

# Children's Television Programming Report

 FRN:
 0001547462
 File Number:
 CPR-154292
 Submit Date:
 04/10/2014
 Call Sign:
 KOTI
 Facility ID:
 8284
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# **Report reflects information for : First Quarter of 2014**

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

Applicant	Applicant Name, Typ	e, and Contact Info	rmation		
Information	Applicant	Address	Phone	Email	Applicant Type

t	Contact Name	Address	Phone	Email	Contact Type
-					

Contact Representatives (0)

Children's	Section	Question	Response	
Television Information	Station Type	Station Type     Station Type     Network Affilia		n
		Affiliated network	NBC	
		Nielsen DMA	Medford-Klamath	Falls
		Web Home Page Address	www.kobi5.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			168.0
	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:			3.0
	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
	programming guideline (appl	at at least 50% of the Core Programming counted toward meeting ied to free video programming aired on other than the main Yes N ogram episodes that had already aired within the previous seven d	lo program	Yes

station's main program stream or on another of the station's free digital program streams?

#### Digital Core Programs(12)

Digital Core Program (1 of 12)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:00-8:30am 2.1
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
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.	Chica is a five-year-old 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.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (2 of 12)	Response
Program Title	Pajanimals
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:30-9:00am 2.1
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	0
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.	The Pajanimals are a group of four preschool aged puppets who live together in house with their off-screet mother and father. We meet them in the bedroom, a dormitory of sorts, where they show us their nighttime routine of brushing their teeth and having quiet conversation before falling off to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the socio-emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced during the adventure, and the children return home confident, getting ample rest for today and facing their issues tomorrow.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core	
Program (3	
of 12)	Response

Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:00-9:30am 2.1
Total times aired at regularly scheduled time	11
Total times aired	13
Number of Preemptions	2
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
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.	Justin Time is an animated show specifically directed to the preschool audience and always conveys an embedded lesson; it is possible to understand and manage any problem you have by thinking about it creatively. Justin is a little boy who has two imaginary playmates, Olivia (who meets him on his travels) and Squidgy the sponge (who also lives in Justin's bedroom). When Justin has a problem or doesn't want to do something his mother has suggested he daydreams his way into an adventure that takes him to places all around the world. On these adventures, he meets Olivia who guides him through an experience that demonstrates to Justin how he can solve his problem. The show provides many facts about the context the characters visit while on the adventure, but the central point is to teach a lesson about a social/emotional dilemma universally experienced by preschool children.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	Sun 4pm JIP'd @ 4:10pm

Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	Sun 12/15 3pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-14
Episode #	
Reason for Preemption	Sports

Digital Core Program (4 of 12)	Response
Program Title	Tree Fu Tom
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:30-10:00am 2.1
Total times aired at regularly scheduled time	6
Total times aired	13
Number of Preemptions	7
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	7
Length of Program	30 mins

#### Age of **Target Child**

educational

objective of

the program

and how it

meets the

Core

definition of

and

Audience

2 years to 5 years

Describe the Tree Fu Tom. This series focuses on the amazing adventures of a young boy called Tom who, with the power of 'movement magic' called 'Tree Fu', can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods. informational During each program he calls upon the audience to follow his moves to send him the magic he needs to solve a problem encountered by Tom and his friends. . These include Ariella, a butterfly who is also a rancher and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green tree frog and the resident genius inventor. In each episode there are an action adventure sequences that are key to resolving the challenge of the day.

# Programming.

Does the	Yes
Licensee	
identify the	
program by	
displaying	
throughout	
the program	
the symbol E	
/l?	

#### **Digital Preemption Programs #1**

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 11/24 3pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-23
Episode #	
Reason for Preemption	Sports

#### **Digital Preemption Programs #2**

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 12/1 3pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-30
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Tree Fu Tom

List date and time rescheduled	Sun 10/20 9am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-19
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 12/29 9am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-28
Episode #	
Reason for Preemption	Sports

#### **Digital Preemption Programs #5**

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 12/15 3:30pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-14
Episode #	
Reason for Preemption	Sports

# Digital Preemption Programs #6

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 11/10 9am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-09
Episode #	
Reason for Preemption	Sports

# Digital Preemption Programs #7

Questions

Title of Program	Tree Fu Tom
List date and time rescheduled	Sun 10/6 3pr
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Core Program (5 of 12)	Response
Program Title	Lazytown
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00-10:30am 2.1
Total times aired at regularly scheduled time	6
Total times aired	13
Number of Preemptions	7
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	7
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.	Lazy Town promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.

Yes

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	Sun 10/6 3:30pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-06
Episode #	
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	9/29/13 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-28
Episode #	
Reason for Preemption	Sports

# Digital Preemption Programs #3

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	Sun 11/10 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-09
Episode #	
Reason for Preemption	Sports

Questions	Response
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Title of Program	Lazytown
List date and time rescheduled	Sun 10/20 9:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-19
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	12/14 7am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-14
Episode #	
Reason for Preemption	Sports

# Digital Preemption Programs #6

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	Sun 12/1 3:30pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-30
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	Sun 11/24 3:30pm
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-11-23
Episode #	
Reason for Preemption	Sports

Digital Core Program (6 of 12)	Response
Program Title	Make Way For Noddy
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30-11am 2.1
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.	Make Way for Noddy is based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	Make Way For Noddy
List date and time rescheduled	Sat 1/18/14 7:30am

Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-01-18
Episode #	
Reason for Preemption	Sports

Questions	Response
Title of Program	Make Way For Noddy
List date and time rescheduled	Sun 1/5/14 3pm
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-01-04
Episode #	
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Make Way For Noddy
List date and time rescheduled	Sat 3/15/14 4:30pm (See #17)
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2014-03-15
Episode #	
Reason for Preemption	Sports

# Digital Preemption Programs #4

Questions	Response	
Title of Program Make Way For		
List date and time rescheduled Sat 2/8/14 7:30a		
Is the rescheduled date the second home? Yes		
Were promotional efforts made to notify the public of rescheduled date and time?	Yes	
Date Preempted	2014-02-08	
Episode #		
Reason for Preemption	Sports	

Questions	Response
Title of Program	Make Way For Noddy

List date and time rescheduled	Sat 2/22/14 7:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-02-22
Episode #	
Reason for Preemption	Sports

Questions	Response	
Title of Program	Make Way For Noddy	
List date and time rescheduled Sat 1/11/14 7:30		
Is the rescheduled date the second home? Yes		
Were promotional efforts made to notify the public of rescheduled date and time? Yes		
Date Preempted	2014-01-11	
Episode #		
Reason for Preemption	Sports	

#### **Digital Preemption Programs #7**

Questions	Response	
Title of Program	Make Way For Noddy	
List date and time rescheduled Sun 3/2/14 4:30		
Is the rescheduled date the second home?	No	
Were promotional efforts made to notify the public of rescheduled date and time?	Yes	
Date Preempted	2014-03-01	
Episode #		
Reason for Preemption	Sports	

# Digital Preemption Programs #8

Questions	Response
Title of Program	Make Way For Noddy
List date and time rescheduled	Sat 2/1/14 7:30am
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2014-02-01
Episode #	
Reason for Preemption	Sports

Digital Core Program (7 of 12)

Response

Program Title

Dragonfly TV

Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays 8-8:30am 2.2
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	14 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	DragonFly TV features real kids doing real science. The series demonstrates practical applications of math and science with enjoyable, hands-on projects, promoting critical thinking and problem-solving skills. Young viewers see kids like themselves investigating, dreaming and doing!
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	Dragonfly TV
List date and time rescheduled	Sat 3/30/14 8:36am (see #17)
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2014-03-30
Episode #	
Reason for Preemption	Other

Digital Core Program (8 of 12)	Response
Program Title	Real Life 101
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays 8:30-9am 2.2
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	"Real Life 101" presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order t present vivid impressions that can be used by the series' young audience.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 12)	Response
Program Title	Think Big
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays 9a-9:30a 2.2
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	THINK BIG serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of having a working knowledge of math, science and physics. The series shows children actively solving problems using scientific principles, combining skill and creativity. The series also demonstrates real-world applications for math, science and engineering, proving that that the physical sciences can be useful, challenging and fun. Each episode presents an "invent-off" challenge, where teenage teams must invent a machine designed to perform a specific task in limited amount of time, promoting creative thinking and practical skills.

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

Questions	Response
Title of Program	Think Big
List date and time rescheduled	Sun 3/30/14 9:08am (see #17)
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2014-03-30
Episode #	
Reason for Preemption	Other

Digital Core Program (10 of 12)	Response
Program Title	Aqua Kids
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays 9:30am 2.2
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	Aqua Kids
List date and time rescheduled	Sun 3/30/14 9:36am (See #17)
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2014-03-30
Episode #	
Reason for Preemption	Other

Digital Core Program (11 of 12)	Response
Program Title	Animal Atlas
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 7-7:30am 2.2
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while educational managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer informational engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, objective of and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the program the connection between the differing members of the animal kingdom--- including our own species. In a and how it compelling blend, animal examples are pulled from both common experience, such as the horse and cat, meets the and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the definition of content and clarity create a program of exception education value. Programming.

and

Core

Does the Yes Licensee identify the program by displaying throughout the program the symbol E /l?

Digital Core Program (12 of 12)	Response
Program Title	Animal Atlas
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 7:30-8am 2.2
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

#### Non-Core Educational and Informational Programming (3)

Non-Core Educational and Informational Programming (1 of 3)	Response
Program Title	Dog Tales
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Sundays 3:30pm 2.1
Total times aired at regularly scheduled time:	9
Number of Preemptions	4
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.	"Dog Tales" showcases dogs and dog lovers of all types, providing valuable information about canine health, training, grooming and overall dog care Series is E/I rated and is suitable for family viewing.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

#### Date and Time Aired:

Questions	Response
Date Time	3/9 rescheduled 5pm same day (Sports)
Date Time	2/23 DNA (Olympics)
Date Time	2/16 Rescheduled 11:30am same day (Olympics)
Date Time	2/9 Rescheduled 10:30am same day (Olympics)

Non-Core Educational and Informational Programming (2 of 3)	Response
Program Title	Missing
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Saturdays 4:30-5:00am (Friday log)(2.1)
Total times aired at regularly scheduled time:	12
Number of Preemptions	1
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.	Missing features actual cases of missing individuals, both adult an juvenile, from across the United States. The program includes tips and information to keep children safe. The show displays the E/I icon and the age range is 13-16 year olds.

Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

#### Date and Time Aired:

Questions	Response
Date Time	2/7/14 DNA (Olympics)

Non-Core Educational and Informational Programming (3 of 3)	Response
Program Title	Missing
Origination	Syndicated
Days/Times Program Regularly Scheduled:	Sundays 3pm 2.1
Total times aired at regularly scheduled time:	5
Number of Preemptions	8
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.	Missing features actual cases of missing individuals, both adult and juvenile, from across the United States. The program includes tips and information to keep children safe. The show displays the E/I icon and the age range is 13-16 year olds.
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

#### Date and Time Aired:

Questions	Response
Date Time	2/9 Rescheduled 10am same day (Olympics)
Date Time	2/23 DNA (Olympics)
Date Time	3/23 JIP'd @ 3:10pm (Sports)
Date Time	2/16 Rescheduled 11am same day (Olympics)
Date Time	3/30 JIP'd @ 3:17pm (Sports)
Date Time	1/5 DNA (Noddy MG)
Date Time	1/12 Rescheduled to 2pm, slid to 2:05pm)

Date Time	1/26 DNA(Synd MG)
Date Time	3/9 Rescheduled to 4:30pm (Sports)
Date Time	3/2 DNA (Sports went long)

Sponsored Core Programming (0)

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	Donna Rodriguez
Address	125 So. Fir Street
City	Medford
State	OR
Zip	97501
Telephone Number	541 779 5555
Email Address	program@kobi5.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.	KOTI-TV is very active in the community. Our staff regularly offers tours of the station and speaks to students at their schools, career days, etc. ************************************

**Liaison Contact** 

#### Other Matters (12)

Other Matters (1 of 12)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8-8:30am 2.1
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Chica is a five-year-old 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.
Other Matters (2 of 12)	Response
Program Title	Noodle & Doodle
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:30-9am 2.1
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 is a live-action show hosted by Sean Roach that also blends animation and puppetry into the overall format. Sean drives a double-decker bus into various communities to meet children who have written to him with a problem that they would like to solve using an art and/or a food experience. Sean is accompanied by Noodle, a puppet character and Doodle, a digital character that lives inside a tablet computer, and Doggity, a faithful beagle. Doggity has a mini-show of his own through an animated alter ego that appears during diversionary segments set in a restaurant kitchen. The show demonstrates how recycled materials can become art and how food, art, and problem solving can be combined to create a fun experience in everyday life. Every episode can be replicated at home with ease by parents and children playing together.

Other Matters (3 of 12)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9-9:30am 2.1
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Justin Time features and little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination.

Other Matters (4 of 12)	Response
Program Title	Tree Fu Tom
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:30-10am 2.1

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. This series focuses on the amazing adventures of a young boy called Tom who, with the power of 'movement magic' called "Tree Fu", can transform into a tiny but mighty magical super hero and travel to a wondrous enchanted kingdom called Treetopolis that exists in a tree in his backyard woods. During each program he calls upon the audience to follow his moves to send him the magic he needs to solve a problem encountered by Tom and his friends. These include Ariella, a butterfly who is also a rancl and has rope lassoing skills; Twigs, an acorn sprite who folds himself into an acorn when he's frightened, Squirmturn, a pill bug who looks like a large and imposing coal miner but is often timid and fearful, and Zigzoo, a green tree frog and the resident genius inventor. In each episode there are an action adventure sequences that are key to resolving the challenge of the day.
Other Matters (5 of 12)	Response
Program Title	Lazytown
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10-10:30am 2.1
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 promotes fitness and healthful habits for children of preschool and primary grades. It takes platin an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problet solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, are he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete who comes to the rescue from his home in spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures.

Other Matters (6 of 12)	Response	
Program Title	Make Way for No	oddy
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays 10:30-	11am 2.1
Total times aired at regularly scheduled time	13	
Length of Program	30 mins	
Age of Target Child Audience from	2 years to 5 years	S
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Make Way for Noddy is based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems.	
Other Matters (7	of 12)	Response
Program Title		Dragonfly TV
Origination		Syndicated
Days/Times Prog Scheduled	ram Regularly	Sundays 8-8:30am 2.2
Total times aired scheduled time	at regularly	13
Length of Program	m	30 mins
Age of Target Ch	ild Audience from	14 years to 16 years
Describe the educ informational obje program and how definition of Core	ective of the it meets the	DragonFly TV features real kids doing real science. The series demonstrates practica applications of math and science with enjoyable, hands-on projects, promoting critica thinking and problem-solving skills. Young viewers see kids like themselves investigating, dreaming and doing!
Other Matters (8	of 12) Ro	esponse
Program Title	R	eal Life 101
Origination	S	yndicated
	ram S	undays 8:30-9am 2.2
Days/Times Prog Regularly Schedu	uled	

Length of Program	30 mins

Age of Target Child Audience from

13 years to 16 years

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

"Real Life 101" presents real people pursuing real jobs and careers in an educational and informational format designed to help its viewers make important decisions about preparing for the future. The careers and people featured are carefully selected in order to present vivid impressions that can be used by the series' young audience.

Other Matters (9 of 12)	Response
Program Title	Think Big
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays 9-9:30am 2.2
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.	THINK BIG serves the educational and informational needs of children 13 to 16 years of age with its program content, including the importance of having a working knowledge of math, science and physics. The series shows children actively solving problems using scientific principles, combining skill and creativity. The series also demonstrates real-world applications for math, science and engineering, proving that that the physical sciences can be useful, challenging and fun. Each episode presents an "invent-off" challenge, where teenage teams must invent a machine designed to perform a specific task in limited amount of time, promoting creative thinking and practical skills.

Other Matters (10 of 12)	Response
Program Title	Aqua Kids
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays 9:30-10am 2.2
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids motivates young people to take an active role in preserving aquatic environments and wildlife, by showing how other kids just like them can do the same. Whether it's saving sea turtles or participating in a beach cleanup, the Aqua Kids demonstrate the real and lasting contribution children can make in protecting the future of their community and the world.

Other Matters (11 of 12)	Response
Program Title	Animal Atlas
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 7-7:30am 2.2
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content wis short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together the connection between the differing members of the animal kingdom including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value.
Other Matters (12 of 12)	Response
Program Title	Animal Atlas
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 7:30-8am 2.2
Total times aired at regularly scheduled time	13
Length of	30 mins
Program	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Animal Atlas remains on course as a program that is entertaining and engaging to a wide audience while managing to deliver information that would be very welcome in a middle or high school classroom. The series matches the evolved visual intelligence of the young 21st century audience by building content with short clips, five-seconds or less in length, and weaving them together in a narrative that keeps a viewer engaged with a compelling narrative overview. The animal kingdom has an innate richness of color, form, and motion and Animal Atlas episodes are built from this richness. The thread that links the clips together is the connection between the differing members of the animal kingdom---- including our own species. In a compelling blend, animal examples are pulled from both common experience, such as the horse and cat, and exotic animals like the clouded leopard and the red panda. As the nature of animals is explored, the content and clarity create a program of exception education value.

	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. <b>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</b> 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 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.	California Oregon Broadcasting Inc.

Attachments No Attachments.