



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0001529627** | File Number: **CPR-160641** | Submit Date: **10/09/2014** | Call Sign: **KNVO** | Facility ID: **69692** | City:
MCALLEN | State: **TX**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
10/09/2014 | 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	Univision
	Nielsen DMA	Harlingen-Weslaco-Brnsv-McA
	Web Home Page Address	

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	504.0
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:	10.0
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(25)

Digital Core Program (1 of 25)	Response
Program Title	Pocoyo, 48.1
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:30 am
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Pocoyo, 48.1
List date and time rescheduled	7/5/14, 7:00 am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-07-05
Episode #	7/5/14 8:30 am
Reason for Preemption	Sports

Digital Core Program (2 of 25)		Response
Program Title	The Jungle Book, 48.1	
Origination	Network	
Days/Times Program Regularly Scheduled	SA, 9:00 am	
Total times aired at regularly scheduled time	12	
Total times aired	13	
Number of Preemptions	1	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled	1	
Length of Program	30 mins	
Age of Target Child Audience	6 years to 9 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Jungle Book series is based on Rudyard Kipling's classic story. Drama, excitement and adventure mixed with a high element of comedy tell tales of how Mowgli lives and survives in the jungle, where his only companions are animals. His escapades reflect his daredevil, fearless, high spirited and fun loving nature. Mowgli is helped by Baloo the Wise Bear, his best friend Bagheera the Black Panther and mighty Kaa the Rock Python. Viewers learn the importance of friendship, curiosity, and how to overcome challenges with perseverance and an optimistic outlook on life. On March 15, 2014, the Network erroneously aired an episode of Backyardigans and preempted this show it will be rescheduled and made-good early in the 2nd quarter.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Preemption Programs #1

Questions	Response
Title of Program	The Jungle Book, 48.1
List date and time rescheduled	7/6/14 7:30 am

Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	7/5/14, 9:00 am
Reason for Preemption	Sports

Digital Core Program (3 of 25)		Response
Program Title	The Backyardigans, 48.1	
Origination	Network	
Days/Times Program Regularly Scheduled	SA, 9:30 am	
Total times aired at regularly scheduled time	12	
Total times aired	13	
Number of Preemptions	1	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled	1	
Length of Program	30 mins	
Age of Target Child Audience	2 years to 5 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>This educational program is targeted to pre-schoolers, featuring five high-spirited friends Uniqua, Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn through music and dance and develop "cognitive learning." The unique character's personalizes also add to the program's appeal, children will easily relate. Uniqua is the curious and confident one, and sometimes is perceived as the tomboy. Pablo the penguin is most often the leader of the pack but has panic attacks when he encounters obstacles. Tyrone the moose is the laid back and cool and known for his ironic comments. Tasha the hippo is the serious one, likes to get her own ay and isn't easy to fool. Austin is the timid kangaroo, who starts to come out of his shell with help of his friends. Each adventure begins in the backyard through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early-learning through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early learning through the different music genre such as big band, reggae, western, polka, Motown and disco.</p>	

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Preemption Programs #1

Questions	Response
Title of Program	The Backyardigans, 48.1
List date and time rescheduled	7/6/14 8:00 am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-07-05
Episode #	7/5/14 9:30 am
Reason for Preemption	Sports

Digital Core Program (4 of 25)	Response
Program Title	Go, Diego, Go!, 48.1
Origination	Network
Days/Times Program Regularly Scheduled	SA, 09:30 AM 4/1 - 5/24
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	2 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Go, Diego, Go! stars another positive Latino host, Dora the Explorer's 8-year old cousin, Diego Marquez. Diego is an action-adventure hero who motivates children to learn about the natural world around them and teaches children about a specific animal, such as the sound it makes, how it moves, what habitat it needs, what it eats and its physical characteristics. In each episode, Diego rescues an animal in trouble, modeling the use of observation skills and scientific aides like computers, a field journal and cameras, as well as positive social skills such as empathy, a desire to help others and, especially, respect for the environment. Go Diego Go! incorporates play-along viewing, interaction with Diego, movement, singing, problem-solving and strong cultural references.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 25) Response	
Program Title	Plaza Sesamo 48.2 UniMas
Origination	Network
Days/Times Program Regularly Scheduled	SA, 07:00 AM & 07:30 AM
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 7 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of Plaza Sesamo is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 25)		Response
Program Title		Reino Animal 48.2 UniMas
Origination		Network
Days/Times Program Regularly Scheduled		SA, 08:00 AM & 08:30 AM
Total times aired at regularly scheduled time		26
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		Reino Animal educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (7 of 25)		Response
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Program Title	Aventura Animal 48.2 UniMas
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:00 am & 9:30 am
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of this program is to teach young children all there is to know about life science. Each episode tackles a dozen or more mind-blowing and interesting questions concerning animals and their habitat. The show is a standard question and answer format to help test how much young people really know. The investigation of the answers takes viewers on a fast-paced and entertaining tour of the amazing animal kingdom. The show explains every answer so that young viewers are able to retain and understand the information provided.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 25)		Response
Program Title	Animal Rescue 48.3 LATV	
Origination	Network	
Days/Times Program Regularly Scheduled	Monday, 9:00 am	
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 Rescue showcase spectacular rescues of all types of animals and focuses on the work of dedicated individuals who treat the various creatures of the animal kingdom. All stories are authentic and contain actual video of rescues. It contains safety tips and real life in-the field experiences of professional and ordinary people taking care of, treating and helping various animals.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 25)		Response
Program Title		What Color is Your Dog?
Origination		Network
Days/Times Program Regularly Scheduled		Tuesday 9:00 am
Total times aired at regularly scheduled time		14
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		WHAT COLOR IS YOUR DOG? is an educational and informational series especially geared to ages 13 -16. In this entertaining weekly half hour program, Mr. Silverman, animal trainer and author, demonstrates how to train dogs and cats with the help of his furry friends either in-home or on location. The visual instructions are an easy way to learn the art of training our four-legged family companions
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (10 of 25)		Response
Program Title		Chat Room 48.3 LATV
Origination		Network

Days/Times Program Regularly Scheduled	Wednesday, 9:00 am
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.	Chat Room provides a compelling look at real-life situations that happen to today's teens. Our adult host and teen panel then discuss the issues presented in a direct and forthright manner. While entertaining our target audience, we also educate them on how to problem solve and come up with intelligent and appropriate solutions to issues they may face both at home and at school. What would you do if you are riding in a car with friends and the driver is texting and distracted? What would you do if you saw your best friend's boyfriend with another girl? Would you tell her? How would you handle an abusive coach that verbally attacks players?
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 25)		Response
Program Title		The Real Winning Edge 48.3 LATV
Origination		Network
Days/Times Program Regularly Scheduled		Thursday 9:00 am
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 Real Winning Edge is a series profiling teens who have overcome challenges successfully and who are introduced by celebrities in their field of talent.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 25)	Response
Program Title	Animal Science 48.3 LATV
Origination	Network
Days/Times Program Regularly Scheduled	Friday 9:00 am
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 SCIENCE" is an animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under. While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 25)	Response
Program Title	Think Big 48.3 LATV
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 9:00 am
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.	"Think Big features top kid inventors who face off against each other in an Invent-Off to see who can come up with the most innovative and creative invention. Each episode is set in the Think Tank, a studio filled top to bottom with art supplies and construction materials. Two teams, each led by a Featured Inventor, brainstorm, choose materials, and then sketch, design and build their idea. Once completed, the competing inventions are presented to a judge. The best invention wins bragging rights and the coveted Genius Cup. In Think Big, kids acquire and showcase their skills in creativity, science, innovation, marketing, design and teamwork."
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 25)	Response
Program Title	Rescue Heroes 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA, 7:00 am & 7:30 am 7/5 -8/23
Total times aired at regularly scheduled time	16
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.	The program 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 minutes 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.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 25)	Response
Program Title	Chat Room 48.8 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA 12:00 pm 7/5 - 9/6
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	CHAT ROOM is a brand new half-hour weekly educational series designed to inform, Educate, and entertain children 16 and under (specific target audience is 13-16) through reenacting teen-oriented dilemmas and discussing them in an open and honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. CHAT ROOM may not have all the answers but it offers a place where young people can watch and discuss the problems they face. CHAT ROOM provides a compelling look at real-life situations that happen to today's teens as dramatized by teen actors. Our adult host and teen panel then discuss the issues presented in a direct and forthright manner. This program is not intended to be preachy or pedantic. The goal is to present issues that are real and raw and discuss the pros and cons of each situation in a free flowing environment.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (16 of 25)	Response
Program Title	On The Spot 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA, 12:30 pm
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.	On the Spot uses an entertaining on the street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer. Among a field of narrowly focused EI programs, On the Spot stands out as most the scholastically diverse and enriching educational program on the market. This program airs on our secondary digital stream.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 25)	Response
Program Title	Animal Science 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA 1:00 pm 7/5 - 9/6
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ANIMAL SCIENCE is a new half-hour weekly E/I animal series with a uniquely scientific approach. This series is specifically produced for children with a target audience of ages 13-16. While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment. Shot in high-definition, ANIMAL SCIENCE uses animation, graphics, and scientific analysis from animal experts to give viewers more understanding than ever before of these amazing creatures. Each episode is close-captioned and E/I inscribed throughout. The program is 30 minutes in length, and is identified as an educational and informational show, targeted to 13 to 16 year olds, at the beginning of and throughout each broadcast.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (18 of 25)	Response
Program Title	Elizabeth Stanton's Great Big World 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA 1:30 am
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.	Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens including global, social, educational, and wellness issues. Award winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens combining the exciting, fun, and diverse experiences of world exploration with the life changing volunteer opportunities available in these same areas. Various age appropriate global issues are introduced to the viewing audience through in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends personal hands on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer Opportunities
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (19 of 25)		Response
Program Title		Live Life & Win 48.4 CW
Origination		Network
Days/Times Program Regularly Scheduled		SA 2:00 am
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.	Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the audience to explore, discover, and learn strategies to achieve personal dreams, learn about the personal attributes important for achieving dreams, explore volunteerism as an opportunity to build character and to uncover personal passions, and gain knowledge about life skills necessary to Live Life and Win.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (20 of 25)	Response
Program Title	MIH: Teen Edition 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA 2:30 am
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.	EDUCATIONAL/INFORMATIONAL, NATIONALLY SYNDICATED WEEKLY SERIES. ITS CORE PROGRAMMING TARGETS 13-16 YEAR OLD TEENS WITH SEGMENTS RANGING FROM COVERAGE OF ANIMATION, PRODUCING & DIRECTING TO COSTUME DESIGN, CASTING & COMPOSING. THE CONTENT-RICH SPIN -OFF 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 PICUTRE AND TELEVISION INDUSTRIES.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (21 of 25)	Response
Program Title	Mickey Mouse Clubhouse, 48.1
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00 am & 7:30 am
Total times aired at regularly scheduled time	26
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problem at hand.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (22 of 25)	Response
Program Title	Handy Manny, 48.1
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:00 am
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	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Handy Manny introduced concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problem is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers!
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (23 of 25)	Response
Program Title	Cubix: Robots for Everyone, 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00 am & 7:30 am 8/30 - 9/27
Total times aired at regularly scheduled time	10
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 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 BUBLLE TOWN WHERE ROBOTS OUT NUMBER 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 MEMEBER 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 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 BUBLLE 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 UNCERTANTIES 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; ENDRIX' 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 PERSISTENCE, TEAMWORK AND EMBRACING THEIR DIFFERENCES TO OVERCOME OBSTACLES. THESE LESSONS RESONATE AND BOTTIES WORK TOGETHER TO DEFEAT DR. K AND HIS EVIL SCHEMES.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (24 of 25)	Response
Program Title	Everyday Health, 48.3 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA 12:00 pm 9/13 - 9/27
Total times aired at regularly scheduled time	3
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 this weekly half-hour series developed and produced to educate and inform viewers ages 13 - 16, our hosts can scan the country finding those who 'pay it forward' to promote health and wellness. The remarkable people that viewers meet are referred to as 'agents of change', special individuals who are making big changes in people's lives, one small step at a time. Everyday Health is a series that uniquely raises awareness to help fight obesity, raise self - esteem, establish physical fitness habits and prevent negative health choices. An inspirational program about people who confront challenges by taking control, Everyday Health, through captivating storytelling, reports on amazing teens and other selfless Americans who are 'paying it forward' with good will and new ideas that will inspire other teens to take action.

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (25 of 25)	Response
Program Title	Culture Click
Origination	Network
Days/Times Program Regularly Scheduled	SA 1:00 pm 9/13 - 9/27
Total times aired at regularly scheduled time	3
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.	Culture Click is a weekly half hour series that explores the genesis of - and reasons behind cultural events that permeate our everyday lives. Developed and produced for viewers ages 13-16, host Nzinga Blake opens each episode from her virtual reality set with a list of what's trending on search engines that week. These topics will serve as a jumping off point for a deep dive into the culture viewers 13-16 will embrace. Each week Nzinga will analyze and answer the questions that shape our society - using the power and speed of the internet and user generated questions and content. Experts in pop culture will join her to ad insight and historical perspective. And most importantly, viewers will come away with a week's worth of "aha" moments to share with their friends and family. Six degrees of separation takes on a whole new meaning, and there's no limit to what viewers will learn when they experience Culture Click.

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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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	Donella M. Alvarado
Address	801 N. Jackson Road
City	McAllen
State	TX
Zip	78501
Telephone Number	956-687-4848
Email Address	dsalvarado@entravision.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.	Univision had the exclusive Spanish language rights for carriage of the 2014 FIFA World Cup, the International soccer tournament which aired from Brazil from June 12 to July 13, 2014. The children's programming was preempted for live coverage of the World Cup. All programs were made-good and promotional efforts with the rescheduled times and dates were aired.

Other Matters (21)

Other Matters (1 of 21)	Response
Program Title	Pocoyo, 48.1
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:30 am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.

Other Matters (2 of 21)	Response
Program Title	The Backyardigans, 48.1
Origination	Network
Days/Times Program Regularly Scheduled	SA, 9:30 am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is targeted to pre-schoolers, featuring five high-spirited friends Uniqua, Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn through music and dance and develop "cognitive learning." The unique character's personalities also add to this program's appeal, children will easily relate. Uniqua is the curious and confident one, and sometimes is perceived as the tomboy. Pablo the penguin is most often the leader of the pack but has panic attacks when he encounters obstacles. Tyrone the moose is the laid back and cool and known for his ironic comments. Tasha the hippo is the serious one, likes to get her own way and isn't easy to fool. Austin is the timid kangaroo who starts to come out to his shell with help of his friends. Each adventure begins in the backyard through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early-learning through the different music genre such as big band, reggae, western, polka, Motown and disco.
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Other Matters (3 of 21)	Response
Program Title	The Jungle Book, 48.1
Origination	Network
Days/Times Program Regularly Scheduled	SA,9:00 am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 9 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Jungle Book series is based on Rudyard Kipling's classic story. Drama, excitement and adventure mixed with a high element of comedy tell tales of how Mowgli lives and survives in the jungle, where his only companions are animals. His escapades reflect his daredevil, fearless, high spirited and fun loving nature. Mowgli is helped by Baloo the Wise Bear, his best friend Bagheera the Black Panther and mighty Kaa the Rock Python. Viewers learn the importance of friendship, curiosity, and how to overcome challenges with perseverance and an optimistic outlook on life.

Other Matters (4 of 21)	Response
Program Title	Mickey Mouse Clubhouse, 48.1
Origination	Network
Days/Times Program Regularly Scheduled	SA 7:00 am & 7:30 am
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problem at hand.
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Other Matters (5 of 21)	Response
Program Title	Handy Manny, 48.1
Origination	Network
Days/Times Program Regularly Scheduled	SA 8:00 am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Handy Manny introduced concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help is neighbors. Whether the problem is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers!

Other Matters (6 of 21)	Response
Program Title	Plaza Sesamo 48.2 UniMas
Origination	Network
Days/Times Program Regularly Scheduled	SA, 07:00 AM & 07:30 AM
Total times aired at regularly scheduled time	26

Length of Program	30 mins
Age of Target Child Audience from	2 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A significant purpose and key educational objective of Plaza Sesamo is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction.

Other Matters (7 of 21)	Response
Program Title	Reino Animal 48.2 UniMas
Origination	Network
Days/Times Program Regularly Scheduled	SA, 08:00 AM & 08:30 AM
Total times aired at regularly scheduled time	26
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.	Reino Animal educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time.

Other Matters (8 of 21)	Response
Program Title	Aventura Animal 48.2 UniMas
Origination	Network
Days/Times Program Regularly Scheduled	SA, 09:00 AM & 09:30 AM
Total times aired at regularly scheduled time	26
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.	A significant purpose and key educational objective of this program is to teach young children all there is to know about life science. Each episode tackles a dozen or more mind-blowing and interesting questions concerning animals and their habitat. The show is a standard question and answer format to help test how much young people really know. The investigation of the answers takes viewers on a fast-paced and entertaining tour of the amazing animal kingdom. The show explains every answer so that young viewers are able to retain and understand the information provided.
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Other Matters (9 of 21)	Response
Program Title	Animal Rescue 48.3 LATV
Origination	Network
Days/Times Program Regularly Scheduled	Monday, 9:00 am
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 Rescue showcase spectacular rescues of all types of animals and focuses on the work of dedicated individuals who treat the various creatures of the animal kingdom. All stories are authentic and contain actual video of rescues. It contains safety tips and real life in-the field experiences of professional and ordinary people taking care of, treating and helping various animals.

Other Matters (10 of 21)	Response
Program Title	What Color Is Your Dog? 48.3 LATV
Origination	Network
Days/Times Program Regularly Scheduled	Tuesday, 9:00 am
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.	WHAT COLOR IS YOUR DOG? is an educational and informational series especially geared to ages 13 -16. In this entertaining weekly half hour program, Mr. Silverman, animal trainer and author, demonstrates how to train dogs and cats with the help of his furry friends either in-home or on location. The visual instructions are an easy way to learn the art of training our four-legged family companions

Other Matters (11 of 21)	Response
Program Title	Chat Room 48.3 LATV
Origination	Network
Days/Times Program Regularly Scheduled	Wednesday 9:00 am

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.	Chat Room provides a compelling look at real-life situations that happen to today's teens. Our adult host and teen panel then discuss the issues presented in a direct and forthright manner. While entertaining our target audience, we also educate them on how to problem solve and come up with intelligent and appropriate solutions to issues they may face both at home and at school. What would you do if you are riding in a car with friends and the driver is texting and distracted? What would you do if you saw your best friend's boyfriend with another girl? Would you tell her? How would you handle an abusive coach that verbally attacks players?

Other Matters (12 of 21)	Response
Program Title	The Real Winning Edge 48.3 LATV
Origination	Network
Days/Times Program Regularly Scheduled	Thursday, 9:00 am
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 Real Winning Edge is a series profiling teens who have overcome challenges successfully and who are introduced by celebrities in their field of talent.

Other Matters (13 of 21)	Response
Program Title	Animal Science 48.3 LATV
Origination	Network
Days/Times Program Regularly Scheduled	Friday, 9:00 am
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 SCIENCE" is an animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under. While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment.

Other Matters (14 of 21)	Response
Program Title	Think Big 48.3 LATV
Origination	Network

Days/Times Program Regularly Scheduled	Sunday, 9:00 am
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.	"Think Big features top kid inventors who face off against each other in an Invent-Off to see who can come up with the most innovative and creative invention. Each episode is set in the Think Tank, a studio filled top to bottom with art supplies and construction materials. Two teams, each led by a Featured Inventor, brainstorm, choose materials, and then sketch, design and build their idea. Once completed, the competing inventions are presented to a judge. The best invention wins bragging rights and the coveted Genius Cup. In Think Big, kids acquire and showcase their skills in creativity, science, innovation, marketing, design and teamwork."

Other Matters (15 of 21)	Response
Program Title	Cubix: Robots for Everyone 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA, 7:00 am & 7:30 am
Total times aired at regularly scheduled time	26
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 BUBLLE TOWN WHERE ROBOTS OUT NUMBER 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 MEMEBER 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 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 BUBLLE 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 PERSISTENCE, TEAMWORK AND EMBRACING THEIR DIFFERENCES TO OVERCOME OBSTACLES. THESE LESSONS RESONATE AND BOTTIES WORK TOGETHER TO DEFEAT DR. K AND HIS EVIL SCHEMES.
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Other Matters (16 of 21)	Response
Program Title	Everyday Health, 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA 12:00 pm
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 this weekly half-hour series developed and produced to educate and inform viewers ages 13 - 16, our hosts can scan the country finding those who 'pay it forward' to promote health and wellness. The remarkable people that viewers meet are referred to as 'agents of change', special individuals who are making big changes in people's lives, one small step at a time. Everyday Health is a series that uniquely raises awareness to help fight obesity, raise self - esteem, establish physical fitness habits and prevent negative health choices. An inspirational program about people who confront challenges by taking control, Everyday Health, through captivating storytelling, reports on amazing teens and other selfless Americans who are 'paying it forward' with good will and new ideas that will inspire other teens to take action.

Other Matters (17 of 21)	Response
Program Title	On The Spot 48.4 CW

Origination	Network
Days/Times Program Regularly Scheduled	SA, 12:30 pm
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 uses an entertaining on the street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer. Among a field of narrowly focused EI programs, On the Spot stands out as most the scholastically diverse and enriching educational program on the market. This program airs on our secondary digital stream.

Other Matters (18 of 21)	Response
Program Title	Culture Click, 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA 1:00 pm
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.	Culture Click is a weekly half hour series that explores the genesis of - and reasons behind cultural events that permeate our everyday lives. Developed and produced for viewers ages 13-16, host Nzinga Blake opens each episode from her virtual reality set with a list of what's trending on search engines that week. These topics will serve as a jumping off point for a deep dive into the culture viewers 13-16 will embrace. Each week Nzinga will analyze and answer the questions that shape our society - using the power and speed of the internet and user generated questions and content. Experts in pop culture will join her to ad insight and historical perspective. And most importantly, viewers will come away with a week's worth of "aha" moments to share with their friends and family. Six degrees of separation takes on a whole new meaning, and there's no limit to what viewers will learn when they experience Culture Click.
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Other Matters (19 of 21)	Response
Program Title	Elizabeth Stanton's Great Big World 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA 1:30 pm
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.	Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens including global, social, educational, and wellness issues. Award winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens combining the exciting, fun, and diverse experiences of world exploration with the life changing volunteer opportunities available in these same areas. Various age appropriate global issues are introduced to the viewing audience through in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends personal hands on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer Opportunities

Other Matters (20 of 21)	Response
Program Title	Live Life & Win 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA 2:00 pm

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.	Inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition. The goals of the series are to encourage the audience to explore, discover, and learn strategies to achieve personal dreams, learn about the personal attributes important for achieving dreams, explore volunteerism as an opportunity to build character and to uncover personal passions, and gain knowledge about life skills necessary to Live Life and Win.

Other Matters (21 of 21)	Response
Program Title	MIH: Teen Edition 48.4 CW
Origination	Network
Days/Times Program Regularly Scheduled	SA 2:30 pm
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.	EDUCATIONAL/INFORMATIONAL, NATIONALLY SYNDICATED WEEKLY SERIES. ITS CORE PROGRAMMING TARGETS 13-16 YEAR OLD TEENS WITH SEGMENTS RANGING FROM COVERAGE OF ANIMATION, PRODUCING & DIRECTING TO COSTUME DESIGN, CASTING & COMPOSING. THE CONTENT-RICH SPIN -OFF 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 PICUTRE AND TELEVISION INDUSTRIES.

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>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</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>Entravision Communications LLC</p>

Attachments

No Attachments.