



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: 0002710192 | File Number: CPR-176734 | Submit Date: 01/06/2016 | Call Sign: WSYM-TV | Facility ID: 74094

City: LANSING State: MI

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

01/06/2016 Filing Status: Active

## Report reflects information for : Fourth Quarter of 2015

| General     |
|-------------|
| Information |

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

# Applicant Information

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

| Applicant | Address | Phone | Email | Applicant Type |  |
|-----------|---------|-------|-------|----------------|--|
|-----------|---------|-------|-------|----------------|--|

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

#### Children's Television Information

| Section      | Question              | Response                  |
|--------------|-----------------------|---------------------------|
| Station Type | Station Type          | Network Affiliation       |
|              | Affiliated network    | FOX                       |
|              | Nielsen DMA           | Lansing                   |
|              | Web Home Page Address | http://www.fox47news.com/ |

### Digital Core Programming

| Question  | Response |
|---|----------|
| State the average number of hours of Core Programming per week broadcast by the station on its main program stream  | 3.0      |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream  | 336.0    |
| 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:  | 8.0      |
| 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(16)

| Digital Core<br>Program (1 of 16)  | Response  |
|--|---|
| Program Title  | Pets.TV (Primary digital channel 47.1)  |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Saturdays 7:30-8:00 AM  |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  | 13  |
| Number of<br>Preemptions   | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of<br>Preemptions<br>Rescheduled  | 1   |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | PETS.TV celebrates the pets we love and the people who love them. Segments include Pet News, Pet Care, Pet Health, and Pet Lifestyles. Produced By Emmy Award Winning Producer Lisa-Renee Ramirez, Pets.TV not only features the usual domestic household pets but the unusual exotic pets people love. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (2<br>of 16)            | Response  |
|---|---|
| Program Title                                   | Jack Hanna's Into The Wild (Primary Digital channel 47.1) |
| Origination                                     | Syndicated  |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays 8:00-8:30 AM                                    |

| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
|--|--|
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | JACK HANNAS INTO THE WILD takes viewers on exciting journeys to learn about animals and the places they live. In addition to the educational aspect of the program, Jack brings the affective aspect to wildlife education, engaging the emotional appeal of the wild animals and the conversation message to encourage the audience to take an active interest in preserving wildlife. Combining data-oriented scientific information with the concern of the conservation status of wildlife and the environment enforces the educational value and impact of the program. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E ///?                            | Yes  |

| Digital Core<br>Program (3 of                   |  |
|---|--|
| 16)   | Response                                   |
| Program Title                                   | Eco Company (Primary Digital channel 47.1) |
| Origination                                     | Syndicated                                 |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays 8:30-9:00 AM                     |

| Total times aired  | 13  |
|--------------------|---|
| at regularly       |   |
| scheduled time     |   |
| Total times aired  |   |
| Number of          | 0   |
| Preemptions        |   |
| Number of          |   |
| Preemptions for    |   |
| other than         |   |
| Breaking News      |   |
| Number of          |   |
| Preemptions        |   |
| Rescheduled        |   |
| Length of          | 30 mins   |
| Program            |   |
| Age of Target      | 13 years to 16 years  |
| Child Audience     |   |
| Describe the       | ECO COMPANY explores all aspects of being green and understanding how we impact our world. The                |
| educational and    | ECO team reports on the latest technologies in energy, recycling, conservation and organics and share         |
| informational      | stories of young people making a positive impact on the environment. Each week the show provides              |
| objective of the   | practical tips that teens, and people of all ages, can use in their daily lives. This program is specifically |
| program and        | designed to further the educational and informational needs of children, has educating and informing          |
| how it meets the   | children as a significant purpose, and otherwise meets the definition of Core Programming as specified        |
| definition of Core | in the Commission's rules.  |
| Programming.       |   |
| Does the           | Yes   |
| Licensee identify  |   |
| the program by     |   |
| displaying         |   |
| throughout the     |   |
| program the        |   |
| symbol E/I?        |   |

| Digital Core<br>Program (4 of<br>16)               | Response                                  |
|--|---|
| Program Title                                      | Career Day (Primary digital channel 47.1) |
| Origination  | Syndicated                                |
| Days/Times<br>Program<br>Regularly<br>Scheduled    | Saturdays 9:00-9:30 AM                    |
| Total times aired at regularly scheduled time      | 13  |
| Total times aired                                  | 12  |
| Number of<br>Preemptions                           | 0   |
| Number of Preemptions for other than Breaking News |   |

| Number of<br>Preemptions<br>Rescheduled  | 0  |
|--|--|
| Length of<br>Program   | 30 mins  |
| Age of Target<br>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. | CAREER DAY highlights the challenging and rewarding careers of men and women from around the country. Today's youth will get an up-close look at potential careers that they may want to embark upor The show features inspirational interviews with successful celebrities, entrepreneurs and business people from all sectors of the economy that share their career path with young people. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (5 of 16)                  | Response                                     |
|--|--|
| Program Title                                      | Real Life 101 (Primary digital channel 47.1) |
| Origination  | Syndicated                                   |
| Days/Times<br>Program Regularly<br>Scheduled       | Saturdays 9:30-10:00 AM                      |
| Total times aired at regularly scheduled time      | 13   |
| Total times aired                                  | 13   |
| Number of<br>Preemptions                           | 0  |
| Number of Preemptions for other than Breaking News |  |
| Number of<br>Preemptions<br>Rescheduled            | 0  |
| Length of Program                                  | 30 mins                                      |
| Age of Target<br>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 101 presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
|--|---|
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (6 of<br>16)   | Response   |
|--|--|
| Program Title  | The Real Winning Edge (Primary Digital channel 47.1)   |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 7:00-7:30 AM   |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13   |
| Total times aired  | 13   |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking News  |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | THE REAL WINNING EDGE highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16 year olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

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

| Digital Core<br>Program (7 of<br>16)   | Response  |
|--|---|
| Program Title  | Green Screen Adventures (Secondary digital 47.2 Me-TV)  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 8:00-8:30 AM and 8:30-9:00 AM   |
| Total times aired at regularly scheduled time  | 26  |
| Total times aired  |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child<br>Audience   | 7 years to 13 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | GREEN SCREEN ADVENTURES sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. The diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. The educational mission emphasizes curiosity, confidence, citizenship, and compassion. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Does the     | Yes |  |
|--------------|-----|--|
| Licensee     |     |  |
| dentify the  |     |  |
| orogram by   |     |  |
| displaying   |     |  |
| throughout   |     |  |
| the program  |     |  |
| the symbol E |     |  |
| <b>/</b> 1?  |     |  |

| Digital Core<br>Program (8 of<br>16)   | Response   |
|--|--|
| Program Title  | Travel Thru History (Secondary digital 47.2 Me-TV)   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 9:00-9:30 AM and 9:30-10:00 AM   |
| Total times<br>aired at<br>regularly<br>scheduled time   | 26   |
| Total times aired  |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions for<br>other than<br>Breaking News  |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | TRAVEL THRU HISTORY is designed to spark interest and enthusiasm in teens and their families to learn about our countrys rich and fascinating history. The series visits diverse locales across the U.S. from Las Vegas to Key West. Every city has a history, a story that wants to be told. Its past shapes the culture, the geography, the food and even the architecture of the community. TRAVEL THRU HISTORY tells that story. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (9 of 16)  | Response   |
|--|--|
| Program Title  | Mystery Hunters (Secondary digital 47.2 Me-TV)   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 10:00-10:30 AM and 10:30-11:00 AM  |
| Total times aired at regularly scheduled time  | 26   |
| Total times aired  |  |
| Number of<br>Preemptions   | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target<br>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. | MYSTERY HUNTERS explores some of the worlds greatest myths and mysteries. Combining on-site reporting and exciting adventures, the Mystery Hunters use science and reasoning to try and uncover the truth. The program teaches children how to gather facts, meet with experts, debunk common myths, and offer explanations for legends. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (10<br>of 16)           | Response   |
|---|--|
| Program Title                                   | Saved By The Bell(Secondary digital 47.2 Me-TV)                                |
| Origination                                     | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sundays 10:00-10:30 AM, 10:30-11:00 AM, 11:00-11:30 AM and 11:30 AM-12 Noon AM |

| Total times aired at regularly   | 52   |
|--|--|
| scheduled<br>time  |  |
| Total times aired  |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | SAVED BY THE BELL is a television series targeted to teens 13-16 years of age, which explores social themes and coping strategies through the daily school life of six teen-aged friends at Bayside High who hele each other make the most of growing up in a complicated world. The multi-ethnic cast members serve as role models for young teen viewers as they deal with such issues as dealing with the death of a loved one, the right to say "no," the meaning of heroism, teenage alcohol use and other issues of particular concern to young teens. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?     | Yes  |

| Digital Core<br>Program (11 of<br>16)           | Response                            |
|---|-------------------------------------|
| Program Title                                   | Awesome Adventures (47.3 Bounce TV) |
| Origination                                     | Network                             |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays 10:00-10:30 AM            |

| Total times<br>aired at<br>regularly<br>scheduled time   | 13  |
|--|---|
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking News  |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>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. | AWESOME ADVENTURES is an adventure travel program that follows the young host Mystro and a group of teenagers to destinations all over the world. During their stay in the designated locale, the group explores the environment and learns about different cultures, customs and nature. The program is fast paced and provides both historical and cultural information which encompasses many aspects of the location including food, music and environmental issues This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (12<br>of 16)           | Response                           |
|---|------------------------------------|
| Program Title                                   | Live Life and Win (47.3 Bounce TV) |
| Origination                                     | Network                            |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays 10:30-11:00 AM           |
| Total times aired at regularly scheduled time   | 13                                 |

| Total times aired  |  |
|--|--|
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | LIVE LIFE AND WIN is a weekly series highlighting inspirational teen success stories. Segments feature Extraordinary Teens, Breaking Barriers, Giving Back, and Nutrition & Exercise with a focus on the arts, school, sports, community and teen entrepreneurship. The show helps teens discover and learn strategies and attributes to achieve personal dreams, explore volunteerism as an opportunity to build character, uncover personal passions, and gain knowledge about life skills necessary to live life and win. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?     | Yes  |

| Digital Core<br>Program (13<br>of 16)           | Response                      |
|---|-------------------------------|
| Program Title                                   | Animal Atlas (47.3 Bounce TV) |
| Origination                                     | Network                       |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays 11:00-11:30 AM      |
| Total times aired at regularly scheduled time   | 13                            |
| Total times aired                               |                               |

| Number of<br>Preemptions   | 0   |
|--|---|
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 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 matches the evolved visual intelligence of the young audience by building content with short clips and weaving them together in a narrative that keeps a viewer engaged with a compelling overview. The animal kingdom has an innate richness of color, form and motion - this series is built from that 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 (horse, cat), and exotic animals like the clouded leopard or the red panda. As the nature of animals is explored, the content and clarity creates a program of exceptional education value. The program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //?                             | Yes   |

| Digital Core<br>Program (14 of<br>16)                  | Response                            |
|--|-------------------------------------|
| Program Title  | Awesome Advertures (47.3 Bounce TV) |
| Origination  | Network                             |
| Days/Times<br>Program<br>Regularly<br>Scheduled        | Saturdays 11:30 AM-12 Noon          |
| Total times<br>aired at<br>regularly<br>scheduled time | 13                                  |
| Total times aired                                      |                                     |
| Number of<br>Preemptions                               | 0                                   |

| Number of        |  |
|------------------|--|
| Preemptions      |  |
| for other than   |  |
| Breaking News    |  |
| Number of        |  |
| Preemptions      |  |
| Rescheduled      |  |
| Length of        | 30 mins  |
| Program          |  |
| Age of Target    | 13 years to 16 years   |
| Child Audience   |  |
| Describe the     | AWESOME ADVENTURES is an adventure travel program that follows the young host Mystro and a                   |
| educational      | group of teenagers to destinations all over the world. During their stay in the designated locale, the group |
| and              | explores the environment and learns about different cultures, customs and nature. The program is fast        |
| informational    | paced and provides both historical and cultural information which encompasses many aspects of the            |
| objective of the | location including food, music and environmental issues This program is specifically designed to further     |
| program and      | the educational and informational needs of children, has educating and informing children as a significant   |
| how it meets     | purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules       |
| the definition   |  |
| of Core          |  |
| Programming.     |  |
| Does the         | Yes  |
| Licensee         |  |
| dentify the      |  |
| orogram by       |  |
| displaying       |  |
| throughout the   |  |
| orogram the      |  |
| symbol E/I?      |  |

| Digital Core<br>Program (15<br>of 16)                          | Response                           |
|--|------------------------------------|
| Program Title  | Live Life and Win (47.3 Bounce TV) |
| Origination  | Network                            |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Sundays 10:00-10:30 AM             |
| Total times aired at regularly scheduled time                  | 13                                 |
| Total times aired  |                                    |
| Number of<br>Preemptions                                       | 0                                  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |                                    |

| Number of Preemptions Rescheduled  |   |
|--|---|
| Length of Program  | 30 mins   |
| Age of Target<br>Child<br>Audience   | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | LIVE LIFE AND WIN is a weekly series highlighting inspirational teen success stories. Segments feature Extraordinary Teens, Breaking Barriers, Giving Back, and Nutrition & Exercise with a focus on the arts, school, sports, community and teen entrepreneurship. The show helps teens discover and learn strategiand attributes to achieve personal dreams, explore volunteerism as an opportunity to build character, uncover personal passions, and gain knowledge about life skills necessary to live life and win. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //?                             | Yes   |

| Digital Core<br>Program (16 of<br>16)                       | Response                               |
|---|--|
| Program Title   | The Real Winning Edge (47.3 Bounce TV) |
| Origination   | Network                                |
| Days/Times Program Regularly Scheduled                      | Sundays 10:30-11:00 AM                 |
| Total times<br>aired at<br>regularly<br>scheduled time      | 13                                     |
| Total times aired   |  |
| Number of<br>Preemptions                                    | 0                                      |
| Number of<br>Preemptions<br>for other than<br>Breaking News |  |
| Number of<br>Preemptions<br>Rescheduled                     |  |

| Length of<br>Program   | 30 mins  |
|--|--|
| Age of Target<br>Child Audience  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | THE REAL WINNING EDGE highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16 year olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

Non-Core Educational and Informational Programming (0) Sponsored Core Programming (0)

#### **Liaison Contact**

| Question  | Response                          |
|---|-----------------------------------|
| Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?   | Yes                               |
| Name of children's programming liaison  | Gary Baxter-VP<br>/GM             |
| Address   | 600 West Saint<br>Joseph St.      |
| City  | Lansing                           |
| State   | MI                                |
| Zip   | 48933                             |
| Telephone Number  | 517-702-3150                      |
| Email Address   | gary.<br>baxter@fox47news.<br>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 (16)

| Other Matters (1 of 16)  | Response  |
|--|---|
| Program Title  | Pets.TV (Digital only 47.1)   |
| Origination  | Syndicated  |
| Days/Times<br>Program Regularly<br>Scheduled   | Saturdays 7:30-8:00 AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child<br>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. | PETS.TV celebrates the pets we love and the people who love them. Segments include Pet News, Pet Care, Pet Health, and Pet Lifestyles. Produced By Emmy Award Winning Producer Lisa-Renee Ramirez, Pets.TV not only features the usual domestic household pets but the unusual exotic pets people love. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other<br>Matters (2 of<br>16)                 | Response                                       |
|---|--|
| Program Title                                 | Jack Hanna's Into The Wild (Digital only 47.1) |
| Origination                                   | Syndicated                                     |
| Days/Times Program Regularly Scheduled        | Saturdays 8:00-8:30 AM                         |
| Total times aired at regularly scheduled time | 13   |
| Length of<br>Program                          | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from    | 13 years to 16 years                           |

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

JACK HANNA'S INTO THE WILD takes viewers on exciting journeys to learn about animals and the places they live. In addition to the educational aspect of the program, Jack brings the affective aspect to wildlife education, engaging the emotional appeal of the wild animals and the conversation message to encourage the audience to take an active interest in preserving wildlife. Combining data-oriented scientific information with the concern of the conservation status of wildlife and the environment enforces the educational value and impact of the program. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

| Other Matters (3 of 16)  | Response  |
|--|---|
| Program Title  | Eco Company (Digital only 47.1)   |
| Origination  | Syndicated  |
| Days/Times Program Regularly Scheduled   | Saturdays 8:30-9:00 AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child Audience<br>from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | ECO COMPANY explores all aspects of being green and understanding how we impact our world. The Eco team reports on the latest technologies in energy, recycling, conservation and organics and shares stories of young people making a positive impact on the environment. Each week the show provides practical tips that teens, and people of all ages, can use in their daily lives. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters (4 of 16)                         | Response                       |
|---|--------------------------------|
| Program Title                                   | Career Day (Digital only 47.1) |
| Origination                                     | Syndicated                     |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays 9:00-9:30 AM         |
| Total times aired at regularly scheduled time   | 13                             |
| Length of<br>Program                            | 30 mins                        |
| Age of Target<br>Child Audience<br>from         | 13 years to 16 years           |

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

CAREER DAY highlights the challenging and rewarding careers of men and women from around the country. Today's youth will get an up-close look at potential careers that they may want to embark upon. The show features inspirational interviews with successful celebrities, entrepreneurs and business people from all sectors of the economy that share their career path with young people. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

| Other Matters (5 of 16)  | Response  |
|--|---|
| Program Title  | Real Life 101 (Digital only 47.1)   |
| Origination  | Syndicated  |
| Days/Times<br>Program Regularly<br>Scheduled   | Saturdays 9:30-10:00 AM   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target<br>Child Audience<br>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 101 presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters  |   |
|--|---|
| (6 of 16)  | Response                                  |
| Program Title  | The Real Winning Edge (Digital only 47.1) |
| Origination  | Syndicated                                |
| Days/Times Program Regularly Scheduled                 | Saturdays 7:00-7:30 AM                    |
| Total times<br>aired at<br>regularly<br>scheduled time | 13  |
| Length of<br>Program                                   | 30 mins                                   |
| Age of Target<br>Child Audience<br>from                | 13 years to 16 years                      |

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

THE REAL WINNING EDGE highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16 year olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

| Other Matters (7 of 16)  | Response  |  |
|--|---|--|
| Program Title  | Green Screen Adventures (Digital only 47.2)   |  |
| Origination  | Network   |  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 8:00-8:30 AM and 8:30-9:00 AM   |  |
| Total times aired at regularly scheduled time  | 26  |  |
| Length of Program  | 30 mins   |  |
| Age of Target<br>Child<br>Audience from  | 7 years to 13 years   |  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | GREEN SCREEN ADVENTURES sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. The diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. The educational mission emphasizes curiosity, confidence, citizenship, and compassion. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |  |

| Other Matters (8 of 16)                                | Response                                 |
|--|--|
| Program Title  | Travel Thru History (Digital only 47.2)  |
| Origination  | Network                                  |
| Days/Times<br>Program<br>Regularly<br>Scheduled        | Saturdays 9:00-9:30 AM and 9:30-10:00 AM |
| Total times<br>aired at<br>regularly<br>scheduled time | 26                                       |
| Length of<br>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.

TRAVEL THRU HISTORY is designed to spark interest and enthusiasm in teens and their families to learn about our countrys rich and fascinating history. The series visits diverse locales across the U.S. from Las Vegas to Key West. Every city has a history, a story that wants to be told. Its past shapes the culture, the geography, the food and even the architecture of the community. TRAVEL THRU HISTORY tells that story. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

| Other Matters (9 of 16)  | Response   |
|--|--|
| Program Title  | Mystery Hunters (Digital only 47.2)  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 10:00-10:30 AM and 10:30-11:00 AM  |
| Total times aired at regularly scheduled time  | 26   |
| Length of Program  | 30 mins  |
| Age of Target<br>Child Audience<br>from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | MYSTERY HUNTERS explores some of the worlds greatest myths and mysteries. Combining on-site reporting and exciting adventures, the Mystery Hunters use science and reasoning to try and uncover the truth. The program teaches children how to gather facts, meet with experts, debunk common myths, and offer explanations for legends. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters<br>(10 of 16)                               | Response  |
|---|---|
| Program Title   | Saved By the Bell (Digital only 47.2)                                       |
| Origination   | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | Sundays 10:00-10:30 AM, 10:30-11:00 AM, 11:00-11:30 AM and 11:30 AM-12 Noon |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 52  |
| Length of<br>Program                                      | 30 mins   |

| Age of Target | 13 years to 16 years |
|---------------|----------------------|
| Child         |                      |
| Audience      |                      |
| from          |                      |

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

Core

Programming.

SAVED BY THE BELL is a television series targeted to teens 13-16 years of age, which explores social themes and coping strategies through the daily school life of six teen-aged friends at Bayside High who help each other make the most of growing up in a complicated world. The multi-ethnic cast members serve as role models for young teen viewers as they deal with such issues as dealing with the death of a loved one, the right to say "no," the meaning of heroism, teenage alcohol use and other issues of particular concern to young teens. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

| Other Matters<br>(11 of 16)  | Response  |
|--|---|
| Program Title  | Awesome Adventures (Digital only 47.3)  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturdays 10:00-10:30 AM  |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13  |
| Length of<br>Program   | 30 mins   |
| Age of Target<br>Child Audience<br>from  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of | AWESOME ADVENTURES is an adventure travel program that follows the young host Mystro and a group of teenagers to destinations all over the world. During their stay in the designated locale, the group explores the environment and learns about different cultures, customs and nature. The program is fast paced and provides both historical and cultural information which encompasses many aspects of the location including food, music and environmental issues This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

| Other Matters<br>(12 of 16)                     | Response                              |
|---|---------------------------------------|
| Program Title                                   | Live Life and Win (Digital only 47.3) |
| Origination                                     | Network                               |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturdays 10:30-11:00 AM              |

Total times 13 aired at regularly scheduled time Length of 30 mins Program Age of Target 13 years to 16 years Child Audience from LIVE LIFE AND WIN is a weekly series highlighting inspirational teen success stories. Segments feature Describe the educational Extraordinary Teens, Breaking Barriers, Giving Back, and Nutrition & Exercise with a focus on the arts, and school, sports, community and teen entrepreneurship. The show helps teens discover and learn strategies and attributes to achieve personal dreams, explore volunteerism as an opportunity to build character, informational objective of uncover personal passions, and gain knowledge about life skills necessary to live life and win. This program is specifically designed to further the educational and informational needs of children, has the program and how it educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. meets the definition of

Other Matters (13 of 16) Response Animal Atlas (Digital only 47.3) **Program Title** Origination Network Days/Times Saturdays 11:00-11:30 AM Program Regularly Scheduled Total times 13 aired at regularly scheduled time Length of 30 mins Program Age of 13 years to 16 years **Target Child** Audience from Describe the ANIMAL ATLAS matches the evolved visual intelligence of the young audience by building content with

educational and informational objective of the program and how it meets the definition of Core Programming.

Core

Programming.

ANIMAL ATLAS matches the evolved visual intelligence of the young audience by building content with short clips and weaving them together in a narrative that keeps a viewer engaged with a compelling overview. The animal kingdom has an innate richness of color, form and motion - this series is built from that 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 (horse, cat), and exotic animals like the clouded leopard or the red panda. As the nature of animals is explored, the content and clarity creates a program of exceptional education value. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

| Other Matters |          |
|---------------|----------|
| (14 of 16)    | Response |

| Program Title     | Awesome Adventures (Digital only 47.3)   |
|-------------------|--|
| Origination       | Network  |
| Days/Times        | Saturdays 11:30 AM-12 Noon   |
| Program           |  |
| Regularly         |  |
| Scheduled         |  |
| Total times       | 13   |
| aired at          |  |
| regularly         |  |
| scheduled time    |  |
| Length of         | 30 mins  |
| Program           |  |
| Age of Target     | 13 years to 16 years   |
| Child Audience    |  |
| from              |  |
| Describe the      | AWESOME ADVENTURES is an adventure travel program that follows the young host Mystro and a                   |
| educational       | group of teenagers to destinations all over the world. During their stay in the designated locale, the group |
| and               | explores the environment and learns about different cultures, customs and nature. The program is fast        |
| informational     | paced and provides both historical and cultural information which encompasses many aspects of the            |
| objective of the  | location including food, music and environmental issues This program is specifically designed to further     |
| program and       | the educational and informational needs of children, has educating and informing children as a significant   |
| how it meets      | purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules       |
| the definition of |  |
| Core              |  |
| Programming.      |  |

| Other Matters (15 of 16)                        | Response                              |
|---|---------------------------------------|
| Program Title                                   | Live Life and Win (Digital only 47.3) |
| Origination                                     | Network                               |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Sundays 10:00-10:30 AM                |
| Total times aired at regularly scheduled time   | 13                                    |
| Length of Program                               | 30 mins                               |
| Age of Target<br>Child<br>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.

LIVE LIFE AND WIN is a weekly series highlighting inspirational teen success stories. Segments feature Extraordinary Teens, Breaking Barriers, Giving Back, and Nutrition & Exercise with a focus on the arts, school, sports, community and teen entrepreneurship. The show helps teens discover and learn strategies and attributes to achieve personal dreams, explore volunteerism as an opportunity to build character, uncover personal passions, and gain knowledge about life skills necessary to live life and win. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

| Other Matters<br>(16 of 16)  | Response   |
|--|--|
| Program Title  | The Real Winning Edge (Digital only 47.3)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sundays 10:30-11:00 AM   |
| Total times<br>aired at<br>regularly<br>scheduled time   | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience<br>from  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | THE REAL WINNING EDGE highlights adolescents and young adults making the right choices when faced with tough decisions and significant challenges. Recognizing that 13 to 16 year olds are likely to be influenced by celebrities, the series features role models from the professional sports and the entertainment industries. Each episode is engaging, entertaining and educational in structure, presenting a powerful and positive message. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules. |

#### Certification

Question Response

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

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

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

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

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

I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.

Journal Broadcast Corporation dba WSYM-TV **Attachments** 

No Attachments.