



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: 0030884894 | File Number: CPR-139463 | Submit Date: 04/02/2013 | Call Sign: K04QP-D | Facility ID: 168403 |

City: CASAS ADOBES | State: AZ

Service: Digital Class A | Purpose: Children's TV Programming Report | Status: Received | Status Date: 04/02/2013 |

Filing Status: Active

Report reflects information for : First Quarter of 2013

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    | NBC                 |
|              | Nielsen DMA           | Tuscon (Nogales)    |
|              | Web Home Page Address | www.kvoa.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  | 0.0      |
| 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:  | 0.0      |
| 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(7)

| Digital Core<br>Program (1 of<br>7)  | Response   |
|--|--|
| Program Title  | The Wiggles (1/5-2/2)  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 8am  |
| Total times<br>aired at<br>regularly<br>scheduled time   | 5  |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking News  |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child Audience  | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The Wiggles is a musical variety show specifically designed for pre-school children. Starring Tony, Murray, Greg and Jeff, the Wiggles offer a montage of skits that are specifically designed for teaching and entertaining the preschool audience. Supported by an ensemble of characters, larger than life animals (humans dressed as animal characters) as well as a pirate, Captain Feathersword; the Wiggles teach numbers, letters, colors, matching and classifying what belongs together (or not), and following directions. Featuring dancing and occasional guest artists the Wiggles provides a plethora of visual interest for the viewer, while presenting the lessons in an easily understandable and developmentally appropriate manner for the preschool child. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                       | Yes  |

| Digital Core<br>Program (2<br>of 7) | Response                  |
|-------------------------------------|---------------------------|
| Program Title                       | The Chica Show (2/9-3/30) |

|  |  |
|--|--|
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 8am  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 8  |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stiches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core<br>Program (3<br>of 7) |            | Response |
|-------------------------------------|------------|----------|
| Program Title                       | Pajanimals |          |
| Origination                         | Network    |          |

|  |   |
|--|---|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 8:30am  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Total times<br>aired   |   |
| Number of<br>Preemptions   | 0   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Digital Core<br>Program (4<br>of 7) | Response  |
|-------------------------------------|-----------|
| Program Title                       | Poppy Cat |
| Origination                         | Network   |

|  |  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 9am  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Poppy Cat, based on the book series by Lara Jones, models the use of imagination and storytelling to encourage creative thinking in viewers. Each episode features the narrator Lara, reading a story about Poppy Cat, to her own cat (who is also named Poppy). She weaves an exciting tale following her imagination, which leads her to distant lands reached by boat, plane, hot air balloon or train. Each story features Poppy Cat, as the leader of a group of animal friends, a resident bully Egbert the badger, and other occasionally recurring characters. A prevailing message emerges within each episode to be nice to your friends and always work together. There remains an overarching implicit message within every episode as well: think creatively and exercise your mind through reading and storytelling - for these activities always lead to enjoyment and adventure. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Digital Core<br>Program (5<br>of 7) | Response    |
|-------------------------------------|-------------|
| Program Title                       | Justin Time |
| Origination                         | Network     |



|  |  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 9:30am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 12   |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 1  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

#### Digital Preemption Programs #1

| Questions  | Response    |
|--|-------------|
| Title of Program   | Justin Time |
| List date and time rescheduled   | 3/16/13 6pm |
| Is the rescheduled date the second home?   | Yes         |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes         |

|                       |                 |
|-----------------------|-----------------|
| Date Preempted        | 2013-03-16      |
| Episode #             | 3/16/13 #JTM106 |
| Reason for Preemption | Sports          |

| Digital Core Program (6 of 7)  | Response  |
|--|---|
| Program Title  | Lazytown  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sat 10am  |
| Total times aired at regularly scheduled time  | 12  |
| Total times aired  | 13  |
| Number of Preemptions  | 1   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 1   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | <p>Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures.</p> |

|  |     |
|--|-----|
| 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   | Lazytown        |
| List date and time rescheduled   | 3/16/13 7am     |
| Is the rescheduled date the second home?   | Yes             |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   | 2013-03-16      |
| Episode #  | 3/16/13 #LZT109 |
| Reason for Preemption  | Sports          |

| Digital Core Program (7 of 7)                      | Response        |
|--|-----------------|
| Program Title                                      | Noodle & Doodle |
| Origination  | Network         |
| Days/Times Program Regularly Scheduled             | Sat 10:30am     |
| Total times aired at regularly scheduled time      | 10              |
| Total times aired                                  | 13              |
| Number of Preemptions                              | 3               |
| Number of Preemptions for other than Breaking News |                 |
| Number of Preemptions Rescheduled                  | 3               |
| 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. | Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |
| 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   | Noodle & Doodle |
| List date and time rescheduled   | 3/30/13 7:30am  |
| Is the rescheduled date the second home?   | Yes             |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   | 2013-03-30      |
| Episode #  | 3/30/13 #NAD112 |
| Reason for Preemption  | Sports          |

#### Digital Preemption Programs #2

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Noodle & Doodle |
| List date and time rescheduled   | 3/16/13 7:30am  |
| Is the rescheduled date the second home?   | Yes             |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   | 2013-03-16      |
| Episode #  | 3/16/13 #NAD108 |
| Reason for Preemption  | Sports          |

#### Digital Preemption Programs #3

| Questions        | Response        |
|------------------|-----------------|
| Title of Program | Noodle & Doodle |

|  |                |
|--|----------------|
| List date and time rescheduled   | 3/9/13 7:30am  |
| Is the rescheduled date the second home?   | Yes            |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes            |
| Date Preempted   | 2013-03-09     |
| Episode #  | 3/9/13 #NAD106 |
| Reason for Preemption  | Sports         |

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)?   |  |
| Name of children's programming liaison  | Bill Shaw  |
| Address   | 209 W. Elm St.   |
| City  | Tucson   |
| State   | AZ   |
| Zip   | 85705  |
| Telephone Number  | 520-792-2270   |
| Email Address   | bshaw@kvoa.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. | KVOA answered "yes" to questions 7-8, however, these questions are not applicable and therefore, there is no need to fill out the "Statement of Explanation" form since KVOA does not broadcast an analog signal. --- PREEMPTIONS: The E/I programs that were preempted moved to their 2nd homes dates noted. --- Bear Essential News for Kids news vignettes, which are researched, written and delivered by students from local area schools are produced by KVOA. Six vignettes air each Saturday during the E/I children's programming. --- The More You Know website, (www.themoreyouknow.com), is a comprehensive website that provides in-depth referral information in connection with the on-air public service announcements that air during the E/I programs. Content includes video of all current public service announcements, a general campaign overview, message boards, press releases, kids pages and referral information by topic to partnering agencies referenced in the PSA's. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scene story with clips from talent interviews can be viewed. |



Other Matters (6)

| Other Matters (1 of 6)   | Response  |
|--|---|
| Program Title  | The Chica Show  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sat 8am   |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. Chica's parents were formerly entertainers in the vaudeville tradition and they regale the audience with stories and songs from their theatrical past. They enjoy and indulge Chica, who sometimes acts younger than her age and gets into all kinds of predicaments. Kelly uses fantasy play to transform herself, Chica, Bunji and Stitches into animated characters in another universe, who are struggling with a problem similar to the one Chica experienced in the Coop. Without fail, they find the problem can be solved and they carry that knowledge back to the Coop to use on another day. |

| Other Matters (2 of 6)                        | Response           |
|---|--------------------|
| Program Title                                 | Pajanimals         |
| Origination                                   | Network            |
| Days/Times Program Regularly Scheduled        | Sat 8:30am         |
| Total times aired at regularly scheduled time | 13                 |
| Length of Program                             | 30 mins            |
| Age of Target Child Audience from             | 2 years to 5 years |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Pajanimals focuses on teaching bedtime routines and practicing them consistently so children can get a good night's sleep. In each episode one of the main characters-Apollo the dog, Squacky, the duck, Sweetpea Sue, a horse, and Cowbella, a purple and white cow-has difficulty sleeping or faces a problem. They all pile onto one of the beds and are whisked off to a land of adventure that offers solutions to their problems. Each bed travels to a specific place for the adventure: Squacky' s bed goes to Ellie the octopus who lives in the Big Blue Sea and to Coach Whistler who lives in Land of Play; Cowbella's bed goes to Edwin, who lives in Storybook Land and to Jerry Bear, who lives in the Big Friendly Forest; Apollo's bed goes to the Moon who is in the Night Sky, and Sweetpea Sue's bed goes to Mr. Happy Birthday, a porcupine who resides in Birthday Land, and Bedtimes Bunny who lives in the Land of Hush. Each show ends with the problem resolved and the Pajanimals tucked into their beds for a good night's rest. |
|--|--|

| Other Matters (3 of 6)   | Response   |
|--|--|
| Program Title  | Poppy Cat  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Sat 9am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Poppy Cat is based on the Poppy Cat's Adventures book series authored and illustrated by Lara Jones. A narrator, also named Lara, reads a story to her cat in each episode. This story stars her Poppy Cat, who envisions and takes his friends on imaginary adventures. The friends are Zuzu, a Dalmatian who zips around on a skateboard; Alma, a southern belle bunny who is ultra-feminine and sweetly dramatic, Mo, a little mouse who tries his best to do as much as everyone else despite his size; Owl, the wise one who is prone to neck rolls and commentary when things irritate him or don't make sense, and the grouchy Egbert, an arrogant and obnoxious badger who refuses to play with the group and invariably attempts to sabotage their adventures. Occasionally Hilda, a forgetful and ditzzy pigeon who flies into their adventures, appears to say hello or provide misguided directions to the friends. Once their mission is accomplished, the friends return to their little village and resume their cheerful, active lives. At the conclusion of her story, Lara closes her book and says good-bye to Poppy Cat, who is usually ready for his nap. |

| Other Matters (4 of 6)                 | Response    |
|--|-------------|
| Program Title                          | Justin Time |
| Origination                            | Network     |
| Days/Times Program Regularly Scheduled | Sat 9:30am  |

|  |   |
|--|---|
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time is an animated show specifically directed to the preschool audience and always conveys an embedded lesson; it is possible to understand and manage any problem you have by thinking about it creatively. Justin is a little boy who has two imaginary playmates, Olivia (who meets him on his travels) and Squidgy the sponge (who also lives in Justin's bedroom). When Justin has a problem or doesn't want to do something his mother has suggested he daydreams his way into an adventure that takes him to places all around the world. On these adventures, he meets Olivia who guides him through an experience that demonstrates to Justin how he can solve his problem. The show provides many facts about the context the characters visit while on the adventure, but the central point is to teach a lesson about a social/emotional dilemma universally experienced by preschool children. |

| Other Matters (5 of 6)   | Response  |
|--|---|
| Program Title  | Lazytown  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Sat 10am  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 5 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town is a show featuring the importance of health, fitness, and being good friends. Set in a fantasy world known as Lazy Town, which is populated by inactive residents, we meet a visitor named Stephanie who is determined to coax her friends and relatives into adopting a healthful, active life style. She wins over her new friends, Ziggy, Stingy, Trixie and Pixel, convincing them to leave their gaming consoles and candy stashes at home so they can go outside and play. She persuades her uncle, Mayor Milford Meanswell, and his friend Ms. Busy Body to support her efforts. Robbie Rotten, who lives underground, and is determined to return Lazy Town to its former state of inactivity and quiet, constantly foils the characters' efforts. Coming to the rescue is the athlete Sportacus who lives in a zeppelin-like aircraft and receives signals from the kids or the Mayor whenever they need help. Sportacus has two goals, to keep the peace and to promote healthful, positive living. When Robbie Rotten is discovered and contained through comic pratfalls, he returns to his underground lair and all is well in Lazy Town, until another day and another time when Robbie will rise again. |

| Other Matters (6 of 6)   |  | Response |
|--|--|----------|
| Program Title  | Noodle & Doodle  |          |
| Origination  | Network  |          |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Sat 10:30am  |          |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |          |
| Length of<br>Program   | 30 mins  |          |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years   |          |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Noodle and Doodle is a live-action show hosted by Sean Roach that also blends animation and puppetry into the overall format. Sean drives a double-decker bus into various communities to meet children who have written to him with a problem that they would like to solve using an art and/or a food experience. Sean is accompanied by Noodle, a puppet character and Doodle, a digital character that lives inside a tablet computer, and Doggity, a faithful beagle. Doggity has a mini-show of his own through an animated alter-ego that appears during diversionary segments set in a restaurant kitchen. The show demonstrates how recycled materials can become art and how food, art, and problem solving can be combined to create a fun experience in everyday life. Every episode can be replicated at home with ease by parents and children playing together. |          |

Certification

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

**Attachments**

No Attachments.