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Federal Communications Commission

(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0001808468** | File Number: **CPR-119252** | Submit Date: **04/07/2011** | Call Sign: **WOPX-TV** | Facility ID: **67602** | City: **MELBOURNE** | State: **FL**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **04/07/2011** | 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 |
|---|---|---|---|---|

## Children's Television Information

| Section | Question | Response |
|---|---|---|
| **Station Type** | Station Type | Network Affiliation |
| | Affiliated network | ION |
| | Nielsen DMA | Orlando-Daytona-Melbourne |
| | 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 | 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: | 67.0 |
| 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(27)**

| Digital Core Program (1 of 27) | Response |
|---|---|
| Program Title | Turbo Dogs E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Wednesdays / December 29th - March 23rd / 8:00 a.m. ET/PT or 7:00 a.m. CT/MT |
| 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 | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Turbo Dogs is an animated show based on the books, Racer Dogs, by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing such as directionality and concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (2 of 27) | Response |
|---|---|
| Program Title | Pearle E/I |
| Origination | Network |

| | |
|---|---|
| Days/Times Program Regularly Scheduled | Wednesdays / December 29th - March 23rd / 8:30 a.m. ET/PT or 7:30 a.m. CT/MT |
| 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 | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pearlie recounts the weekly escapades of an optimistic, amiable fairy who has been appointed by Fairy HQ to maintain order in Jubilee Park. She lives among a dozen assorted characters. While Pearlie is very likable, she is a bit of a busy body who likes to arrange things according to over ambitious plans that ultimately get her in trouble. She gets along with everyone so ultimately every problem is solved and Pearlie learns a lesson. Learning is a constant process for Pearlie because she has big responsibities, but she is determined and ends up preserving order and happiness in Jubilee Park. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (3 of 27)** | **Response** |
|---|---|
| Program Title | Magic School Bus E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Thursdays / December 30th - March 24th / 8:00 a.m. ET/PT or 7:00 a.m. CT/MT |
| 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 | 4 years to 9 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Magic School Bus is a classic show that features the most adventuresome teacher on the planet, Ms. Frizzle and her group of students who dutifully follow her approach to education by taking magical field trips to learn about anything that interests her or them. The students are all curious, but with each one, there is often a personal problem that needs solving and the field trip has a way of dovetailing with the personal challenge to get everything all worked out. The class travels in a magic school bus that can transform its shape and power source and Ms. Frizzle can handle it all, from driving the bus to guiding the children's learning through inquiry. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (4 of 27)** | **Response** |
|---|---|
| Program Title | Willa's Wild Life E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Thursdays / December 30th - March 24th / 8:30 a.m. ET/PT or 7:30 a.m. /MT |
| 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 | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Willa is a new animated series centered on a six year old girl, and her menagerie of animals. Willa lives at home with her father and pets; an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants to help others. She learns to appreciate the friends that she has rather than trying to change to fit in with the cool group. She realized that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (5 of 27)** | **Response** |
|---|---|
| Program Title | Shelldon E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Fridays / December 31st - March 25th / 8:00 a.m. ET/PT or 7:00 a.m. CT/MT |
| 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 | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Shelldon is an animated series that takes place in Shell Land, a mythical undersea world populated by characters from a wide array of water dwelling species. The main character, Shelldon, is an orphaned yoka shell mollusk adopted by the Clam family and living with them in the family owned Charming Clam Inn. Dr. Shell, an elder and venerated inventor, and Connie, a cowry shell classmate of Shelldon's also live with him at the inn. Shelldon and his buddies Herman, (a Hermit crab) and Connie always work together and solve problems that they face in school or in the community. A recurring problem is to staunch the plans of the local millionaire, Cecil Cracken, whose greed puts making money over protecting the environment. Dr. Shell is typically the children's key provider of knowledge and other resources. In each episode, the children learn a significant social emotional lesson and also share information relating to their ocean habitat and environmental protection. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (6 of 27)** | **Response** |
|---|---|
| Program Title | Babar E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Fridays / December 31st - March 25th / 8:30 a.m. ET/PT or 7:30 a.m. CT/MT |
| 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 | 4 years to 8 years |

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|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Based on the books by Laurent de Brunhoff, Babar is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces as he journeys through life. Each episode of the show develops a social emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (7 of 27)** | **Response** |
|---|---|
| Program Title | The Mysteries of Alfred Hedgehog E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / December 27th - March 25th / 7:00 a.m. ET |
| Total times aired at regularly scheduled time | 65 |
| 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 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginitive. Alfred's love of all things technological helps him to solve the mystery every time. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (8 of 27) | Response |
|---|---|
| Program Title | Magic School Bus E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / December 27th - March 25th / 8:30 a.m. ET |
| Total times aired at regularly scheduled time | 65 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 9 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Magic School Bus is a classic show that features the most adventuresome teacher on the planet, Ms. Frizzle and her group of students who dutifully follow her approach to education by taking magical field trips to learn about anything that interests her or them. The students are all curious, but with each one, there is often a personal problem that needs solving and the field trip has a way of dovetailing with the personal challenge to get everything all worked out. The class travels in a magic school bus that can transform its shape and power source and Ms. Frizzle can handle it all, from driving the bus to guiding the children's learning through inquiry. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (9 of 27) | Response |
|---|---|
| Program Title | Boo E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / December 27th - March 25th / 9:30 a.m. and 12:30 p.m. ET |
| Total times aired at regularly scheduled time | 130 |

| | |
|---|---|
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Boo is a program that teaches young children how to recognize and appropriately label sights and sounds to identify clues for an everyday problem, and how to listen carefully to instructions or environmental cues. The episodes use music, voice overs and dialogue to communicate the lessons. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (10 of 27)** | **Response** |
|---|---|
| Program Title | My Friend Rabbit E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / December 27th - March 25th / 10:30 a.m. and 1:30 p.m. ET |
| Total times aired at regularly scheduled time | 130 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (11 of 27)** | **Response** |
|---|---|

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|---|---|
| Program Title | Mighty Machines E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / December 27th - March 25th / 11:00 a.m. ET |
| Total times aired at regularly scheduled time | 65 |
| 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 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mighty Machines is designed to educate and inform children and can be a perfect teaching tool. It is a fascinating series featuring exciting live footage, friendly and informative characters, and delightful humor that teach children what machines do and teach them about the simple things they often wonder about, such as how do they make airplanes and where does recycling go? |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (12 of 27)** | **Response** |
|---|---|
| Program Title | Marvin the Tap Dancing Horse E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / December 27th - March 25th / 3:00 p.m. ET |
| Total times aired at regularly scheduled time | 65 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |

| | |
|---|---|
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Marvin The Tap Dancing Horse captures the hearts of kids with its charming tales of life in the carnival. Created by Betty and Michael Paraskevas, the series looks at nine year-old Eddy Largo's adventures after he lands a summer job at the local carnival. He soon meets the stars of the show Marvin The Tap-Dancing Horse, Diamonds the Elephant, Elizabeth the Pig and Stripes the Tiger, and discovers that they can communicate with one another. Together, they overcome many obstacles while enjoying the excitement of carnival life. Children learn the valuable lessons of friendship and family, and believing in themselves. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (13 of 27)** | **Response** |
|---|---|
| Program Title | Animal Exploration with Jarod Miller E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / December 27th - March 25th/ 6:00 p.m. ET |
| Total times aired at regularly scheduled time | 65 |
| 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 Exploration is a television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective as he travels to zoos and aquariums. There's always something amazing happening. Each episode is designed to reveal to children the world around them in a way that identifies positive role modes and prosocial values within an environmentally responsible universe. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (14 of 27) | Response |
|---|---|
| Program Title | Magic School Bus E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / December 27th - March 25th / 4:00 p.m. and 7:30 p.m. ET |
| Total times aired at regularly scheduled time | 182 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 9 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Magic School Bus is a classic show that features the most adventuresome teacher on the planet, Ms. Frizzle and her group of students who dutifully follow her approach to education by taking magical field trips to learn about anything that interests her or them. The students are all curious, but with each one, there is often a personal problem that needs solving and the field trip has a way of dovetailing with the personal challenge to get everything all worked out. The class travels in a magic school bus that can transform its shape and power source and Ms. Frizzle can handle it all, from driving the bus to guiding the children's learning through inquiry. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (15 of 27) | Response |
|---|---|
| Program Title | The Mysteries of Alfred Hedgehog E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / December 27th - March 27th / 4:30 p.m. ET |

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|---|---|
| Total times aired at regularly scheduled time | 91 |
| 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 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginitive. Alfred's love of all things technological helps him to solve the mystery every time. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (16 of 27)** | **Response** |
|---|---|
| Program Title | Jane and the Dragon E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / December 27th - March 27th / 6:00 p.m. and 9:30 p.m. ET |
| Total times aired at regularly scheduled time | 182 |
| Total times aired | |
| Number of Preemptions | 0 |

| | |
|---|---|
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Janes' best friend and part of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (17 of 27)** | **Response** |
|---|---|
| Program Title | Zula Patrol E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / December 27th - March 27th / 6:30 p.m. ET |
| Total times aired at regularly scheduled time | 91 |
| Total times aired | |
| Number of Preemptions | 0 |

| | |
|---|---|
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Zula's comprehensive program addresses the national call for science literacy education among the very audience for whom research demonstrates that early intervention is most effective. By reaching pre-kindergarten and early elementary students, Zula can provide a critical foundation in understanding science concepts and content. The television program provides science education and character building lessons in an entertaining format thru characters that travel in space. The Zula Patrol's developers have designed an integrated approach, teaching science through engaging stories with humor, character building social lessons, and supporting materials. The entire Zula package serves many aspects of learning, promotes literacy, and provides a diverse approach to learning styles. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (18 of 27)** | **Response** |
|---|---|
| Program Title | Turbo Dogs E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / December 27th - March 27th / 7:00 p.m. ET |
| Total times aired at regularly scheduled time | 91 |
| Total times aired | |
| Number of Preemptions | 0 |

| | |
|---|---|
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Turbo Dogs is a show about six canine friends, Dash, GT, Clutch, Stinkbert, Strut, and Mags, who have their own distinct charactersitics but share a common love of racing cars. The fastest dogs in Racerville, the Turbo Dogs often compete with one another in races. The dogs each have their own racers, which they maintain regularly, and that are equipped with individual GPS systems to help and guide them. Each story begins with one of the Turbo Dogs encountering a problem that must be resolved while preparing to compete. Usually, the Turbo Dog learns his/her lesson through experience and accountability for negative behavior. Social emotional messages about sportsmanship, teamwork, cooperation, and fairness developed in the story are emphasized in a separate tag at the end of each episode reiterate and establish the educational message learned by the dogs. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (19 of 27)** | **Response** |
|---|---|
| Program Title | 321 Penguins E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / December 27th - March 27th / 8:00 p.m. ET |
| Total times aired at regularly scheduled time | 91 |
| Total times aired | |
| Number of Preemptions | 0 |

| | |
|---|---|
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 321 Penguins features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter-galactic disaster threatening the Penguins and their friends. Each story begins with a problem, a moral diemma for one of the siblings that affects his/her relations with the other, and ends after the children have learned an important social emotional message through their adventure. The show communicates messages on topics such as honesty, being patient with others, and avoiding jealousy. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (20 of 27)** | **Response** |
|---|---|
| Program Title | Shelldon E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | ondays - Sundays / December 27th - March 27th / 8:30 p.m. ET |
| Total times aired at regularly scheduled time | 91 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |

| | |
|---|---|
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Shelldon is an animated series that takes place in Shell Land, a mythical undersea world populated by characters from a wide array of water dwelling species. The main character, Shelldon, is an orphaned yoka shell mollusk adopted by the Clam family and living with them in the family owned Charming Clam Inn. Dr. Shell, an elder and venerated inventor, and Connie, a cowry shell classmate of Shelldon's also live with him at the inn. Shelldon and his buddies Herman, (a Hermit crab) and Connie always work together and solve problems that they face in school or in the community. A recurring problem is to staunch the plans of the local millionaire, Cecil Cracken, whose greed puts making money over protecting the environment. Dr. Shell is typically the children's key provider of knowledge and other resources. In each episode, the children learn a significant social emotional lesson and also share information relating to their ocean habitat and environmental protection. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (21 of 27)** | **Response** |
|---|---|
| Program Title | Mighty Machines E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / January 1st - March 27th / 7:30 a.m. ET |
| Total times aired at regularly scheduled time | 26 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mighty Machines is designed to educate and inform children and can be a perfect teaching tool. It is a fascinating series featuring exciting live footage, friendly and informative characters, and delightful humor that teach children what machines do and teach them about the simple things they often wonder about, such as how do they make airplanes and where does recycling go? |

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

| **Digital Core Program (22 of 27)** | **Response** |
|---|---|
| Program Title | Jane and the Dragon E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / January 1st - March 27th / 9:00 a.m. and 9:30 a.m. ET |
| Total times aired at regularly scheduled time | 52 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Janes' best friend and part of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved. |

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

| **Digital Core Program (23 of 27)** | **Response** |
|---|---|
| Program Title | The Mysteries of Alfred Hedgehog E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / January 1st - March 27th / 10:00 a.m., 10:30 a.m., 2:00 p.m. and 2:30 p.m. E |
| Total times aired at regularly scheduled time | 104 |
| 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 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginitive. Alfred's love of all things technological helps him to solve the mystery every time. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (24 of 27)** | **Response** |
|---|---|
| Program Title | Animal Exploration with Jarod Miller E/I QUBO |

| | |
|---|---|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / January 1st - March 27th / 11:00 a.m. and 11:30 a.m. ET |
| Total times aired at regularly scheduled time | 52 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animal Exploration is a television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective as he travels to zoos and aquariums. There's always something amazing happening. Each episode is designed to reveal to children the world around them in a way that identifies positive role modes and prosocial values within an environmentally responsible universe. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (25 of 27)** | **Response** |
|---|---|
| Program Title | Zula Patrol E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / January 1st - March 27th / 12:00 p.m. and 12:30 p.m. ET |
| Total times aired at regularly scheduled time | 52 |
| Total times aired | |
| Number of Preemptions | 0 |

| | |
|---|---|
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Zula's comprehensive program addresses the national call for science literacy education among the very audience for whom research demonstrates that early intervention is most effective. By reaching pre-kindergarten and early elementary students, Zula can provide a critical foundation in understanding science concepts and content. The television program provides science education and character building lessons in an entertaining format thru characters that travel in space. The Zula Patrol's developers have designed an integrated approach, teaching science through engaging stories with humor, character building social lessons, and supporting materials. The entire Zula package serves many aspects of learning, promotes literacy, and provides a diverse approach to learning styles. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| **Digital Core Program (26 of 27)** | **Response** |
|---|---|
| Program Title | Magic School Bus E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / January 1st - March 27th / 1:00 p.m. and 1:30 p.m. ET |
| Total times aired at regularly scheduled time | 52 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |

| | |
|---|---|
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 9 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Magic School Bus is a classic show that features the most adventuresome teacher on the planet, Ms. Frizzle and her group of students who dutifully follow her approach to education by taking magical field trips to learn about anything that interests her or them. The students are all curious, but with each one, there is often a personal problem that needs solving and the field trip has a way of dovetailing with the personal challenge to get everything all worked out. The class travels in a magic school bus that can transform its shape and power source and Ms. Frizzle can handle it all, from driving the bus to guiding the children's learning through inquiry. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| **Digital Core Program (27 of 27)** | **Response** |
|---|---|
| Program Title | Dragon E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / January 1st - March 27th / 7:00 a.m. ET |
| Total times aired at regularly scheduled time | 52 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |

| | |
|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by Children's everyday life, Dragon is an animated show based on the book series of the same name by author and illustrator, Dave Pilkey. The show follows a little blue dragon as he faces everyay issues. Using a simple and direct approach to life, Dragon learns new information and develops new skills primarily through trial and error. Dragon is friendly and helpful, but he tends to see things from a unique perspective and someties that leads to trouble. As each story unfolds, the audience learns to see things in different ways, much like Dragon, and they learn how to problem solve through ordinary challenges. Dragon shows how to take care of a pet, make new friends, or how to find the right hobby. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

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

**Sponsored Core Programming (0)**

## Liaison Contact

| Question | Response |
|---|---|
| Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)? | Yes |
| Name of children's programming liaison | Conny Fiala |
| Address | 7091 Grand National Drive, Suite 100 |
| City | Orlando |
| State | FL |
| Zip | 32819 |
| Telephone Number | 407-363-1123 |
| Email Address | connyfiala@ionmedia.com |
| Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3. | |

## Other Matters (26)

| Other Matters (1 of 26) | Response |
|---|---|
| Program Title | Turbo Dogs E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Wednesdays / 8:00 a.m. ET/PT or 7:00 p.m CT/MT |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Turbo Dogs is an animated show based on the books, Racer Dogs, by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social-emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing such as directionality and concepts of distance and time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs. |

| Other Matters (2 of 26) | Response |
|---|---|
| Program Title | Pearlie E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Wednesdays / 8:30 a.m. ET/PT or 7:30 a.m. CT/MT |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pearlie recounts the weekly escapades of an optimistic, amiable fairy who has been appointed by Fairy HQ to maintain order in Jubilee Park. She lives among a dozen assorted characters. While Pearlie is very likable, she is a bit of a busy body who likes to arrange things according to over ambitious plans that ultimately get her in trouble. She gets along with everyone so ultimately every problem is solved and Pearlie learns a lesson. Learning is a constant process for Pearlie because she has big responsibities, but she is determined and ends up preserving order and happiness in Jubilee Park. |

| Other Matters (3 of 26) | Response |
|---|---|
| Program Title | Magic School Bus E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Thursdays / 8:00 a.m. ET/PT or 7:00 a.m. CT/MT |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 9 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Magic School Bus is a classic show that features the most adventuresome teacher on the planet, Ms. Frizzle and her group of students who dutifully follow her approach to education by taking magical field trips to learn about anything that interests her or them. The students are all curious, but with each one, there is often a personal problem that needs solving and the field trip has a way of dovetailing with the personal challenge to get everything all worked out. The class travels in a magic school bus that can transform its shape and power source and Ms. Frizzle can handle it all, from driving the bus to guiding the children's learning through inquiry. |

| Other Matters (4 of 26) | Response |
|---|---|
| Program Title | Willa's Wild Life E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Thursdays / 8:30 a.m. ET/PT or 7:30 a.m. CT/MT |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |

| | |
|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Willa is an animated series centered on a six year old girl, and her menagerie of animals. Willa lives at home with her father and pets; an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants to help others. She learns to appreciate the friends that she has rather than trying to change to fit in with the cool group. She realized that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience. |

| **Other Matters (5 of 26)** | **Response** |
|---|---|
| Program Title | Shelldon E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Fridays / 8:00 a.m. ET/PT or 7:00 a.m. CT/MT |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Shelldon is an animated series that takes place in Shell Land, a mythical undersea world populated by characters from a wide array of water dwelling species. The main character, Shelldon, is an orphaned yoka shell mollusk adopted by the Clam family and living with them in the family owned Charming Clam Inn. Dr. Shell, an elder and venerated inventor, and Connie, a cowry shell classmate of Shelldon's also live with him at the inn. Shelldon and his buddies Herman, (a Hermit crab) and Connie always work together and solve problems that they face in school or in the community. A recurring problem is to staunch the plans of the local millionaire, Cecil Cracken, whose greed puts making money over protecting the environment. Dr. Shell is typically the children's key provider of knowledge and other resources. In each episode, the children learn a significant social emotional lesson and also share information relating to their ocean habitat and environmental protection. |

| **Other Matters (6 of 26)** | **Response** |
|---|---|
| Program Title | Babar E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Fridays / 8:30 a.m. ET/PT or 7:30 a.m. CT/MT |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |

| | |
|---|---|
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Based on the books by Laurent de Brunhoff, Babar is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces as he journeys through life. Each episode of the show develops a social emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. |

| **Other Matters (7 of 26)** | **Response** |
|---|---|
| Program Title | The Mysteries of Alfred Hedgehog E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 7:00 a.m. ET |
| Total times aired at regularly scheduled time | 65 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginitive. Alfred's love of all things technological helps him to solve the mystery every time. |

| **Other Matters (8 of 26)** | **Response** |
|---|---|
| Program Title | Magic School Bus E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 8:30 a.m ET |
| Total times aired at regularly scheduled time | 65 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 9 years |

| | |
|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Magic School Bus is a classic show that features the most adventuresome teacher on the planet, Ms. Frizzle and her group of students who dutifully follow her approach to education by taking magical field trips to learn about anything that interests her or them. The students are all curious, but with each one, there is often a personal problem that needs solving and the field trip has a way of dovetailing with the personal challenge to get everything all worked out. The class travels in a magic school bus that can transform its shape and power source and Ms. Frizzle can handle it all, from driving the bus to guiding the children's learning through inquiry. |

| **Other Matters (9 of 26)** | **Response** |
|---|---|
| Program Title | Boo E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 9:30 a.m. and 12:30 p.m. ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Boo is a program that teaches young children how to recognize and appropriately label sights and sounds to identify clues for an everyday problem, and how to listen carefully to instructions or environmental cues. The episodes use music, voice overs and dialogue to communicate the lessons. |

| **Other Matters (10 of 26)** | **Response** |
|---|---|
| Program Title | My Friend Rabbit E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 10:30 a.m. and 1:30 p.m. ET |
| Total times aired at regularly scheduled time | 130 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails. |

| **Other Matters (11 of 26)** | **Response** |
|---|---|
| Program Title | Mighty Machines E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 11:00 a.m. ET |
| Total times aired at regularly scheduled time | 65 |

| | |
|---|---|
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mighty Machines is designed to educate and inform children and can be a perfect teaching tool. It is a fascinating series featuring exciting live footage, friendly and informative characters, and delightful humor that teach children what machines do and teach them about the simple things they often wonder about, such as how do they make airplanes and where does recycling go? |

| **Other Matters (12 of 26)** | **Response** |
|---|---|
| Program Title | Marvin the Tap Dancing Horse E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 3:00 p.m. ET |
| Total times aired at regularly scheduled time | 65 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Marvin The Tap Dancing Horse captures the hearts of kids with its charming tales of life in the carnival. Created by Betty and Michael Paraskevas, the series looks at nine year-old Eddy Largo's adventures after he lands a summer job at the local carnival. He soon meets the stars of the show Marvin The Tap-Dancing Horse, Diamonds the Elephant, Elizabeth the Pig and Stripes the Tiger, and discovers that they can communicate with one another. Together, they overcome many obstacles while enjoying the excitement of carnival life. Children learn the valuable lessons of friendship and family, and believing in themselves. |

| **Other Matters (13 of 26)** | **Response** |
|---|---|
| Program Title | Animal Exploration with Jarod Miller E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Fridays / 3:30 p.m. ET |
| Total times aired at regularly scheduled time | 65 |
| 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 Exploration is a television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective as he travels to zoos and aquariums. There's always something amazing happening. Each episode is designed to reveal to children the world around them in a way that identifies positive role modes and prosocial values within an environmentally responsible universe. |

| **Other Matters (14 of 26)** | **Response** |
|---|---|
| Program Title | Jane and the Dragon E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / 6:00 p.m. and 9:30 p.m. ET |
| Total times aired at regularly scheduled time | 182 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Janes' best friend and part of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved. |

| **Other Matters (15 of 26)** | **Response** |
|---|---|
| Program Title | The Zula Patrol E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / 6:30 p.m. ET |
| Total times aired at regularly scheduled time | 91 |
| Length of Program | 30 mins |

| | |
|---|---|
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Zula's comprehensive program addresses the national call for science literacy education among the very audience for whom research demonstrates that early intervention is most effective. By reaching pre-kindergarten and early elementary students, Zula can provide a critical foundation in understanding science concepts and content. The television program provides science education and character building lessons in an entertaining format thru characters that travel in space. The Zula Patrol's developers have designed an integrated approach, teaching science through engaging stories with humor, character building social lessons, and supporting materials. The entire Zula package serves many aspects of learning, promotes literacy, and provides a diverse approach to learning styles. |

| **Other Matters (16 of 26)** | **Response** |
|---|---|
| Program Title | Turbo Dogs E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / 7:00 p.m. ET |
| Total times aired at regularly scheduled time | 91 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Turbo Dogs is a show about six canine friends, Dash, GT, Clutch, Stinkbert, Strut, and Mags, who have their own distinct charactersitics but share a common love of racing cars. The fastest dogs in Racerville, the Turbo Dogs often compete with one another in races. The dogs each have their own racers, which they maintain regularly, and that are equipped with individual GPS systems to help and guide them. Each story begins with one of the Turbo Dogs encountering a problem that must be resolved while preparing to compete. Usually, the Turbo Dog learns his/her lesson through experience and accountability for negative behavior. Social emotional messages about sportsmanship, teamwork, cooperation, and fairness developed in the story are emphasized in a separate tag at the end of each episode. |

| **Other Matters (17 of 26)** | **Response** |
|---|---|
| Program Title | Magic School Bus E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / 4:00 p.m. and 7:30 p.m. ET |

| | |
|---|---|
| Total times aired at regularly scheduled time | 182 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 9 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Magic School Bus is a classic show that features the most adventuresome teacher on the planet, Ms. Frizzle and her group of students who dutifully follow her approach to education by taking magical field trips to learn about anything that interests her or them. The students are all curious, but with each one, there is often a personal problem that needs solving and the field trip has a way of dovetailing with the personal challenge to get everything all worked out. The class travels in a magic school bus that can transform its shape and power source and Ms. Frizzle can handle it all, from driving the bus to guiding the children's learning through inquiry. |

| **Other Matters (18 of 26)** | **Response** |
|---|---|
| Program Title | The Mysteries of Alfred Hedgehog E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / 4:30 p.m. ET |
| Total times aired at regularly scheduled time | 91 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginitive. Alfred's love of all things technological helps him to solve the mystery every time. |

| **Other Matters (19 of 26)** | **Response** |
|---|---|
| Program Title | Shelldon E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Mondays - Sundays / 8:30 p.m. ET |

| | |
|---|---|
| Total times aired at regularly scheduled time | 91 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Shelldon is an animated series that takes place in Shell Land, a mythical undersea world populated by characters from a wide array of water dwelling species. The main character, Shelldon, is an orphaned yoka shell mollusk adopted by the Clam family and living with them in the family owned Charming Clam Inn. Dr. Shell, an elder and venerated inventor, and Connie, a cowry shell classmate of Shelldon's also live with him at the inn. Shelldon and his buddies Herman, (a Hermit crab) and Connie always work together and solve problems that they face in school or in the community. A recurring problem is to staunch the plans of the local millionaire, Cecil Cracken, whose greed puts making money over protecting the environment. Dr. Shell is typically the children's key provider of knowledge and other resources. In each episode, the children learn a significant social emotional lesson and also share information relating to their ocean habitat and environmental protection. |

| **Other Matters (20 of 26)** | **Response** |
|---|---|
| Program Title | Mighty Machines E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 7:30 a.m. ET |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 12 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mighty Machines is designed to educate and inform children and can be a perfect teaching tool. It is a fascinating series featuring exciting live footage, friendly and informative characters, and delightful humor that teach children what machines do and teach them about the simple things they often wonder about, such as how do they make airplanes and where does recycling go? |

| **Other Matters (21 of 26)** | **Response** |
|---|---|
| Program Title | Jane and the Dragon E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 9:00 a.m. and 9:30 a.m. ET |
| Total times aired at regularly scheduled time | 52 |

| | |
|---|---|
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Janes' best friend and part of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved. |

| **Other Matters (22 of 26)** | **Response** |
|---|---|
| Program Title | The Mysteries of Alfred Hedgehog E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 10:00 a.m. and 10:30 a.m. 2:00 p.m. and 2:30 p.m. ET |
| Total times aired at regularly scheduled time | 104 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginitive. Alfred's love of all things technological helps him to solve the mystery every time. |

| **Other Matters (23 of 26)** | **Response** |
|---|---|
| Program Title | Animal Exploration with Jarod Miller E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 11:00 a.m. 11:30 a.m. ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |

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|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Animal Exploration is a television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective as he travels to zoos and aquariums. There's always something amazing happening. Each episode is designed to reveal to children the world around them in a way that identifies positive role modes and prosocial values within an environmentally responsible universe. |

| **Other Matters (24 of 26)** | **Response** |
|---|---|
| Program Title | Zula Patrol E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 12:00 p.m. and 12:30 p.m. ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Zula's comprehensive program addresses the national call for science literacy education among the very audience for whom research demonstrates that early intervention is most effective. By reaching pre-kindergarten and early elementary students, Zula can provide a critical foundation in understanding science concepts and content. The television program provides science education and character building lessons in an entertaining format thru characters that travel in space. The Zula Patrol's developers have designed an integrated approach, teaching science through engaging stories with humor, character building social lessons, and supporting materials. The entire Zula package serves many aspects of learning, promotes literacy, and provides a diverse approach to learning styles. |

| **Other Matters (25 of 26)** | **Response** |
|---|---|
| Program Title | Magic School Bus E/I QUBO |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 1:00 p.m. and 1:30 p.m. ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 9 years |

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|---|---|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Magic School Bus is a classic show that features the most adventuresome teacher on the planet, Ms. Frizzle and her group of students who dutifully follow her approach to education by taking magical field trips to learn about anything that interests her or them. The students are all curious, but with each one, there is often a personal problem that needs solving and the field trip has a way of dovetailing with the personal challenge to get everything all worked out. The class travels in a magic school bus that can transform its shape and power source and Ms. Frizzle can handle it all, from driving the bus to guiding the children's learning through inquiry. |

| **Other Matters (26 of 26)** | **Response** |
|---|---|
| Program Title | Dragon QUBO E/I |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturdays and Sundays / 7:00 a.m. ET |
| Total times aired at regularly scheduled time | 52 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Inspired by Children's everyday life, Dragon is an animated show based on the book series of the same name by author and illustrator, Dave Pilkey. The show follows a little blue dragon as he faces everyay issues. Using a simple and direct approach to life, Dragon learns new information and develops new skills primarily through trial and error. Dragon is friendly and helpful, but he tends to see things from a unique perspective and someties that leads to trouble. As each story unfolds, the audience learns to see things in different ways, much like Dragon, and they learn how to problem solve through ordinary challenges. Dragon shows how to take care of a pet, make new friends, or how to find the right hobby. |

## Certification

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

## Attachments

No Attachments.