

(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0019509470** File Number: **CPR-130133** Submit Date: **04/10/2012** Call Sign: **KDEN-TV** Facility ID: **38375**

City: **LONGMONT** State: **CO**

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

04/10/2012 Filing Status: Active

Report reflects information for : First Quarter of 2012

| 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 | Telemundo |
| | Nielsen DMA | Denver |
| | 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 | 4.0 |
| State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream | 336.0 |
| State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671: | 6.0 |
| Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673? | Yes |
| Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams? | Yes |

Digital Core Programs(14)

| Digital Core Program (1 of 14) | Response |
|--|--|
| Program Title | The Magic School Bus |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat 7:00am from 1/1-2/4/12 |
| Total times aired at regularly scheduled time | 5 |
| 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 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | THE MAGIC SCHOOL BUS is based on series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children ages 6 to 10 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (2 of 14) | Response |
|--|---|
| Program Title | Jane and the Dragon |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat 7:00am from 2/11-3/31/12 |
| Total times aired at regularly scheduled time | 8 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 10 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 Jane's best friend and a 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 |

| Program Title | Babar |
|--|--|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat 7:30am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | BABAR, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, 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 unforeseen changes, and being honest. These messages emerge from the new 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 (4 of | |
|--|----------------------------|
| 14) | Response |
| Program Title | Turbo Dogs |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat 8:00am from 1/1-2/4/12 |
| Total times aired at regularly scheduled time | 5 |

| Total times | |
|-------------------|--|
| aired | |
| Number of | 0 |
| Preemptions | |
| Number of | |
| Preemptions for | |
| other than | |
| Breaking News | |
| Number of | |
| Preemptions | |
| Rescheduled | |
| Length of | 30 mins |
| Program | |
| Age of Target | 6 years to 10 years |
| Child Audience | |
| Describe the | TURBO DOGS is an animated show based on the books (Racer Dogs) by Bob Kolar. The series follows |
| educational and | a group of six dogs from Racerville who love to compete with one another in races. In each story, one or |
| informational | more of the dogs encounter and solve problems that teach them social-emotional lessons on good |
| objective of the | sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information of |
| program and | the mechanics of racing like directionality and the concepts of distance and time. The social-emotional |
| how it meets | messages are embedded through the stories using action and humor. The tags at the end of each |
| the definition of | episode reiterate and establish the educational message learned by the dogs. |
| Core | |
| Programming. | |
| Does the | Yes |
| Licensee | |
| identify the | |
| program by | |
| displaying | |
| throughout the | |
| program the | |
| symbol E/I? | |

| Digital Core Program (5 of 14) | Response |
|---|------------------------------|
| Program Title | The Zula Patrol |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat 8:00am from 2/11-3/31/12 |
| Total times aired at regularly scheduled time | 8 |
| Total times aired | |
| Number of Preemptions | 0 |

| Number of Preemptions for other than Breaking News | |
|--|---|
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Based on the book series by Deborah Manchester, THE ZULA PATROL teaches science and astronomy facts to a target audience of children 6-10 years of age. The Zula Patrol is a group of six animated aliens, headed by Captain Bula, who carry out a variety of scientific space missions. During their missions, Capta Bula and his crew often encounter their foe, Dark Truder, and his minion, Traxie, who are trying to take over the universe. Over the course of the story, the audience learns different facts about specific space topics such as stars, planets, orbits, moons, asteroids, comets, gravity, and space probes. The information is the highlighted during a segment where crew member Professor Multo delivers his "Multo-Moments" or summary of scientific facts from the story. Typically, the stories also provide a social-emotional tag based on tolerance and non-violent conflict resolution. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //? | Yes |

| Digital Core Program (6 of 14) | Response |
|---|----------------|
| Program Title | Wimzie's House |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat 8:30am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |

| Number of Preemptions for other than Breaking News | |
|--|--|
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 3 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote sel esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy. |
| Does the Licensee identify the program by displaying throughout the program the symbol E //? | Yes |

| Digital Core Program (7 of 14) | Response |
|---|------------|
| Program Title | Shelldon |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun 7:00am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |

| Number of Preemptions for other than Breaking News | |
|--|---|
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | SHELLDON is an animated series about a school-aged yoka shell mollusk named Shelldon. He lives with his adoptive family, the Clams, in Shell Land, an undersea community populated by all sorts of sea specific Shelldon and his best friends, Connie (a cowrie shell mollusk) and Herman (a hermit crab), face a specific challenge in every episode. The problem may be managing a bully, improving their grades, learning how be altruistic, or protecting their environment from natural and man-made disasters. In most cases, they not not not not not not case, they not |
| Does the Licensee identify the program by displaying throughout the program the symbol E //? | Yes |

| Digital Core Program (8 of 14) | Response |
|---|-------------------|
| Program Title | Willa's Wild Life |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun 7:30am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |

| Number of Preemptions for other than Breaking News | |
|--|---|
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | WILLA'S WILD LIFE, based on the book An Octopus Followed Me Home, by Dan Yaccarino, 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 by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes 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 (9 of 14) | Response |
|---|------------|
| Program Title | Pearlie |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun 8:00am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |

| Number of Preemptions for other than Breaking News | |
|--|---|
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | PEARLIE is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 6-10 year old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, Pearlie approaches new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (10 of 14) | Response |
|---|----------------|
| Program Title | Wimzie's House |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun 8:30am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |

| Number of Preemptions | |
|---------------------------|--|
| for other than | |
| Breaking | |
| News | |
| Number of | |
| Preemptions | |
| Rescheduled | |
| Length of | 30 mins |
| Program | |
| Age of | 3 years to 5 years |
| Target Child | |
| Audience | |
| Describe the | WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood |
| educational | youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key |
| and | social or family issue from the young child's point of view. It focuses on a project, adventure or problem, |
| informational | explores potential solutions, while allowing characters to work through their feelings and issues from their |
| objective of | own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning |
| the program | social skills which enable them to grow together despite their differences. The educational objectives of |
| and how it | WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote s |
| meets the | esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused |
| definition of | characters. Themes include: friendship, generosity, collaboration, solitude and jealousy. |
| Core Programming. | |
| Trogramming. | |
| Does the | Yes |
| Licensee | |
| identify the | |
| program by | |
| displaying | |
| throughout the program | |
| the symbol E | |
| /I? | |

| Digital Core Program (11 of 14) | Response |
|--|--|
| Program Title | Dudley the Dragon (Exitos Network on multi-cast channel) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sun 8:00am & 8:30am |
| 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 | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | DUDLEY THE DRAGON is a friendly eight-foot green dragon, who has just woken up from a century of hibernation. The program centers on Dudley and his relationship with his new 10-year old friends, Matt & Sally, who are his guides to the modern world. With a combination of live action, puppetry, stories and songs, the show follows Dudley and his friends on their adventures, exploring issues such the importance of caring for the environment and friendship while emphasizing prosocial values. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I? | Yes |

| Digital Core Program (12 of 14) | Response |
|--|---|
| Program Title | Salsa (Exitos Network on multi-cast channel) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sun 9:00am |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 4 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | SALSA is a comprehensive series for young children aimed at teaching them Spanish. Salsa blends puppets, animation, live action and music to create a unique experience for first-time learners of Spanish language and culture. Salsa spices up learning by creating a visually exciting production, complete with funny characters that children can enjoy, in situations they can quickly recognize and understand. Salsa also portrays the rich variety and heritage of Hispanic culture. Children love the traditional music, colorful attire and social customs that make up Salsa. |

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

| Digital Core Program (13 of 14) | Response |
|--|--|
| Program Title | AJ's Time Travelers (Exitos Network on multi-cast channel) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sun 9:30am, 10:00am & 10:30am |
| Total times aired at regularly scheduled time | 39 |
| 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. | To A.J. Malloy, knowledge is power. To satisfy his curiosity, 15-year-old A.J. reaches into his fanta world of time travel by entering his Time Machine, KYROS. With his eccentric crew of Ollie, Izzy, E Maria, Pulse, and 3D, they come face-to-face with the most influential people, places, and events world history. The ride is fast, furious and funny. The message is always entertaining and education with moral lessons to be learned. Each video is approximately 45 minutes, and features two subject that motivate, inspire, and provide role models. These are truly programs that kids can grow on! |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (14 of 14) | Response |
|------------------------------------|---|
| Program Title | The Zula Patrol (SOI Network on multi-cast channel) |

| Origination | Syndicated |
|--|---|
| Days/Times Program Regularly Scheduled | Sun 8:00am, 8;30am, 9:00am, 9:30am, 10:00am, 10:30am |
| Total times aired at regularly scheduled time | 78 |
| 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 | 5 years to 8 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | THE ZULA PATROL, a 3D/CG animated children's show, is designed to entertain while promotic understanding of science and astronomy through engaging character-driven stories, which focus specific educational science learning objectives. In every episode of The Zula Patrol, the character demonstrate inquiry-based learning and critical thinking skills. They also model inquisitiveness, observation, self-reflection, and social experiences that encourage collaboration, teamwork, and excitement for scientific exploration and problem solving. |
| 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 | Andres Chaparro |
| Address | 2851 S. Parker Rd., Ste. 1130 |
| City | Aurora |
| State | СО |
| Zip | 80014 |
| Telephone Number | 303-338-2390 |
| Email Address | Andres. Chaparro@nbcuni. 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 (12)

| Other Matters (1 of 12) | Response |
|--|---|
| Program Title | Jane and the Dragon |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat 7:00am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 10 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 Jane's best friend and a 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 (2 of 12) | Response |
|---|---|
| Program Title | Babar |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat 7:30am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core | BABAR, based on the books by Laurent de Brunhoff, is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the death of his parents, 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 unforeseen 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. |

Programming.

| Other Matters (3 of 12) | Response |
|--|--|
| Program Title | The Zula Patrol |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sat 8:00am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Based on the book series by Deborah Manchester, THE ZULA PATROL teaches science and astronomy facts to a target audience of children 6-10 years of age. The Zula Patrol is a group of six animated aliens, headed by Captain Bula, who carry out a variety of scientific space missions. During their missions, Captain Bula and his crew often encounter their foe, Dark Truder, and his minion, Traxie, who are trying to take over the universe. Over the course of the story, the audience learns different facts about specific space topics such as stars, planets, orbits, moons, asteroids, comets, gravity, and space probes. The information is then highlighted during a segment where crew member Professor Multo delivers his "Multo-Moments" or summary of scientific facts from the story. Typically, the stories also provide a social-emotional tag based on tolerance and non-violent conflict resolution. |

| Other Matters (4 of 12) | Response |
|---|--------------------|
| Program Title | Wimzie's House |
| 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 | 3 years to 5 years |

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

definition of

Programming.

Core

Land and environmental conservation.

WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote self-esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy.

| Other | |
|--|---|
| Matters (5 of | Paramana |
| 12) | Response |
| Program Title | Shelldon |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun 7:00am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the | SHELLDON is an animated series about a school-aged yoka shell mollusk named Shelldon. He lives with his adoptive family, the Clams, in Shell Land, an undersea community populated by all sorts of sea species. Shelldon and his best friends, Connie (a cowrie shell mollusk) and Herman (a hermit crab), face a specific challenge in every episode. The problem may be managing a bully, improving their grades, learning how to be altruistic, or protecting their environment from natural and man-made disasters. In most cases, they rely on Dr. Shell, the most venerated intellectual and elder in Shell Land who teaches them and gives them opportunities to harness their potential and solve the problem. Each episode provides a direct social-emotional lesson and many episodes provide informational content relating to the sea life habitat of Shell |

| Other Matters (6 of 12) | Response |
|---|-------------------|
| Program Title | Willa's Wild Life |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun 7:30am |

| T . 1.0 | 40 | |
|--------------|---------------------|--|
| Total times | 13 | |
| aired at | | |
| regularly | | |
| scheduled | | |
| time | | |
| | | |
| Length of | 30 mins | |
| Program | | |
| | | |
| Age of | 6 years to 10 years | |
| Target Child | | |
| Audience | | |
| from | | |

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

WILLA'S WILD LIFE, based on the book An Octopus Followed Me Home, by Dan Yaccarino, 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 by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes 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 (7 of 12) | Response |
|---|---------------------|
| Program Title | Pearlie |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun 8:00am |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 10 years |

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

Describe the

PEARLIE is an animated comedy series based on the children's book series Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 6-10 year old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, Pearlie approaches new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.

| Other Matters (8 of 12) | Response |
|--|---|
| Program Title | Wimzie's House |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sun 8:30 |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 3 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | WIMZIE'S HOUSE portrays the experiences of Wimzie, her baby brother Bo and a cast of neighborhood youngsters while at a home daycare run by Wimzie's grandmother, Yaya. Each show centers on a key social or family issue from the young child's point of view. It focuses on a project, adventure or problem, explores potential solutions, while allowing characters to work through their feelings and issues from their own unique perspectives, and then closes with a resolution resulting in Wimzie and her playmates learning social skills which enable them to grow together despite their differences. The educational objectives of WIMZIE'S HOUSE support development and acceptance of children's individual identities, and promote self-esteem, encouraging acceptance of others through empathy with a cast of strong & well-focused characters. Themes include: friendship, generosity, collaboration, solitude and jealousy. |

| Other Matters (9 of 12) | Response |
|--|---|
| Program Title | Dudley the Dragon (Exitos Network on multi-cast channel) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sun 8:00am, 8:30am & 9:00am |
| Total times aired at regularly scheduled time | 39 |
| 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. | DUDLEY THE DRAGON is a friendly eight-foot green dragon, who has just woken up from a century of hibernation. The program centers on Dudley and his relationship with his new 10-year old friends, Matt & Sally, who are his guides to the modern world. With a combination of live action, puppetry, stories and songs, the show follows Dudley and his friends on their adventures, exploring issues such the importance of caring for the environment and friendship while emphasizing prosocial values. |

| Other Matters (10 of 12) | Response |
|--|---|
| Program Title | Salsa (Exitos Network on multi-cast channel) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sun 9:30am & 10:00am |
| Total times aired at regularly scheduled time | 26 |
| 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. | SALSA is a comprehensive series for young children aimed at teaching them Spanish. Salsa blends puppets, animation, live action and music to create a unique experience for first-time learners of Spanish language and culture. Salsa spices up learning by creating a visually exciting production, complete with funny characters that children can enjoy, in situations they can quickly recognize and understand. Salsa also portrays the rich variety and heritage of Hispanic culture. Children love the traditional music, colorful attire and social customs that make up Salsa. |

| Other Matters (11 of 12) | Response |
|--|--|
| Program Title | Finley the Fire Engine (Exitos Network on multi-cast channel) |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sun 10:30am |
| 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. | In FINLEY THE FIRE ENGINE, positive attitudes and behaviors regarding safety are emphasized and modeled to encourage readiness for personal responsibility and the development of safety-promoting habits and routines. Furthermore, the series is intended to engender a sense of independence. The series introduces basic safety concepts, and models certain skills such as nutrition, hygiene, and physical activity that contribute to a child's well-being. |

| Other Matters (12 of 12) | Response |
|---|---|
| Program Title | The Zula Patrol |
| Origination | Syndicated |
| Days/Times Program Regularly Scheduled | Sun 8:00am, 8:30am, 9:00am, 9:30am, 10:00am, 10:30am, |
| Total times aired at regularly scheduled time | 78 |

| Length of Program | 30 mins | |
|--|--|--|
| Age of Target Child Audience from | 5 years to 8 years | |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | THE ZULA PATROL, a 3D/CG animated children's show, is designed to entertain while promoting an understanding of science and astronomy through engaging character-driven stories, which focus on specific educational science learning objectives. In every episode of The Zula Patrol, the characters demonstrate inquiry-based learning and critical thinking skills. They also model inquisitiveness, observation, self-reflection, and social experiences that encourage collaboration, teamwork, and an excitement for scientific exploration and problem solving. | |

Certification

Question Response

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

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

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

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

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

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

NBC
Telemundo
License
LLC

Attachments

No Attachments.