and wide range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what the viewers see is real, natural and relates to their own life in the real world. Multicast channel only.

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (14 of 17)	Response
Program Title	On the Spot
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/11:00 - 11:30 AM CT
Total times aired at regularly scheduled time	13
Total times aired	9
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	On the Spot is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond fact retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the mall, it forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are given by diverse ethnicities and ages, by both genders, and not by stereotypes of "smart people" is essential. It means that anyone can own information. The fact that young people will see this on television in a non-academic setting is also very important. Whatever the curriculum or information, knowledge becomes the star - and is demonstrated by every type of person. Multicast channel only.



Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (15 of 17)	Response
Program Title	On the Spot
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/11:30a - 12:00p CT
Total times aired at regularly scheduled time	13
Total times aired	9
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	On the Spot is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond fact retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the mall, it forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are given by diverse ethnicities and ages, by both genders, and not by stereotypes of "smart people" is essential. It means that anyone can own information. The fact that young people will see this on television in a non-academic setting is also very important. Whatever the curriculum or information, knowledge becomes the star, and is demonstrated by every type of person. Multicast channel only.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (16 of 17)	Response
Program Title	Cubix: Robots for Everyone - effective 8/30/14 UFN
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/7:00 - 7:30 AM CT
Total times aired at regularly scheduled time	5
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K and his evil schemes. Main digital channel only.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 17)	Response
Program Title	Cubix: Robots for Everyone - effective 8/30/14 UFN
Origination	Network
Days/Times Program Regularly Scheduled	Saturday/7:30 - 8:00 AM CT
Total times aired at regularly scheduled time	5
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K and his evil schemes. Main digital channel only.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Non-Core Educational and Informational Programming (1)

Non-Core Educational and Informational Programming (1 of 1)	Response
Program Title	Young Men, Big Dreams: Inside the Steve Harvey Mentoring Camp
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Aired September 15 at 6:00 AM CT
Total times aired at regularly scheduled time:	1
Number of Preemptions	0
Length of Program	60 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.	For 100 young men from all over the country Steve Harvey's Mentoring Camp is the first step on an amazing journey. Every summer, a select group of boys are invited, all expenses paid, to Steve's 150 acre ranch in Dallas and introduced to new opportunities that will reshape their future. The criteria is that these are boys being raised primarily by their moms, a growing trend impacting both families and communities. Steve Harvey along with a group of educators, doctors and sports stars is determined to tackle this issue head on --with tough talk, surprising humor and real commitment. The Special features defining moments for 5 young men as they embarked on a transformative, emotional and unforgettable experience. Steve Harvey's own story, from being homeless to climbing to the highest levels of the entertainment industry, resonates in the lives of each of these young boys. If you think Steve Harvey is only about fun and games, the Special provides a real surprise. For the boys and their moms, the end of the Steve Harvey Mentoring Camp offered a new beginning and a promise of support where they did not expect to find it. The Special showed them spending a full week immersed in an environment focused on educational tools, life skills and emotional maturity. Most importantly, they were surrounded by people who cared --male mentors and role models from all walks of life who were determined to give these young men big dreams. Main Digital Channel.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	No
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	No

Date and Time Aired:

Questions	Response
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**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	Karen King
Address	6455 Winchester Avenue
City	Kansas City
State	MO
Zip	64133
Telephone Number	816-760-9260
Email Address	kking@hearst.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.	AMENDMENT FILED 1/20/15: The licensee timely filed this report and had a copy of the report available in the online public inspection file by the applicable deadline. See the attached exhibit for confirmation of the original timely filed report. This amendment is filed to correct item 9(b), which was inadvertently omitted. The licensee notified the listed program guides as required at all relevant times. Additionally, the licensee's license was renewed since the original report was filed and is updated herein to reflect the license renewal expiration date as of the time of this amendment.



Other Matters (15)

Other Matters (1 of 15)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/7:30 - 8:00 AM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. but it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K and his evil schemes. Main digital channel only.

Other Matters (2 of 15)	Response
Program Title	Dog Tales
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays/8:30 - 9:00 AM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dog Tales serves the educational and informational needs of children 13-16 years of age with its program content, including dog safety and care tips, as well as lessons on the responsibility of owning a dog. The show also provides informative segments on various dog breeds and showcases various veterinary experts explaining different issues affecting canines. The weekly series also includes recommended reading lists about dogs and promotes children's writing and creative skills with essay and art contests. Main digital channel only.
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Other Matters (3 of 15)	Response
Program Title	Jack Hanna's Animal Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays/9:00 - 9:30 AM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	In each episode, the cameras follow Jack as he spends time with nature's creatures across the continents. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro-social values within an environmentally responsible universe. Main digital channel only.

Other Matters (4 of 15)	Response
Program Title	Jack Hanna: Into The Wild
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays/9:30 - 10:00 AM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This series is based around Jack traveling the world with his friends and family, taking the viewer to his favorite destinations and introducing them to new and amazing creatures each week. Throughout Jack's travels, he raises awareness of different cultures, geography and spectacular animals and animal facts, while teaching children the importance of stewardship of our environment through his documented donations to conservation efforts worldwide. Main digital channel only.

Other Matters (5 of 15)	Response
Program Title	Made in Hollywood: Teen Edition
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays/10:00 - 10:30 AM CT

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Made In Hollywood: Teen Edition targets 13- to 16-year-old teens with segments ranging from coverage of Animation, Producing & Directing to Costume Design, Casting & Composing. The content-rich program introduces its audience to behind-the-scenes film-making, special effects techniques and career opportunities focusing on the creative, technical and artistic skills of the motion picture and television industries. Main digital channel only.

Other Matters (6 of 15)	Response
Program Title	Dragonfly TV
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays/10:30 - 11:00 AM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCC's Children's Programming requirements for children ages 13-16. The programs highlight children doing projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining, and educational in structure, allowing children to investigate science on their own. Main digital channel only.

Other Matters (7 of 15)	Response
Program Title	Real Life 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays/11:00 - 11:30 AM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Real life jobs and careers are explored in an energetic style as an educational and informational presentation for teen-age viewers. The careers and people chosen to reflect those categories offer a vital inside look at what it would really be like to choose that particular profession. A co-host approach allows for an interchange of questions and responses adding viewer stimulation and insight. Main digital channel only.
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Other Matters (8 of 15)	Response
Program Title	Teen Kids News
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays/11:30 AM - 12:00 PM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The mission of Teen Kids News is to provide information and news to kids in a manner that is educational as well as highly entertaining. The target audience for the program is 13- to 16-year-olds. It is designed to appeal to the audience on its own level. The focus of the program is young people, always letting them tell their stories in their own words. The large, diverse news anchor team is unique in television and has great appeal to kids who identify and emulate them. This program serves the audience in a way that makes a real difference in their lives. It inserts the clear voice of the kid into the adult dominated media and provides a unique perspective to the news that is not currently available on network television. This is a unique way of doing business in the crowded world of television news. There is no current news programming that features actual kids reporting to other kids on television. There have been shows by adults working with kids but none that a young audience can literally identify with. Teen Kids News is filling that void and has captured the imagination of America, becoming the first program in history targeting the next generation of news viewers. Main digital channel only.

Other Matters (9 of 15)	Response
Program Title	Animal Atlas
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/9:00 - 9:30 AM CT
Total times aired at regularly scheduled time	13

Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom - including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exceptional education value. Multicast channel only.

Other Matters (10 of 15)	Response
Program Title	Animal Atlas
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/9:30 - 10:00 AM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom - including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exceptional education value. Multicast channel only.

Other Matters (11 of 15)	Response
Program Title	Zoo Clues
Origination	Network

Days/Times Program Regularly Scheduled	Sundays/10:00 - 10:30 AM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series Zoo Clues will keep 13- to 16-year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics and wide range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what the viewers see is real, natural and relates to their own life in the real world. Multicast channel only.

Other Matters (12 of 15)	Response
Program Title	Zoo Clues
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/10:30 - 11:00 AM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series Zoo Clues will keep 13- to 16-year-old viewers engaged for 30 minutes with the nearly infinite visual richness, animal characteristics and wide range of animal behaviors. Beyond its target audience, both older and younger audiences should find this look across the amazing world of animals fascinating. Beyond basic engagement, Zoo Clues will leave viewers with a meaningful perspective about animals and meaningful comparisons to their own human characteristics. The variety of the animal kingdom is truly odd and bizarre enough to read like fiction, but the clever narration of Zoo Clues links disparate information together in a way that always makes clear that what the viewers see is real, natural and relates to their own life in the real world. Multicast channel only.

Other Matters (13 of 15)	Response
Program Title	On the Spot
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/11:00 - 11:30AM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	On the Spot is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond fact retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the mall, it forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are given by diverse ethnicities and ages, by both genders, and not by stereotypes of "smart people" is essential. It means that anyone can own information. The fact that young people will see this on television in a non-academic setting is also very important. Whatever the curriculum or information, knowledge becomes the star - and is demonstrated by every type of person. Multicast channel only.

Other Matters (14 of 15)	Response
Program Title	On the Spot
Origination	Network
Days/Times Program Regularly Scheduled	Sundays/11:30AM - 12:00PM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	On the Spot is a series tapping knowledge across a series of subject areas: geography, art, technology, science, math, history, language, music and sports. It also addresses general cultural knowledge. The format is a series of seemingly random questions to individuals who are either of school age or adults past the age of high school graduation. There are three fundamental educational benefits to this format. First, it taps into fact retrieval in the curriculum. Second, and more important, it expands the information beyond fact retrieval. Third, and most important, it addresses what educators call non-cognitive factors for student success. These are factors that can measurably improve student achievement without specifically involving material to be tested. These include self-esteem and frames in which students see learning occurring. By removing information from the academic silos where it is generally taught and moving it, literally, to the mall, it forces a synthesis that is difficult to achieve in an academic setting. The fact that correct answers are given by diverse ethnicities and ages, by both genders, and not by stereotypes of "smart people" is essential. It means that anyone can own information. The fact that young people will see this on television in a non-academic setting is also very important. Whatever the curriculum or information, knowledge becomes the star - and is demonstrated by every type of person. Multicast channel only.
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Other Matters (15 of 15)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays/7:00 - 7:30 AM CT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Cubix: Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. but it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K's evil schemes to take control of Bubble town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties; Chip dealing with his insecurities because he isn't as tall as the others; Charles' bragging; Cubix being blamed for something that he didn't do; Endruix' stage fright; or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same real life conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K and his evil schemes. Main digital channel only.



Certification

Question	Response
<p>The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.</p> <p><b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b></p> <p>Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.</p> <p>WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).</p>	
<p>I certify that this application includes all required and relevant attachments.</p>	
<p>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.</p>	<p><b>Hearst Stations Inc.</b></p>

**Attachments**

No Attachments.