



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

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LEXINGTON | State: **NC**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
04/06/2011 | Filing Status: **Active**

Report reflects information for : **First Quarter of 2011**

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
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Children's
Television
Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	CW
	Nielsen DMA	Greensboro-High Pt-W /Salem
	Web Home Page Address	www.wcwg20.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:	6.0
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(14)

Digital Core Program (1 of 14)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturday at 7:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Cubix Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties, Chip dealing with his insecurities because he isn't as tall as the others, Charles' bragging, Cubix being blamed for something that he didn't do; Endruix' stage fright, or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same reallife conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. In order to best develop the skills and values that will produce socially conscious and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills -- such as confidence, courage, loyalty, teamwork and problem solving -- provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these "pro-social" behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of age appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties' experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 14)	Response
Program Title	Cubix: Robots for Everyone
Origination	Network
Days/Times Program Regularly Scheduled	Saturday at 7:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Cubix Robots for Everyone takes place in the year 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs. evil world and Connor and the Botties learn lessons of right and wrong, teamwork, courage and problem solving during their adventures to thwart Dr. K.'s evil schemes to take control of Bubble Town's robots. Each member of the Botties faces life scenarios that commonly affect children today - feeling sad and alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. Whether it is Connor facing a difficult initiation task in order to join the Botties, Chip dealing with his insecurities because he isn't as tall as the others, Charles' bragging, Cubix being blamed for something that he didn't do; Endruix' stage fright, or Antonio's jealousy during a competition that leads him to act like a spoilsport, the Botties face the same reallife conflicts and fears that children face. Throughout the entire series, the Botties learn important lessons about themselves including self-confidence, courage, loyalty, patience, humility and pride but they also learn the importance of perseverance, teamwork and embracing their differences to overcome obstacles. These lessons resonate as the Botties work together to defeat Dr. K. and his evil schemes. In order to best develop the skills and values that will produce socially conscious and productive future adults, fostering social and emotional competencies in our children is crucial. Social and emotional skills -- such as confidence, courage, loyalty, teamwork and problem solving -- provide an important knowledge base upon which appropriate behaviors can be developed. Imaginary environments provide children with a safe mechanism to witness these "pro-social" behaviors. Cubix provides just such a framework. The series tackles life scenarios that commonly affect children today. The educational objectives of Cubix include the reinforcement of age appropriate interpersonal skills, the development of self-confidence, courage and personal responsibility. Cubix exposes children to these lessons within an entertaining, non-threatening imaginary environment. The Botties and their robots tackle personal and community adversities in creative story lines. Within this framework, children can see age-appropriate problem-solving strategies and learn to model the appropriate behavior. Through the Botties' experiences, viewers learn to overcome self-esteem and social competency issues, demonstrating to children that self-confidence, courage and resilience are necessary tools for problem solving and establishing good interpersonal relationships. Moreover, the characters inspire and promote altruistic behaviors, such as community participation, support, resilience, tolerance and leadership skills.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 14)	
	Response
Program Title	Mystery Hunters
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sunday at 7:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	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 are Araya and Christina, regular kids with inquisitive minds, who travel the globe to investigate the sites and delve into the tales which have baffled people throughout the ages looking for the Loch Ness Monster, unraveling a smelly mummy, searching for Princess Anastasia, and learning the true story of King Tut. Mystery Hunters is an excellent example of a children's program that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography, and international customs.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 14)	Response
Program Title	Whatdayado
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday at 8:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Whaddayado is designed to educate, inspire and entertain children 16 and younger about the world around them. Each lesson is an educational life lesson, based on reality.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 14) Response	
Program Title	Real Life 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday at 8:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	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 young audience.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 14) Response	
Program Title	Aqua Kids
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday at 10:00am
Total times aired at regularly scheduled time	11

Total times aired	11
Number of Preemptions	2
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
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.	Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world.
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	Aqua Kids
List date and time rescheduled	
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	January 9, 2011 / 6R
Reason for Preemption	Other

Digital Preemption Programs #2

Questions	Response
Title of Program	Aqua Kids
List date and time rescheduled	
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	
Episode #	January 2, 2011 / 5R
Reason for Preemption	Other

Digital Core Program (7 of 14)	Response
Program Title	Dragonfly TV - (DT-2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday at 7:00am

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dragonfly TV features real kids doing real science, demonstrating practical applications of math and other scientific disciplines.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 14)	Response
Program Title	Animal Atlas Classics - (DT-2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday at 7:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	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 continues its tradition as a series that blends animal images with information on a wide range of life science issues in a manner that is entertaining and clever.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 14)	Response
Program Title	Whatdayado - (DT-2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday at 8:00am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Whaddayado is designed to educate, inspire and entertain children 16 and younger about the world around them. Each lesson is an educational life lesson, based on reality.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 14)	Response
Program Title	Jack Hanna's Into the Wild - (DT-2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday at 8:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	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 continued the expected high quality, educational program content that has become the signature of Jungle Jack Productions. The program topic is suitable for both the secondary classroom and general audience with content addressing several academic outcomes designated by both state and national life science standards. Shot from a number of photographic perspectives, the viewer is introduced to the biodiversity of the area, how animals are adapted to the environment, and the changes humans have imposed on the environment as well as the positive impact of local conservation efforts in the region.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (11 of 14)		Response
Program Title		Swap TV - (DT-2)
Origination		Syndicated
Days/Times Program Regularly Scheduled		Saturday at 9:00am
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.		SWAP TV features real kids swapping lives for a once-in-a-lifetime adventure. Youths from different backgrounds learn valuable life lessons.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (12 of 14)		Response
Program Title		Real Life 101 - (DT-2)
Origination		Syndicated
Days/Times Program Regularly Scheduled		Saturday at 9:30am
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program		30 mins
Age of Target Child Audience		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 young audience.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?		Yes

Digital Core Program (13 of 14)		Response
Program Title	Profiles of Nature - (DT-3)	
Origination	Network	
Days/Times Program Regularly Scheduled	Monday - Saturday 8:00am	
Total times aired at regularly scheduled time	77	
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.	It's a nature series that takes a fascinating look at animal behavior in the wild. It has an extraordinary panorama of stories, highlighting wildlife such as black bears, moose, coyotes, turtles, cougars, etc. These compelling tales unfold in beautiful landscapes around the world. This program is educational and intended to inform children 13-16 years of age. It airs at 8am Mondays through Saturday, 30 minutes in length. The series is an award winning wildlife program of up-close looks at where civilization and wilderness meet, revealing both the best and worst of the laws of nature and teaching children about animals and the environment.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Core Program (14 of 14)		Response
Program Title	9th Period	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Sunday at 7:00 am	

Total times aired at regularly scheduled time	11
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.	9th PERIOD is a weekly half-hour drama series for teens that teaches positive consequences of thought and action when combined with friendship's effective influences. This series is comprised of three friends who meet every day after school to discuss the day's events. Their exchanges are witty and on par with the subject matter of the social interaction that today's children experience. Three friends are more than friends, they are amateur sleuths. Each show presents a mystery that the children solve by the end of that show. Problem solving, working together toward a common goal, ethics, and morals are conveyed through the thoughts, words, and actions of these three characters: Peyton, Connor, and Meg. Every child will see him /herself in these characters. Peyton, Connor, and Meg share their daily trials and triumphs as they face the following together: bullies-both cyberspace and in your face- thievery, learning difficulties, family conflicts, adversity in and out of the classroom, homelessness, hidden agendas in places as small as the schoolyard to their favorite restaurant, and as large as the town itself.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Non-Core Educational and Informational Programming (1)

Non-Core Educational and Informational Programming (1 of 1)	Response
Program Title	9th Period
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Sunday at 6:30am
Total times aired at regularly scheduled time:	2
Number of Preemptions	0
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.	9th PERIOD is a weekly half-hour drama series for teens that teaches positive consequences of thought and action when combined with friendship's effective influences. This series is comprised of three friends who meet every day after school to discuss the day's events. Their exchanges are witty and on par with the subject matter of the social interaction that today's children experience. Three friends are more than friends, they are amateur sleuths. Each show presents a mystery that the children solve by the end of that show. Problem solving, working together toward a common goal, ethics, and morals are conveyed through the thoughts, words, and actions of these three characters, Peyton, Connor, and Meg. Every child will see him-herself in these characters. Peyton, Connor, and Meg share their daily trials and triumphs as they face the following together, bullies-both cyberspace and in your face- thievery, learning difficulties, family conflicts, adversity in and out of the classroom, homelessness, hidden agendas in places as small as the school yard to their favorite restaurant, and as large as the town itself.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes
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Date and Time Aired:

Questions	Response
Date Time	

**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	John Bailie
Address	2-A Pai Park
City	Greensboro
State	NC
Zip	27409
Telephone Number	336-307-4900
Email Address	jbailie@wcwg20.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 (14)

Other Matters (1 of 14)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturday at 7:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. The specific educational objectives are to help viewers learn to thoughtfully assess situations and logically set appropriate and responsible goals, To aid viewers to develop techniques associated with critical thinking and creativity in decision-making and problem solving with which to act, To encourage viewers to attain the independence and initiative to act on what is ethically right, and the determination and persistence to carry their aims through to fruition - even in the face of opposition, To teach viewers to accept and appreciate unique abilities and insights in themselves and others, and to employ teamwork to capitalize on individual strengths and overcome individual weaknesses, to encourage viewers to assimilate positive personal qualities, prosocial behaviors and life skills intended to better equip them to take responsible and functional roles within their environment, to increase viewers' core knowledge base and appreciation of the world around us by presenting information across a range of academic areas, including mathematics, language, earth science, ecology, botany, geography and meteorology.

Other Matters (2 of 14)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Saturday at 7:30am

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery, and danger, "Magi Nation" addresses these vital learning goals. Tony, Edyn and Strag along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony, Edyn and Strag are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. The specific educational objectives are to help viewers learn to thoughtfully assess situations and logically set appropriate and responsible goals, To aid viewers to develop techniques associated with critical thinking and creativity in decision-making and problem solving with which to act, To encourage viewers to attain the independence and initiative to act on what is ethically right, and the determination and persistence to carry their aims through to fruition - even in the face of opposition, To teach viewers to accept and appreciate unique abilities and insights in themselves and others, and to employ teamwork to capitalize on individual strengths and overcome individual weaknesses, to encourage viewers to assimilate positive personal qualities, prosocial behaviors and life skills intended to better equip them to take responsible and functional roles within their environment, to increase viewers' core knowledge base and appreciation of the world around us by presenting information across a range of academic areas, including mathematics, language, earth science, ecology, botany, geography and meteorology.</p>

Other Matters (3 of 14)	
	Response
Program Title	Mystery Hunters
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday at 7:30am
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.	Mystery Hunters are Araya and Christina, regular kids with inquisitive minds, who travel the globe to investigate the sites and delve into the tales which have baffled people throughout the ages looking for the Loch Ness Monster, unraveling a smelly mummy, searching for Princess Anastasia, and learning the true story of King Tut. Mystery Hunters is an excellent example of a children's program that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography, and international customs.
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Other Matters (4 of 14)	Response
Program Title	Whatdayado
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday at 8:00am
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.	Whaddayado is designed to educate, inspire and entertain children 16 and younger about the world around them. Each lesson is an educational life lesson, based on reality.

Other Matters (5 of 14)	Response
Program Title	Real Life 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday at 8:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Real Life 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 young audience.

Other Matters (6 of 14)	Response
Program Title	Aqua Kids
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday at 10:00am
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.	Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world.
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Other Matters (7 of 14)	Response
Program Title	Dragonfly TV - (DT-2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday at 7:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Dragonfly TV features real kids doing real science, demonstrating practical applications of math and other scientific disciplines. is entertaining and clever.

Other Matters (8 of 14)	Response
Program Title	Animal Atlas Classics - (DT-2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday at 7:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas continues its tradition as a series that blends animal images with information on a wide range of life science issues in a manner that is entertaining and clever.

Other Matters (9 of 14)	Response
Program Title	Whatdayado - (DT-2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday at 8:00am
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.	Whaddayado is designed to educate, inspire and entertain children 16 and younger about the world around them. Each lesson is an educational life lesson, based on reality.

Other Matters (10 of 14)	Response
Program Title	Jack Hanna's Into the Wild - (DT-2)
Origination	Syndicated

Days/Times Program Regularly Scheduled	Saturday at 8:30am
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.	Jack Hanna's Into the Wild continued the expected high quality, educational program content that has become the signature of Jungle Jack Productions. The program topic is suitable for both the secondary classroom and general audience with content addressing several academic outcomes designated by both state and national life science standards. Shot from a number of photographic perspectives, the viewer is introduced to the biodiversity of the area, how animals are adapted to the environment, and the changes humans have imposed on the environment as well as the positive impact of local conservation efforts in the region.

Other Matters (11 of 14)	Response
Program Title	Swap TV - (DT-2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday at 9:00am
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.	SWAP TV features real kids swapping lives for a once-in-a-lifetime adventure. Youths from different backgrounds learn valuable life lessons.

Other Matters (12 of 14)	Response
Program Title	Real Life 101 - (DT-2)
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday at 9:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Real Life 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 young audience.

Other Matters (13 of 14)	Response
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Program Title	Profiles of Nature - (DT-3)
Origination	Network
Days/Times Program Regularly Scheduled	Monday - Saturday 8:00am
Total times aired at regularly scheduled time	78
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.	It's a nature series that takes a fascinating look at animal behavior in the wild. It has an extraordinary panorama of stories, highlighting wildlife such as black bears, moose, coyotes, turtles, cougars, etc. These compelling tales unfold in beautiful landscapes around the world. This program is educational and intended to inform children 13-16 years of age. It airs at 8am Mondays through Saturday, 30 minutes in length. The series is an award winning wildlife program of up-close looks at where civilization and wilderness meet, revealing both the best and worst of the laws of nature and teaching children about animals and the environment.

Other Matters (14 of 14)	Response
Program Title	9th Period
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday at 7:00 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.	9th PERIOD is a weekly half-hour drama series for teens that teaches positive consequences of thought and action when combined with friendship's effective influences. This series is comprised of three friends who meet every day after school to discuss the day's events. Their exchanges are witty and on par with the subject matter of the social interaction that today's children experience. Three friends are more than friends, they are amateur sleuths. Each show presents a mystery that the children solve by the end of that show. Problem solving, working together toward a common goal, ethics, and morals are conveyed through the thoughts, words, and actions of these three characters: Peyton, Connor, and Meg. Every child will see him /herself in these characters. Peyton, Connor, and Meg share their daily trials and triumphs as they face the following together: bullies-both cyberspace and in your face- thievery, learning difficulties, family conflicts, adversity in and out of the classroom, homelessness, hidden agendas in places as small as the schoolyard to their favorite restaurant, and as large as the town itself.

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>WCWG License, LLC</p>

Attachments

No Attachments.