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# Children's Television Programming Report

FRN: **0019509470** | File Number: **CPR-147348** | Submit Date: **10/24/2013** | Call Sign: **KNBC** | Facility ID: **47906** | City: **LOS ANGELES** | State: **CA**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **10/24/2013** | Filing Status: **Active**

## Report reflects information for : Third Quarter of 2013

### General Information

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

**Applicant  
Information**

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

Applicant	Address	Phone	Email	Applicant Type
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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	Los Angeles
	Web Home Page Address	www.nbcLA.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	336.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	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(13)**

Digital Core Program (1 of 13)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:00-8:30am PT
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.	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

Questions	Response
Title of Program	The Chica Show
List date and time rescheduled	7/21/13 @ 1030a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-06
Episode #	7/6/13 #111
Reason for Preemption	Sports

Digital Core Program (2 of 13)	Response
Program Title	Pajanimals
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:30-9:00am PT
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 a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (3 of 13)</b>	<b>Response</b>
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 9:00-9:30am PT
Total times aired at regularly scheduled time	10
Total times aired	13
Number of Preemptions	3
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

### Digital Preemption Programs #1

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	8/17/13 @ 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	2013-08-17
Episode #	8/17/13 #113
Reason for Preemption	Sports

### Digital Preemption Programs #2

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	9/29/13 @ 9am
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	9/21/13 #108
Reason for Preemption	Sports

### Digital Preemption Programs #3

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	7/13/13 @ 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	2013-07-13
Episode #	7/13/13 #105
Reason for Preemption	Sports

<b>Digital Core Program (4 of 13)</b>		<b>Response</b>
Program Title	Tree Fu Tom	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays 9:30-10:00am PT	
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.	<p>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.</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	Tree Fu Tom
List date and time rescheduled	9/1/13 @ 9a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-31
Episode #	8/31/13 #110
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	9/14/13 @ 330p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-14
Episode #	9/14/13 #112
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	9/29/13 @ 930a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	9/21/13 #113
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
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Title of Program	Tree Fu Tom
List date and time rescheduled	9/29/13 @ 10a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-28
Episode #	9/28/13 #114
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	7/13/13 @330p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	7/13/13 #102
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	8/24/13 @ 330p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-24
Episode #	8/24/13 #109
Reason for Preemption	Sports

#### Digital Preemption Programs #7

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	8/17/13 @ 330p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	8/17/13 #108
Reason for Preemption	Sports

Digital Core Program (5 of 13)	Response
Program Title	Lazy Town
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00-10:30am PT
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.	<p>Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

#### Digital Preemption Programs #1

Questions	Response
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Title of Program	Lazy Town
List date and time rescheduled	9/28/13 @ 430p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	9/21/13 #108
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	9/14/13 @ 4p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-14
Episode #	9/14/13 #107
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	9/29/13 @ 1030a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-28
Episode #	9/28/13 #109
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	8/4/13 @ 10a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-03
Episode #	8/3/13 #118
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	8/24/13 @ 4p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-24
Episode #	8/24/13 #102
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	7/13/13 @ 4p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	7/13/13 #111
Reason for Preemption	Sports

#### Digital Preemption Programs #7

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	8/17/13 @ 4p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	8/17/13 #123
Reason for Preemption	Sports

#### Digital Preemption Programs #8

Questions	Response
Title of Program	Lazy Town
List date and time rescheduled	9/1/13 @ 930a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-31
Episode #	8/31/13 #104
Reason for Preemption	Sports

Digital Core Program (6 of 13)		Response
Program Title	Noodle and Doodle	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays 10:30am-11:00am PT	
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 creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

#### Digital Preemption Programs #1

Questions	Response
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Title of Program	Noodle and Doodle
List date and time rescheduled	9/1/13 @ 10a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-31
Episode #	8/31/13 #110
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Noodle and Doodle
List date and time rescheduled	7/13/13 @ 430p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-07-13
Episode #	7/13/13 #111
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Noodle and Doodle
List date and time rescheduled	9/14/13 @ 430p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-14
Episode #	9/14/13 #106
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	Noodle and Doodle
List date and time rescheduled	8/17/13 @ 430p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-17
Episode #	8/17/13 #101
Reason for Preemption	Sports

#### Digital Preemption Programs #5



Questions	Response
Title of Program	Noodle and Doodle
List date and time rescheduled	8/24/13 @ 430p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-24
Episode #	8/24/13 #112
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	Noodle and Doodle
List date and time rescheduled	8/4/13 @ 1030a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-08-03
Episode #	8/3/13 #105
Reason for Preemption	Sports

#### Digital Preemption Programs #7

Questions	Response
Title of Program	Noodle and Doodle
List date and time rescheduled	9/21/13 @ 430p
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-21
Episode #	9/21/13 #104
Reason for Preemption	Sports

#### Digital Preemption Programs #8

Questions	Response
Title of Program	Noodle and Doodle
List date and time rescheduled	9/29/13 @ 11a
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-09-28
Episode #	9/28/13 #102
Reason for Preemption	Sports

<b>Digital Core Program (7 of 13)</b>	<b>Response</b>
Program Title	Aqua Kids Adventures (COZI TV) 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00am and 11:00am
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.	Aqua Kids provides a unique vehicle for young people to learn about the diversity of marine animals around the world, emphasizing the importance of preserving fragile aquatic habitats and encouraging children to take an active role in protecting the future of their community and the world. The program provides a window into the management and preservation of unique habitats and species through the eyes of kids and their hands-on collaboration with science researchers and educators. The messages delivered by Aqua Kids are given by a creative and resourceful host, Molly McKinney, whose scientific background is evident in the show. The other young hosts, whose ages range from pre-teen to late teens, are equally entertaining and informative. The young viewers identify with these young hosts and imagine themselves in the role of the scientist and as someone who could have a positive impact on the environment. The format of young student scientists presenting information on location in a variety of aquatic settings is both entertaining and informative. (Showplace TV Syndication)
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (8 of 13)</b>	<b>Response</b>
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Program Title	Ariel & Zoey & Eli, Too (COZI TV) 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30am and 11:30am PT
Total times aired at regularly scheduled time	26
Total times aired	1
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.	Ariel & Zoey & Eli, Too (AZE2), a musical variety show that is driven by three siblings, empowers children to accomplish their goals and their dreams. AZE2 accomplishes this through interviewing people who excel in their profession and have a positive message for kids, introducing guests who perform different genres of music, and presenting musical performances by the cast members themselves. These cast musical performances show children they can write their own music and the importance of teamwork. Music on the show is produced by Emmy Award winner David Barrett. He and Brian Brill (another Emmy winner) ensure that the music is tailored for the young audience. All songs offer a positive message about life. Every episode begins with the song "Sweet Company which sends the positive message of friendship and ends with the singing of End of Another Day which encourages the viewer to stay optimistic about tomorrow. (Showplace TV Syndication)
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (9 of 13)**

**Response**

Program Title	Dog and Cat Training (COZI TV) 4.2
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Origination	Network
Days/Times Program Regularly Scheduled	Sundays 10:00am - 10:30am
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The motto of the series Dog and Cat Training with Joel Silverman says it all - Bond with your heart, train with your brain. This series demonstrates learning a new skill by listening, watching, and following through geared towards ages 13-16 by using animals as a teaching tool, some skills demonstrated can be used in dealing with common life issues as well. Issues that arise through training an animal are to encourage patience and discipline. Responsibility of caring for an animal instills compassion and concern. It is also a listening exercise to comprehend information. Ultimately, the child will gain an education through the art of training an animal which in turn can lead to more confidence, a sense of accomplishment and well-being. The series leads them to use the new skill as an opener to form new relationships and use their communication ability. (Showplace TV Syndication)
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (10 of 13)**

**Response**

Program Title	BETA Records (COZI TV) 4.2
Origination	Network

Days/Times Program Regularly Scheduled	Sundays 10:30-11:00am PT
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.	Beta Records TV is a teen-focused music interview program in which hosts interview up-and-coming musical artists. The artists talk about their inspirations life choices while emphasizing the importance of music education and education generally. Through these interviews, the hosts and guests try to communicate a grounded balance of priorities and the value of commitment, cooperation and perseverance that teens can apply in their own lives. The program also makes teens aware of past and present music history. By focusing on younger musical artists, the program captures the attention of teens while using the interview format as an effective way to elicit life lessons from the artists that are useful to the teen audience. (Showplace TV Syndication)
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (11 of 13)**

**Response**

Program Title	Poko (COZI TV) 4.2
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sundays 11pm & 11:30pm PT

Total times aired at regularly scheduled time	24
Total times aired	19
Number of Preemptions	0
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 3 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Gemini award-winning children's series POKO is shot in fluid, beautiful stop-motion animation. The series stars Poko, a fun-loving little guy who is busy discovering the world around him. Together with his dog Minus and his favorite stuffed monkey, Mr. Murphy, Poko has great adventures... all around the house. POKO has a unique, comedy-filled focus on emotional intelligence - the ability to understand and manage often overwhelming emotions - so important for early childhood development. With a light-hearted, comic touch, POKO highlights the coping skills and attitudes that will help prepare young viewers for first steps and first friendships. Each season, the series introduces an expanding cast of characters, including Bibi and her magic sticker book, her cat, Cranberry, and a growing world of changes, challenges and chuckles for Poko and his beloved pals. POKO is the creation of a team of writers, educators, broadcasters and moms and dads who see the need in today's television landscape for a series aimed at the earliest audience that promotes emotional intelligence and, most importantly, leaves 'em laughing. (dhx media)
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (12 of 13)**

**Response**

Program Title	Artzooka (COZI TV) 4.2
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturdays 11am-11:30am PT

Total times aired at regularly scheduled time	1
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 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Artzooka! is a live action arts and crafts show encouraging creativity in children ages 7-10. The host, Jeremie, guides the audience step-by-step through a variety of projects that use recycled materials or tech gadgets found in most households. Each project typically includes an extension where Jeremie demonstrates a way that the simple craft can be individualized or enhanced to make a more interesting and advanced piece of art. Jeremie speaks directly to the audience, and the audience is frequently asked to guess what he is creating and also to send pictures to the show's website of the projects they create. Using the word "artzooka" as a verb, Jeremie models how the audience could envision how everyday materials can be reshaped and repurposed into art. There is typically a segment modeling this approach using everyday items from different environments; a classroom, a sewing bag, or from something shown in an animated short with the animated side-kick "Paper Bag". Overall, the show's theme of creativity and engagement is captured in it's tagline: "What will you Artzooka! today?"
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program (13 of 13)**

**Response**

Program Title	Groundmarsh (COZI TV) 4.2
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 11am-11:30am PT

Total times aired at regularly scheduled time	1
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Groundling Marsh is a puppet-based show aimed at children ages 4 - 8. It is set in a magical swamp, featuring an ensemble cast of five characters; unique creatures called Groundlings, and a robot/computer named Stacks. Each episode contains a specific environmental issue in the marsh that the characters must address, with each Groundling approaching the problem in a unique way. The leader of the group is Eco, an ancient and wise woman who knows more than anyone about the ways of the world. Eco, provides guidance for all the groundlings, many times through moral lessons that focus on teamwork, compassion, honesty, caring, and always a reverence for the environment. Usually the character hearing the moral misinterprets or miscalculates how to manage the problem until the show comes to the final resolution, where the group has learned the lesson and reflects upon Eco's words. The Groundlings are rounded out by Maggie, the youngest and most exuberant; Galileo, the engineer type who built Stacks; Mud/Slinger, a creature with two dissimilar heads and two personalities, that considers itself an inventor; and a single antagonist, Hegdish, comes on the scene occasionally, and he is selfish, cynical and less concerned about the environment than the rest of the Groundlings. In the end, though the entire group understands you cannot give up conservation if you want to save Earth's environment.</p>
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	David Bright
Address	3000 West Alameda Ave, #3269
City	Burbank
State	CA
Zip	91523
Telephone Number	818-840-3427
Email Address	david.bright@nbcuni.com
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C. F.R. Section 73.671, NOTES 2 and 3.	KNBC no longer broadcasts on an analog channel. KNBC only broadcasts on its digital channel. All children's programming listed in the analog section of this form aired on KNBC's main digital channel. As of January 1, 2012, KNBC is no longer broadcasting on its 4.4 digital sub-channel. <<<<>>>> Due to the government shutdown the FCC's website was inaccessible, as a result the FCC extended the filing deadline to October 28, 2013.

**Other Matters (12)**

<b>Other Matters (1 of 12)</b>	<b>Response</b>
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:00-8:30am PT
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. Chica's parents were formerly entertainers in the vaudeville tradition and they regale the audience with stories and songs from their theatrical past. They enjoy and indulge Chica, who sometimes acts younger than her age and gets into all kinds of predicaments. Kelly uses fantasy play to transform herself, Chica, Bunji and Stitches into animated characters in another universe, who are struggling with a problem similar to the one Chica experienced in the Coop. Without fail, they find the problem can be solved and they carry that knowledge back to the Coop to use on another day.

<b>Other Matters (2 of 12)</b>	<b>Response</b>
Program Title	Pajanimals
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 8:30-9:00am PT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Pajanimals focuses on teaching bedtime routines and practicing them consistently so children can get a good night's sleep. In each episode one of the main characters-Apollo the dog, Squacky, the duck, Sweetpea Sue, a horse, and Cowbella, a purple and white cow-has difficulty sleeping or faces a problem. They all pile onto one of the beds and are whisked off to a land of adventure that offers solutions to their problems. Each bed travels to a specific place for the adventure: Squacky' s bed goes to Ellie the octopus who lives in the Big Blue Sea and to Coach Whistler who lives in Land of Play; Cowbella's bed goes to Edwin, who lives in Storybook Land and to Jerry Bear, who lives in the Big Friendly Forest; Apollo's bed goes to the Moon who is in the Night Sky, and Sweetpea Sue's bed goes to Mr. Happy Birthday, a porcupine who resides in Birthday Land, and Bedtimes Bunny who lives in the Land of Hush. Each show ends with the problem resolved and the Pajanimals tucked into their beds for a good night's rest.
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**Other Matters (3 of 12)**

**Response**

Program Title	Justin Time
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturdays 9:00-9:30am PT
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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.	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. Lazy Town is a show featuring the importance of health, fitness, and being good friends. Set in a fantasy world known as Lazy Town, which is populated by inactive residents, we meet a visitor named Stephanie who is determined to coax her friends and relatives into adopting a healthful, active life style. She wins over her new friends, Ziggy, Stingy, Trixie and Pixel, convincing them to leave their gaming consoles and candy stashes at home so they can go outside and play. She persuades her uncle, Mayor Milford Meanswell, and his friend Ms. Busy Body to support her efforts. Robbie Rotten, who lives underground, and is determined to return Lazy Town to its former state of inactivity and quiet, constantly foils the characters' efforts. Coming to the rescue is the athlete Sportacus who lives in a zeppelin-like aircraft and receives signals from the kids or the Mayor whenever they need help. Sportacus has two goals, to keep the peace and to promote healthful, positive living. When Robbie Rotten is discovered and contained through comic pratfalls, he returns to his underground lair and all is well in Lazy Town, until another day and another time when Robbie will rise again.
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**Other Matters (4 of 12)**

**Response**

Program Title	Tree Fu Tom
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Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00-10:30am PT
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, 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 animated version of his woods. While in the Treetopolis, Tom and his friends, Ariella, Twigs, Squirmtun 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 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 12)</b>	<b>Response</b>
Program Title	Lazy Town
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:00-10:30am PT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Lazy Town is a show featuring the importance of health, fitness, and being good friends. Set in a fantasy world known as Lazy Town, which is populated by inactive residents, we meet a visitor named Stephanie who is determined to coax her friends and relatives into adopting a healthful, active life style. She wins over her new friends, Ziggy, Stingy, Trixie and Pixel, convincing them to leave their gaming consoles and candy stashes at home so they can go outside and play. She persuades her uncle, Mayor Milford Meanswell, and his friend Ms. Busy Body to support her efforts. Robbie Rotten, who lives underground, and is determined to return Lazy Town to its former state of inactivity and quiet, constantly foils the characters' efforts. Coming to the rescue is the athlete Sportacus who lives in a zeppelin-like aircraft and receives signals from the kids or the Mayor whenever they need help. Sportacus has two goals, to keep the peace and to promote healthful, positive living. When Robbie Rotten is discovered and contained through comic pratfalls, he returns to his underground lair and all is well in Lazy Town, until another day and another time when Robbie will rise again.
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**Other Matters (6 of 12)**

**Response**

Program Title	Make Way for Noddy
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturdays 10:30-11:00am
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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.	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.
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**Other Matters (7 of 12)**

**Response**

Program Title	Aqua Kids Adventures (COZI TV) 4.2
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturdays 10am & 11am PT
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Total times aired at regularly scheduled time	26
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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 provides a unique vehicle for young people to learn about the diversity of marine animals around the world, emphasizing the importance of preserving fragile aquatic habitats and encouraging children to take an active role in protecting the future of their community and the world. The program provides a window into the management and preservation of unique habitats and species through the eyes of kids and their hands-on collaboration with science researchers and educators. The messages delivered by Aqua Kids are given by a creative and resourceful host, Molly McKinney, whose scientific background is evident in the show. The other young hosts, whose ages range from pre-teen to late teens, are equally entertaining and informative. The young viewers identify with these young hosts and imagine themselves in the role of the scientist and as someone who could have a positive impact on the environment. The format of young student scientists presenting information on location in a variety of aquatic settings is both entertaining and informative. (Showplace TV Syndication)

**Other Matters (8 of 12) Response**

Program Title	Ariel & Zoey & Eli, Too (COZI TV) 4.2
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30am and 11:30am PT
Total times aired at regularly scheduled time	26
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.	Ariel & Zoey & Eli, Too (AZE2), a musical variety show that is driven by three siblings, empowers children to accomplish their goals and their dreams. AZE2 accomplishes this through interviewing people who excel in their profession and have a positive message for kids, introducing guests who perform different genres of music, and presenting musical performances by the cast members themselves. These cast musical performances show children they can write their own music and the importance of teamwork. Music on the show is produced by Emmy Award winner David Barrett. He and Brian Brill (another Emmy winner) ensure that the music is tailored for the young audience. All songs offer a positive message about life. Every episode begins with the song "Sweet Company which sends the positive message of friendship and ends with the singing of End of Another Day which encourages the viewer to stay optimistic about tomorrow. (Showplace TV Syndication)
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**Other Matters (9 of 12) Response**

Program Title	Dod and Cat Training (COZI TV) 4.2
Origination	Network



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Days/Times Program Regularly Scheduled	Sundays 10:00-10:30am PT
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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.	<p>The motto of the series Dog and Cat Training with Joel Silverman says it all - Bond with your heart, train with your brain. This series demonstrates learning a new skill by listening, watching, and following through geared towards ages 13-16 by using animals as a teaching tool, some skills demonstrated can be used in dealing with common life issues as well. Issues that arise through training an animal are to encourage patience and discipline. Responsibility of caring for an animal instills compassion and concern. It is also a listening exercise to comprehend information. Ultimately, the child will gain an education through the art of training an animal which in turn can lead to more confidence, a sense of accomplishment and well-being. The series leads them to use the new skill as an opener to form new relationships and use their communication ability. (Showplace TV Syndication)</p>
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**Other Matters (10 of 12)**

**Response**

Program Title	Zoo Diaries (COZI TV) 4.2
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Origination	Syndicated
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Days/Times Program Regularly Scheduled	Sundays 10:30am-11am PT
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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.	Zoo Diaries focuses on the zoo as a modern-day Ark, where animals are increasingly protected from the threat of extinction. Each episode goes behind the scenes, providing an up close and personal look at both the animals and the people who care for them. Featuring real people in real situations, it follows the day-to-day activities, passions and triumphs of one of the most unique professions on earth, presenting positive role models and pro-social values. Zoo Diaries takes teenage viewers behind the scenes at North American Zoo's, large and small. These include the San Diego, Toronto, Wichita and Vancouver Zoos. They get up close and personal with wild & endangered animals, and the fascinating lives of the humans who care for them - the zookeepers, veterinarians, attendants, animal psychologists & preservationists. (Showplace TV Syndication)
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**Other Matters (11 of 12)**

**Response**

Program Title	Artzooka (COZI TV) 4.2
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Origination	Syndicated
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Days/Times Program Regularly Scheduled	Sundays 11am-11:30am PT
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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 10 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Artzooka! is a live action arts and crafts show encouraging creativity in children ages 7-10. The host, Jeremie, guides the audience step-by-step through a variety of projects that use recycled materials or tech gadgets found in most households. Each project typically includes an extension where Jeremie demonstrates a way that the simple craft can be individualized or enhanced to make a more interesting and advanced piece of art. Jeremie speaks directly to the audience, and the audience is frequently asked to guess what he is creating and also to send pictures to the show's website of the projects they create. Using the word "artzooka" as a verb, Jeremie models how the audience could envision how everyday materials can be reshaped and repurposed into art. There is typically a segment modeling this approach using everyday items from different environments; a classroom, a sewing bag, or from something shown in an animated short with the animated side-kick "Paper Bag". Overall, the show's theme of creativity and engagement is captured in it's tagline: "What will you Artzooka! today?"
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**Other Matters (12 of 12)**

**Response**

Program Title	Groundling Marsh (COZI TV) 4.2
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Origination	Syndicated
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Days/Times Program Regularly Scheduled	Sundays 11:30am-12n PT
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Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Groundling Marsh is a puppet-based show aimed at children ages 4 - 8. It is set in a magical swamp, featuring an ensemble cast of five characters; unique creatures called Groundlings, and a robot/computer named Stacks. Each episode contains a specific environmental issue in the marsh that the characters must address, with each Groundling approaching the problem in a unique way. The leader of the group is Eco, an ancient and wise woman who knows more than anyone about the ways of the world. Eco, provides guidance for all the groundlings, many times through moral lessons that focus on teamwork, compassion, honesty, caring, and always a reverence for the environment. Usually the character hearing the moral misinterprets or miscalculates how to manage the problem until the show comes to the final resolution, where the group has learned the lesson and reflects upon Eco's words. The Groundlings are rounded out by Maggie, the youngest and most exuberant; Galileo, the engineer type who built Stacks; Mud/Slinger, a creature with two dissimilar heads and two personalities, that considers itself an inventor; and a single antagonist, Hegdish, comes on the scene occasionally, and he is selfish, cynical and less concerned about the environment than the rest of the Groundlings. In the end, though the entire group understands you cannot give up conservation if you want to save Earth's environment.

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**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>KNBC</b></p>

## Attachments

No Attachments.