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# Children's Television Programming Report

FRN: **0018223693** | File Number: **CPR-164087** | Submit Date: **01/09/2015** | Call Sign: **KVLY-TV** | Facility ID: **61961**  
City: **FARGO** | State: **ND**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**01/09/2015** | Filing Status: **Active**

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## Report reflects information for : Fourth Quarter of 2014

### General Information

Section	Question	Response
Attachments	Are attachments (other than associated schedules) being filed with this application?	

**Applicant  
Information**

**Applicant Name, Type, and Contact Information**

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Applicant	Address	Phone	Email	Applicant Type
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**Contact  
Representatives  
(0)**

Contact Name	Address	Phone	Email	Contact Type
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**Children's  
Television  
Information**

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	NBC
	Nielsen DMA	Fargo-Valley City
	Web Home Page Address	www.valleynewslive.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	258.0
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:	7.0
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(16)**

Digital Core Program (1 of 16)	Response
Program Title	Astroblast (11.1)
Origination	Network
Days/Times Program Regularly Scheduled	SA / 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	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Astroblast!, based on the book series "Astroblast!" by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. The station is populated by five animal characters and one 3-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to: keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or embarrassing incident, or resist the urge to blame others for your mistakes.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 16)	Response
Program Title	The Chica Show (11.1)
Origination	Network
Days/Times Program Regularly Scheduled	SA / 9:30am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The Chica Show features a five-year-old "baby" chick that 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 Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development as 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.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 16)	Response
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Program Title	Tree Fu Tom (11.1)
Origination	Network
Days/Times Program Regularly Scheduled	SA / 10:00am
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.	Tree Fu Tom is a live action/animated series about a little boy who lives in a rural area, yet has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish and relying on teamwork in order to accomplish a 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	Tree Fu Tom (11.1)
List date and time rescheduled	12/14/14 6:00am

Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-12-13
Episode #	12/13/14 TFT122
Reason for Preemption	Sports

<b>Digital Core Program (4 of 16)</b>		<b>Response</b>
Program Title	Lazytown (11.1)	
Origination	Network	
Days/Times Program Regularly Scheduled	SA / 10:30am	
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 that include 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
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### Digital Preemption Programs #1

Questions	Response
Title of Program	Lazytown (11.1)
List date and time rescheduled	12/14/14 6:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-12-13
Episode #	12/13/14 LZT115
Reason for Preemption	Sports

Digital Core Program (5 of 16)	Response
Program Title	Poppy Cat (11.1)
Origination	Network
Days/Times Program Regularly Scheduled	SA / 11:00am
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	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 based on a 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, including the 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 Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (6 of 16)</b>	<b>Response</b>
Program Title	Noodle and Doodle (11.1)
Origination	Network
Days/Times Program Regularly Scheduled	SA / 11:30am
Total times aired at regularly scheduled time	5
Total times aired	13
Number of Preemptions	8
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	8
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 art 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 and Doodle (11.1)
List date and time rescheduled	10/25/14 8:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-10-25
Episode #	10/25/14 NAD102
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Noodle and Doodle (11.1)
List date and time rescheduled	11/29/14 8:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-11-29
Episode #	11/29/14 NAD125
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Noodle and Doodle (11.1)

List date and time rescheduled	10/18/14 8:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-10-18
Episode #	10/18/14 NAD104
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	Noodle and Doodle (11.1)
List date and time rescheduled	12/6/14 8:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-12-06
Episode #	12/6/14 NAD121
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	Noodle and Doodle (11.1)
List date and time rescheduled	12/20/14 8:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-12-20
Episode #	12/20/14 NAD116
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	Noodle and Doodle (11.1)
List date and time rescheduled	11/8/14 8:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-11-08
Episode #	11/8/14 NAD101
Reason for Preemption	Sports

#### Digital Preemption Programs #7

Questions	Response
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Title of Program	Noodle and Doodle (11.1)
List date and time rescheduled	11/22/14 8:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-11-22
Episode #	11/22/14 NAD113
Reason for Preemption	Sports

#### Digital Preemption Programs #8

Questions	Response
Title of Program	Noodle and Doodle (11.1)
List date and time rescheduled	10/4/14 8:30am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-10-04
Episode #	10/4/14 NAD107
Reason for Preemption	Sports

Digital Core Program (7 of 16)		Response
Program Title	Lucky Dog (11.2)	
Origination	Network	
Days/Times Program Regularly Scheduled	SA / 9.00am	
Total times aired at regularly scheduled time	7	
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 trainer Brandon McMillan operates a training facility known as the Lucky Dog Ranch, where his mission is to rescue hard-to-love and untrained dogs and find them homes. The show focuses on exercising responsibility and on developing a sense of appreciation for life and animals. Life lessons are an integral part of the overarching theme of rescuing these animals from death and providing a second chance for life. Following McMillan's investigations into how to retrain these animals to make them welcome members in the homes of families is both educational and inspirational - encouraging this demographic to become sensitive to our own and others behavior and teaching how we as individuals can make a difference. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (8 of 16)</b>	<b>Response</b>
Program Title	Dr. Chris Pet Vet (11.2)
Origination	Network
Days/Times Program Regularly Scheduled	SA / 9:30am
Total times aired at regularly scheduled time	7
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.	Chronicling the adventures of Dr. Chris Brown, DR. CHRIS PET VET allows viewers unique insight into the life of one of the world's busiest vets and the animals that he treats. For those animals that require specialist services, Dr. Chris calls on his good friend and colleague Dr. Lisa Chimes, who works at a small animal specialist hospital. The show usually consists of three segments, following the doctor as he treats various animals that are in trouble and offering the viewer opportunities to understand the challenges a veterinarian daily faces. The series focuses on how the doctor investigates the individual problem and tries to develop solutions that on the surface would seem confounding to the viewer. As such the show not only offers a view into careers in and responsibility for taking care of pets, but also into problem solving strategies and behaviors. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (9 of 16)</b>	<b>Response</b>
Program Title	Innovation Nation (11.2)
Origination	Network
Days/Times Program Regularly Scheduled	SA / 10:00am
Total times aired at regularly scheduled time	7
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Henry Ford's INNOVATION NATION, hosted by Mo Rocca, features the celebration of the inventor's spirit - from historic scientific pioneers throughout past centuries to the forward-looking visionaries of today. Each episode tells the dramatic stories behind the world's greatest inventions, and the perseverance, passion and price required to bring them to life. The program includes segments focusing on 'what if it never happened' and 'the innovation by accident,' and has a strong focus on 'junior geniuses' who are changing the face of technology. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (10 of 16)</b>	<b>Response</b>
Program Title	Recipe Rehab (11.2)
Origination	Network
Days/Times Program Regularly Scheduled	SA 10:30am
Total times aired at regularly scheduled time	7
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.	Each week, host Evette Rios, recently a field correspondent and roving reporter for "The Chew," helps American families modify and update a high-calorie family recipe. First, two chefs face off in a head-to-head competition to give the recipes a nutritious low-calorie twist. After making each rehabbed recipe in its own kitchen, the family chooses its new favorite. This recipe makeover challenge teaches viewers about the nutritional value of different foods, promotes the use of healthy, wholesome ingredients, and demonstrates that healthy food choices can have positive effects on viewers' quality of life. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (11 of 16)</b>	<b>Response</b>
Program Title	All in With Laila Ali (11.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 7:00am
Total times aired at regularly scheduled time	7
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.	ALL IN, hosted by Laila Ali, scours the globe to track down compelling stories, profiling inspirational people, groundbreaking achievements and extraordinary lifestyles. Using a magazine format, the program focuses on the achievements of individuals, who, whether through sports, culture, travel or adventure, follow their dreams. The program illustrates for viewers important life lessons: the rewards of developing a passion for some subject or discipline, the importance of setting goals and the value of not giving up. The show not only encourages a positive sense of commitment to one's goals but also the idea that hard work can achieve very positive results. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (12 of 16)</b>	<b>Response</b>
Program Title	Game Changers With Kevin Frazier (11.2)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 7:30am
Total times aired at regularly scheduled time	7
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.	GAME CHANGERS, hosted by "omg! Insider's" Kevin Frazier, highlights professional athletes who use their notoriety and success to make positive changes in the lives of people in need. The program offers a very positive opportunity to view sports figures in activities that reflect the ideas of good sportsmanship and civic mindedness. Profiled celebrities range from players who have set up charities for youngsters around the world to those who have put together foundations that support various initiatives in their own communities where they were raised as part of an effort to "give back." The show provides valuable lessons on the true meaning of sportsmanship and responsibility to society of those who have achieved great success. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (13 of 16)</b>	<b>Response</b>
Program Title	Green Screen Adventures (11.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sa 7:00 & 7:30am
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	7 years to 15 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures presents stories and drawings by elementary school students from 2nd to 8th grade. School administrators, classroom teachers, and families can submit students works. Our creative cast of improv actors makes the writing come to life using story theatre, game shows, and puppetry. The educational goals are to encourage children to be enthusiastic about writing and reading, to help students build a foundation for writing, critical thinking, and problem solving, to promote character development as the diverse cast demonstrates cooperation and mutual respect, and to provide educators with innovative and entertaining ways to teach their students.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (14 of 16)</b>		<b>Response</b>
Program Title	Travel Thru History (11.3)	
Origination	Network	
Days/Times Program Regularly Scheduled	SA 8:00 & 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	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	With its travelogue format, compelling back stories, and upbeat young narrator, the Travel Thru History series entices young adults to learn more about American history. The various episodes focus on American cities and vacation destinations that have more than natural beauty and theme parks to offer. The series uses beautiful photography and brief well-edited interviews with curators and other on-site authorities, as well as graphics, vintage photos, and film footage to set a pace that will keep a busy young mind engaged.	

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (15 of 16)</b>	<b>Response</b>
Program Title	Mystery Hunters (11.3)
Origination	Network
Days/Times Program Regularly Scheduled	SA 9:00 & 9:30am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mystery Hunters is an excellent example of a children's program that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography, and international customs. The Mystery Hunters are Araya and Christina, regular kids with inquisitive minds, who travel the globe to investigate the sites and delve into the tales which have baffled people through the ages - looking for the Loch Ness monster, unraveling a smelly mummy, searching for Princess Anastasia, and learning the story of King Tut. Armed with a video camera and their instincts, they gather the facts and meet the experts, debunking common myths and offering explanations for legends, spooky stories, and unexplained phenomena. They use critical thinking and scientific reasoning to show that things are not always what they seem. Back at Discovery Mystery lab, Doubting Dave, the resident skeptical scientist, challenges viewers to send in their own mysteries, and then tackles the questions with experiments and logical explanations.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (16 of 16)</b>	<b>Response</b>
Program Title	Mystery Hunters (11.3)
Origination	Network
Days/Times Program Regularly Scheduled	Sun 7:00& 7:30am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mystery Hunters is an excellent example of a children's program that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography, and international customs. The Mystery Hunters are Araya and Christina, regular kids with inquisitive minds, who travel the globe to investigate the sites and delve into the tales which have baffled people through the ages - looking for the Loch Ness monster, unraveling a smelly mummy, searching for Princess Anastasia, and learning the story of King Tut. Armed with a video camera and their instincts, they gather the facts and meet the experts, debunking common myths and offering explanations for legends, spooky stories, and unexplained phenomena. They use critical thinking and scientific reasoning to show that things are not always what they seem. Back at Discovery Mystery lab, Doubting Dave, the resident skeptical scientist, challenges viewers to send in their own mysteries, and then tackles the questions with experiments and logical explanations.

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	Jim Wareham
Address	1350 21st Avenue South
City	Fargo
State	ND
Zip	58103
Telephone Number	701-237-5211
Email Address	jimw@valleynewslive.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.	Gray Television, the owner of KVLV, acquired the CBS affiliation for this market in November 2014. It began airing CBS programming on KVLV 11.2 on November 12th, 2014. The CBS Children's programming ran on KVLV 11.2 for seven weeks during this quarter - from November 12th, 2014 forward. During the period November 12th, 2014 thru November 30th, 2014, CBS programming was broadcast simultaneous on both KXJB 4.1 (the previous affiliate) and KVLV 11.2. Beginning December 1, 2014, CBS programming was aired only on KVLV.

**Other Matters (16)**

<b>Other Matters (1 of 16)</b>	<b>Response</b>
Program Title	The Chica Show (11.1)
Origination	Network
Days/Times Program Regularly Scheduled	SA/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.	The Chica Show features 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 Stitches 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.

<b>Other Matters (2 of 16)</b>	<b>Response</b>
Program Title	Noodle & Doodle (11.1)
Origination	Network
Days/Times Program Regularly Scheduled	SA11:30AM
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.	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.
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**Other Matters (3 of 16)**

**Response**

Program Title	Poppy Cat (11.1)
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Origination	Network
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Days/Times Program Regularly Scheduled	SA/11:00AM
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	2 years to 5 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 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, the 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.
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**Other Matters (4 of 16)**

**Response**

Program Title	Tree Fu Tom (11.1)
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Origination	Network
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Days/Times Program Regularly Scheduled	SA/10:30AM
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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.	Tree Fu Tom, is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish or relying on teamwork in order to accomplish a goal.

<b>Other Matters (5 of 16)</b>	
	<b>Response</b>
Program Title	Lazytown (11.1)
Origination	Network
Days/Times Program Regularly Scheduled	SA / 10:30am
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.	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.

<b>Other Matters (6 of 16)</b>	
	<b>Response</b>
Program Title	Astroblast (11.1)
Origination	Network
Days/Times Program Regularly Scheduled	SA/9:00AM
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.	based on the book series "Astroblast!" by author and illustrator Bob Kolar, is set on a space station in an unknown solar system. The station is populated by five animal characters and one 3-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate for a preschool audience. Through comedy and zippy action, our target audience sees how the characters learn lessons for practical living such as how to: keep track of things that belong to you, practice good habits, clean up a space when you've made a mess, rebound from a failure or embarrassing incident, or resist the urge to blame others for your mistakes.

<b>Other Matters (7 of 16)</b>	
	<b>Response</b>
Program Title	Lucky Dog (11.2)
Origination	Network
Days/Times Program Regularly Scheduled	SA / 9:00am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal trainer Brandon McMillan operates a training facility known as the Lucky Dog Ranch, where his mission is to rescue hard-to-love and untrained dogs and find them homes. The show focuses on exercising responsibility and on developing a sense of appreciation for life and animals. Life lessons are an integral part of the overarching theme of rescuing these animals from death and providing a second chance for life. Following McMillan's investigations into how to retrain these animals to make them welcome members in the homes of families is both educational and inspirational - encouraging this demographic to become sensitive to our own and others behavior and teaching how we as individuals can make a difference. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (8 of 16)**

**Response**

Program Title	Dr. Chris Pet Vet (11.2)
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Origination	Network
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Days/Times Program Regularly Scheduled	SA / 9:30am
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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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.	Chronicling the adventures of Dr. Chris Brown, DR. CHRIS PET VET allows viewers unique insight into the life of one of the world's busiest vets and the animals that he treats. For those animals that require specialist services, Dr. Chris calls on his good friend and colleague Dr. Lisa Chimes, who works at a small animal specialist hospital. The show usually consists of three segments, following the doctor as he treats various animals that are in trouble and offering the viewer opportunities to understand the challenges a veterinarian daily faces. The series focuses on how the doctor investigates the individual problem and tries to develop solutions that on the surface would seem confounding to the viewer. As such the show not only offers a view into careers in and responsibility for taking care of pets, but also into problem solving strategies and behaviors. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (9 of 16)**

**Response**

Program Title	Innovation Nation (11.2)
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Origination	Network
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Days/Times Program Regularly Scheduled	Sa / 10:00am
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Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Henry Ford's INNOVATION NATION, hosted by Mo Rocca, features the celebration of the inventor's spirit - from historic scientific pioneers throughout past centuries to the forward-looking visionaries of today. Each episode tells the dramatic stories behind the world's greatest inventions, and the perseverance, passion and price required to bring them to life. The program includes segments focusing on 'what if it never happened' and 'the innovation by accident,' and has a strong focus on 'junior geniuses' who are changing the face of technology. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.

<b>Other Matters (10 of 16)</b>	<b>Response</b>
Program Title	Recipe Rehab (11.2)
Origination	Network
Days/Times Program Regularly Scheduled	SA / 10:30am
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each week, host Evette Rios, recently a field correspondent and roving reporter for "The Chew," helps American families modify and update a high-calorie family recipe. First, two chefs face off in a head-to-head competition to give the recipes a nutritious low-calorie twist. After making each rehabbed recipe in its own kitchen, the family chooses its new favorite. This recipe makeover challenge teaches viewers about the nutritional value of different foods, promotes the use of healthy, wholesome ingredients, and demonstrates that healthy food choices can have positive effects on viewers' quality of life. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.



<b>Other Matters (11 of 16)</b>		<b>Response</b>
Program Title	All in With Laila Ali (11.2)	
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	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	ALL IN, hosted by Laila Ali, scours the globe to track down compelling stories, profiling inspirational people, groundbreaking achievements and extraordinary lifestyles. Using a magazine format, the program focuses on the achievements of individuals, who, whether through sports, culture, travel or adventure, follow their dreams. The program illustrates for viewers important life lessons: the rewards of developing a passion for some subject or discipline, the importance of setting goals and the value of not giving up. The show not only encourages a positive sense of commitment to one's goals but also the idea that hard work can achieve very positive results. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.	

<b>Other Matters (12 of 16)</b>		<b>Response</b>
Program Title	Game Changers With Kevin Frazier (11.2)	
Origination	Network	
Days/Times Program Regularly Scheduled	Sun / 7:30am	
Total times aired at regularly scheduled time	13	
Length of Program	30 mins	
Age of Target Child Audience from	13 years to 16 years	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	GAME CHANGERS, hosted by "omg! Insider's" Kevin Frazier, highlights professional athletes who use their notoriety and success to make positive changes in the lives of people in need. The program offers a very positive opportunity to view sports figures in activities that reflect the ideas of good sportsmanship and civic mindedness. Profiled celebrities range from players who have set up charities for youngsters around the world to those who have put together foundations that support various initiatives in their own communities where they were raised as part of an effort to "give back." The show provides valuable lessons on the true meaning of sportsmanship and responsibility to society of those who have achieved great success. This program is specifically designed to further the educational and informational needs of children, has educating and informing children as a significant purpose, and otherwise meets the definition of Core Programming as specified in the Commission's rules.
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**Other Matters (13 of 16)**

**Response**

Program Title	Green Screen Adventures (11.3)
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Origination	Network
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Days/Times Program Regularly Scheduled	Sa / 7:00 & 7:30am
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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Age of Target Child Audience from	7 years to 15 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures presents stories and drawings by elementary school students from 2nd to 8th grade. School administrators, classroom teachers, and families can submit students works. Our creative cast of improv actors makes the writing come to life using story theatre, game shows, and puppetry. The educational goals are to encourage children to be enthusiastic about writing and reading, to help students build a foundation for writing, critical thinking, and problem solving, to promote character development as the diverse cast demonstrates cooperation and mutual respect, and to provide educators with innovative and entertaining ways to teach their students.
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**Other Matters (14 of 16)**

**Response**

Program Title	Travel Thru History (11.3)
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Origination	Network
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Days/Times Program Regularly Scheduled	Sa / 8:00 & 8:30am
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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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.	With its travelogue format, compelling back stories, and upbeat young narrator, the Travel Thru History series entices young adults to learn more about American history. The various episodes focus on American cities and vacation destinations that have more than natural beauty and theme parks to offer. The series uses beautiful photography and brief well-edited interviews with curators and other on-site authorities, as well as graphics, vintage photos, and film footage to set a pace that will keep a busy young mind engaged.
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Other Matters (15 of 16)	Response
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Program Title	Mystery Hunters
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Origination	Network
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Days/Times Program Regularly Scheduled	SA 9:00 & 9:30am
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Total times aired at regularly scheduled time	13
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Length of Program	30 mins
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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.	Mystery Hunters is an excellent example of a children's program that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography, and international customs. The Mystery Hunters are Araya and Christina, regular kids with inquisitive minds, who travel the globe to investigate the sites and delve into the tales which have baffled people through the ages - looking for the Loch Ness monster, unraveling a smelly mummy, searching for Princess Anastasia, and learning the story of King Tut. Armed with a video camera and their instincts, they gather the facts and meet the experts, debunking common myths and offering explanations for legends, spooky stories, and unexplained phenomena. They use critical thinking and scientific reasoning to show that things are not always what they seem. Back at Discovery Mystery lab, Doubting Dave, the resident skeptical scientist, challenges viewers to send in their own mysteries, and then tackles the questions with experiments and logical explanations.
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Other Matters (16 of 16)	Response
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Program Title	Mystery Hunters
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Origination	Network
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Days/Times Program Regularly Scheduled	Sun 7:00 & 7:30am
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Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Mystery Hunters is an excellent example of a children's program that is innovative and empowering. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography, and international customs. The Mystery Hunters are Araya and Christina, regular kids with inquisitive minds, who travel the globe to investigate the sites and delve into the tales which have baffled people through the ages - looking for the Loch Ness monster, unraveling a smelly mummy, searching for Princess Anastasia, and learning the story of King Tut. Armed with a video camera and their instincts, they gather the facts and meet the experts, debunking common myths and offering explanations for legends, spooky stories, and unexplained phenomena. They use critical thinking and scientific reasoning to show that things are not always what they seem. Back at Discovery Mystery lab, Doubting Dave, the resident skeptical scientist, challenges viewers to send in their own mysteries, and then tackles the questions with experiments and logical explanations.</p>

## 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>Gray Television Licensee, LLC</b></p>

## Attachments

No Attachments.