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Children's Television Programming Report

FRN: **0001587583** | File Number: **CPR-119930** | Submit Date: **04/08/2011** | Call Sign: **WPTZ** | Facility ID: **57476** | City:
PLATTSBURGH | State: **NY**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
04/08/2011 | Filing Status: **Active**

Report reflects information for : **First Quarter of 2011**

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	Burlington-Plattsburgh
	Web Home Page Address	www.wptz.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	5.0
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:	6.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core
Programs(19)

Digital Core Program (1 of 19)	Response
Program Title	Teen Kid News
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday Saturday 9-9:30a
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
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.	Main Digital This program takes current events and presents them in terms younger children can understand more easily. There are also weekly feature segments that address issues such as careers, education, relationships, the environment, ecology and fun things to do while they are growing and learning.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 19)	Response
Program Title	Jack Hanna's Into The Wild
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 9:30a-10a
Total times aired at regularly scheduled time	13
Total times aired	13
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	3
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.	Main Digital Jack Hanna's Into the Wild is based around Jack's traveling the world with his friends and family, taking the viewer to his favorite destinations and introducing them to new and amazing creatures each week. Throughout Jack's travels, he raises awareness of different cultures, geography, spectacular animals and animal facts, while teaching children the importance of stewardship of the environment through his documented donations to conservation efforts worldwide. The episode content will certainly further the educational, information needs of children 13-16.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 19)	Response
Program Title	Turbo Dogs
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10-10:30a
Total times aired at regularly scheduled time	13
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	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Main Digital Turbo Dogs, a CG-animated action-comedy series from Scholastic. In each episode, canine heroes Dash, Mags, GT, Strut, Stinkbert and Clutch takes kids on a high-speed racing adventure with an emphasis on friendship and teamwork. Turbo Dogs is based on the Racer Dogs book by Bob Kolar. The action is set in the town of Racerville, where a wacky, canine-based community shares a passion for motor sports. The series aims to expose kids to the concepts of direction, distance and time, while reinforcing the importance of cooperation and fair play.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (4 of 19)	Response
Program Title	Shelldon
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:30-11a
Total times aired at regularly scheduled time	13
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	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Main Digital SHELLDON is a lighthearted series that aims to entertain as well as educate children about marine life and creatures that live in the sea. The series engages kids with environmental themes and an overarching message that shows the characters involved in making the world a better and greener place.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 19)	Response
Program Title	The Magic School Bus
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11-11:30a
Total times aired at regularly scheduled time	12
Total times aired	12

Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
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.	The Magic School Bus is based on series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer, who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field is trip to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms itself to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	The Magic School Bus
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2011-01-01
Episode #	
Reason for Preemption	Other

Digital Core Program (6 of 19) Response	
Program Title	Babar
Origination	Network

Days/Times Program Regularly Scheduled	Saturday 11:30a-12p
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
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.	Main Digital Babar is about a young, orphaned elephant that goes to live in the big city and learn about the ways of people. He finds the strength to rise above numerous challenges and returns to the jungle where he builds the city of Celesteville and is crowned king of the elephants. A dedicated ruler and father, Babar and his family experience many challenges as they journey through life and learn to rise above them through vigor and optimism. Each episode of the show communicates social-emotional messages that draw upon the bond of family and combine traditional values with a modern lifestyle. DT
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	Babar
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2011-01-01
Episode #	
Reason for Preemption	Other

Digital Core Program (7 of 19)	Response
Program Title	Willa's Wild Life

Origination	Network
Days/Times Program Regularly Scheduled	Satudays 12-12:30p
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
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.	Main Digital Willa's Wild Life is an enchanting series about a little girl's unique home life that is sure to keep you in stitches and warm your heart. Willa's Wild Life follows the adventures of Willa, an unforgettable little girl who finds herself in comic predicaments. But thanks to her loving and patient father, and her entire extended family of personality rich zoo animals, Willa manages to overcome her obstacles, learn a little something, and have a great time along the way.
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	Willa's Wild Life
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2011-01-01
Episode #	
Reason for Preemption	Other

Digital Core Program (8 of 19)	Response
Program Title	Pearlie
Origination	Network

Days/Times Program Regularly Scheduled	Saturday 12:0p-1p
Total times aired at regularly scheduled time	12
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
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.	Pearlie is an animated comedy series based on the children's book series, Pearlie the Park Fairy, by Wendy Harmer. Pearlie is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year old range, Pearlie focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlie was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, we see Pearlie approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Pearlie
List date and time rescheduled	N/A
Is the rescheduled date the second home?	No

Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2011-01-01
Episode #	
Reason for Preemption	Other

Digital Core Program (9 of 19)	Response
Program Title	Jack Hanna's Animal Adventures
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 7-7:30a
Total times aired at regularly scheduled time	13
Total times aired	12
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.	Main Digital In each episode, cameras follow Jack Hanna as he spends time with nature's creatures across the continents. Jack talks with people who are knowledgeable about each animal and its habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro social values in an environmentally responsible universe. DT
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 19)	Response
Program Title	Wild About Animals
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 7:30-8a
Total times aired at regularly scheduled time	13

Total times aired	12
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.	Main Digital Wild About Animals is an educational program with a target audience of young adolescents. Its primary educational objectives are, to promote a positive learning context for the acquisition of knowledge; to familiarize viewers with the diversity of animal life in the wild; to provide viewers with information about the attributes and habitat of the different wild animal species; to help viewers become more informed regarding approaches to wild animals-while at the same time providing them with information regarding dangers and threats; to foster curiosity about wild animals; to motivate viewers to become involved in wild life related activities; to increase awareness of the importance of conservation and provide information for enhancing conservation of the environment and animal diversity; to provide information regarding sites in which wild life may be observed such as zoos, parks and aquariums, and the role these sites play in conservation and education; to indicate the ecological importance and contribution of particular wild animals; to stimulate interest in biological and related scientific fields.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (11 of 19)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10a-10:30a
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	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7-13, children get the message that their words have power, and that their voices are being heard. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 19)	
	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10:30a-11a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast Busytown Mysteries is an investigative learning show for young children based on the questions and conundrums relevant to this "ready-to-learn" target audience and geared to their unique level of understanding. The show's educational content includes a range of meaningful metacognitive, social-emotional and core-knowledge learning goals aimed at promoting school readiness. The series gives youngsters an understanding and appreciation of the critical thinking skills involved in scientific inquiry. It brings them a broad base of interesting knowledge on which to practice these burgeoning skills, as well as the psycho-social abilities to effectively do so.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (13 of 19)	Response
Program Title	Busy World of Richard Scary
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11a-11:30a
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves, the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines (eating, dressing, sleeping) - family living (cooking, recreation, celebration) - stimulate imagination and foster vicarious play. - to teach pro-social behavior: (generosity, friendliness, persistence, altruism) - understanding of others' points of view, (empathy, acceptance of others' idiosyncrasies) - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: (attention, language, memory, active processing of a story, interest in reading)
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 19)	Response
Program Title	Busy World of Richard Scary
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 1130a-12p
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves, the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines (eating, dressing, sleeping) - family living (cooking, recreation, celebration) - stimulate imagination and foster vicarious play. - to teach pro-social behavior: (generosity, friendliness, persistence, altruism) - understanding of others' points of view, (empathy, acceptance of others' idiosyncrasies) - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: (attention, language, memory, active processing of a story, interest in reading)
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (15 of 19)	Response
Program Title	Cake
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12-12:30p
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	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast To promote creativity and individuality and prosocial behavior through teaching young viewers how to recycle old objects into new by means of do-it-yourself handicrafts. In the context of highly positive interpersonal interaction Cake, a dynamic young adolescent who has never seen a glue-gun she didnt like, lives by the motto that "You cant buy individuality, but you can make it." She revels in recycling cast-offs, used up clothing and accessories, and just plain "stuff" into highly creative and individualized expressions of fashion and personality. Cake is joined by two peers, Benjamin and Miracle, and a slightly younger Amy, as they discuss their respective lives, problems, hopes and aspirations while producing a weekly "do-it-yourself" local access TV program for kids. Each week, personal events in our characters live provide Cake and her friends with inspirations for new creative projects. These range from how to transform an old purse into something new and unique, how to manufacture personalized soap, individualized garden stepping-stones (the perfect gift for family members who garden!), or one-of-a-kind carrying cases, to the reinvention of second-hand clothes into high fashion originals.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (16 of 19)	Response
Program Title	Dance Revolution
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 1230p-1p
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	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Multicast "Get vertical!" That is the mantra of our host, D.J. Rick, as he encourages young viewers to get up and dance along with the contestants on Dance Revolution. The program combines the teaching of new dance steps (to both on-stage contestants and home viewers) with intense competition as pairs of young dancers much like themselves vie to become Dance Revolution champions. We use the proven appeal of a talent competition both to engage viewers and keep them coming back to see which of the dance teams will be victorious over the course of a 13-week period. We further exploit the competitive structure as a device that requires the learning of and encourages the practice of new dance steps each week. In short, we use the attraction of one of today's most popular pop-culture art forms (Hip-hop dance) to increase young viewers' physical activity and help improve their health. In each episode, an attractive dance instructor demonstrates a series of new and demanding Hip-hop dance steps, challenging each pair of contestants to incorporate those moves into their own dance routine. During the portrayal of the demonstration of the new steps, the competitors practicing of those steps, and the dance competition itself, viewers are encouraged to participate in the action by learning the steps and getting up and dancing along with the contestants. Frequent comments by both the program host and by the dance instructor are designed to engage viewers in the activity. In addition, by incorporating techniques such as split screens, pop-up screens, and rolling text messages, dance is associated with exercise and good health throughout the program, and viewers are continually encouraged to get up and dance. (It should be noted that Hip-hop demands a great deal of energy, endurance, and skill to master an ideal device to engage young viewers in relatively vigorous physical activity). Both on-screen talent and pop-up screens promote participation in dance by linking it to various other sports (i.e., via improved balance, coordination, timing), to good health, and to increased energy and attractiveness. Episodes also include occasional references to historical and cultural facts related to dance. Indeed, anything that makes dance attractive, thus encourages young viewers to get up and move, is considered fair game.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (17 of 19)	Response
Program Title	Stargate Infinity
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 10-10:30A
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	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast This series is designed to encourage young viewers to accept and value diversity. Each week the team of young Stargate trainees enter a new world. As they encounter cultures, races, and life forms foreign to any they have ever dreamed of, they also face life-threatening problems that require each member of the team to contribute to the well-being of all. As the young cadets learn to interact with and value "people" from different backgrounds and cultures, so too will the viewing audience. The trainees model many of the attitudes and behaviors that today's young people must learn in order to function well in a highly diverse society. The episodes emphasize getting along with others who are very different from oneself, working well with one's own team, and the individual character traits and abilities that go into the making of a good Stargate warrior and, of course, a good person.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (18 of 19)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Sunday 1030-11a
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	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving. How do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn, along with their human and decidedly non-human colleagues, model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (19 of 19)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	M-F 9:30-10a
Total times aired at regularly scheduled time	64
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 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Multicast For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving. How do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn, along with their human and decidedly non-human colleagues, model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.</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	Doug Johnson
Address	5 Television Drive
City	Plattsburgh
State	NY
Zip	12901
Telephone Number	518 561.5555
Email Address	dougjohnson@hearst.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.	On March 5th, WPTZ's transmitter was down from 10:13am to 10:18AM. This affected off air viewing of Turbo Dogs on WPTZ and Stargate Infinity on THISTV. Cable and satellite feeds (90% of audience) were unaffected.

Other Matters (19)

Other Matters (1 of 19)	Response
Program Title	Teen Kid News
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 9-9:30a
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.	Main Digital This program takes current events and presents them in terms younger children can understand more easily. There are also weekly feature segments that address issues such as careers, education, relationships, the environment, ecology and fun things to do while they are growing and learning.

Other Matters (2 of 19)	Response
Program Title	Jack Hanna's Into the Wild
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 930-10a
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.	Main Digital Jack Hanna's Into the Wild is based around Jack's traveling the world with his friends and family, taking the viewer to his favorite destinations and introducing them to new and amazing creatures each week. Throughout Jack's travels, he raises awareness of different cultures, geography, spectacular animals and animal facts, while teaching children the importance of stewardship of the environment through his documented donations to conservation efforts worldwide. The episode content will certainly further the educational, information needs of children 13-16.

Other Matters (3 of 19)	Response
Program Title	Turbo Dogs
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10-10:30a
Total times aired at regularly scheduled time	12

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.	Main Digital Turbo Dogs, a CG-animated action-comedy series from Scholastic. In each episode, canine heroes Dash, Mags, GT, Strut, Stinkbert and Clutch take kids on a high-speed racing adventure with an emphasis on friendship and teamwork. Turbo Dogs is based on the Racer Dogs book by Bob Kolar. The action is set in the town of Racerville, where a wacky, canine-based community shares a passion for motor sports. The series will aim to expose kids to the concepts of direction, distance and time, while reinforcing the importance of cooperation and fair play.

Other Matters (4 of 19)	Response
Program Title	Shelldon
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 10:30-11a
Total times aired at regularly scheduled time	12
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.	Main Digital SHELLDON is a lighthearted series that aims to entertain as well as educate children about marine life and creatures that live in the sea. The series engages kids with environmental themes and an overarching message that shows the characters involved in making the world a better and greener place.

Other Matters (5 of 19)	Response
Program Title	The Magic School Bus
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 11-11:30a
Total times aired at regularly scheduled time	12
Length of Program	30 mins
Age of Target Child Audience from	4 years to 9 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Magic School Bus is based on series of children's books about science written by Joanna Cole. The show features the ingenious Ms. Frizzle, an elementary school teacher and intrepid explorer, who piles her students into her Magic School Bus and takes them on amazing field trips to impossible locations. The goal of each field trip is to answer questions or learn many new things about the place the class visits. Each episode is a fact filled expedition to places as diverse as the solar system, the human body, or even inside weather systems. The bus transforms itself to suit the environment and the kids freely explore and share their learning with each other and with Ms. Frizzle, who nudges her students to "make connections" and answer their own questions with research. The class pet, Lizzie, a large lizard, accompanies the class on their field trips. The content of the show is appropriate for children from ages 4 to 9 and in addition to all the factual content, the children also have a socio-emotional problem to solve that is embedded into the story line.
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Other Matters (6 of 19)	Response
Program Title	Babar
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 11:30a-12p
Total times aired at regularly scheduled time	12
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.	Main Digital Babar is about a young, orphaned elephant that goes to live in the big city and learn about the ways of people. He finds the strength to rise above numerous challenges and returns to the jungle where he builds the city of Celesteville and is crowned king of the elephants. A dedicated ruler and father, Babar and his family experience many challenges as they journey through life and learn to rise above them through vigor and optimism. Each episode of the show communicates social-emotional messages that draw upon the bond of family and combine traditional values with a modern lifestyle. DT

Other Matters (7 of 19)	Response
Program Title	Willa's Wild Life
Origination	Network
Days/Times Program Regularly Scheduled	Saturday 12-12:30p
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.	Main Digital Willa's Wild Life is an enchanting series about a little girl's unique home life that is sure to keep you in stitches and warm your heart. Willa's Wild Life follows the adventures of Willa, an unforgettable little girl who finds herself in comic predicaments. But thanks to her loving and patient father, and her entire extended family of personality rich zoo animals, Willa manages to overcome her obstacles, learn a little something, and have a great time along the way.
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Other Matters (8 of 19)		Response
Program Title	Pearlie	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturday 12:30-1p	
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.	Pearlie is an animated comedy series based on the children's book series, Pearlle the Park Fairy, by Wendy Harmer. Pearlle is an optimistic, light-hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4-8 year old range, Pearlle focuses on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlle was appointed by Fairy Head Quarters (HQ) to keep Jubilee Park in sparkling order she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlle's nemesis and cousin Saphira, often takes advantage of Pearlle's good nature which requires that Pearlle must also frequently outwit the park bully. In each episode, we see Pearlle approach new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.	

Other Matters (9 of 19)		Response
Program Title	Jack Hanna's Animal Adventures	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Sunday 7-7:30a	
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.	Main Digital In each episode, cameras follow Jack Hanna as he spends time with natures creatures across the continents. Jack talks with people who are knowledgeable about each animal and its habitat, teaching as he goes. Each episode is designed to reveal to children the world around them in a way that presents positive role models and pro social values in an environmentally responsible universe. DT
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Other Matters (10 of 19)	Response
Program Title	Wild About Animals
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sunday 7:30p-8a
Total times aired at regularly scheduled time	12
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.	Main Digital Wild About Animals is an educational program with a target audience of young adolescents. Its primary educational objectives are, to promote a positive learning context for the acquisition of knowledge; to familiarize viewers with the diversity of animal life in the wild; to provide viewers with information about the attributes and habitat of the different wild animal species; to help viewers become more informed regarding approaches to wild animals-while at the same time providing them with information regarding dangers and threats; to foster curiosity about wild animals; to motivate viewers to become involved in wild life related activities; to increase awareness of the importance of conservation and provide information for enhancing conservation of the environment and animal diversity; to provide information regarding sites in which wild life may be observed such as zoos, parks and aquariums, and the role these sites play in conservation and education; to indicate the ecological importance and contribution of particular wild animals; to stimulate interest in biological and related scientific fields.

Other Matters (11 of 19)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	M-F 9:30-10a
Total times aired at regularly scheduled time	65
Length of Program	30 mins

Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving. How do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn, along with their human and decidedly non-human colleagues, model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own

Other Matters (12 of 19)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 10-1030a
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students,ages 7-13, children get the message that their words have power, and that their voices are being heard. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academic skills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.
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Other Matters (13 of 19)	Response
Program Title	Busytown Mysteries
Origination	Network

Days/Times Program Regularly Scheduled	Saturdays 10:30-11A
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast Busytown Mysteries is an investigative learning show for young children based on the questions and conundrums relevant to this "ready-to-learn" target audience and geared to their unique level of understanding. The show's educational content includes a range of meaningful metacognitive, social-emotional and core-knowledge learning goals aimed at promoting school readiness. The series gives youngsters an understanding and appreciation of the critical thinking skills involved in scientific inquiry. It brings them a broad base of interesting knowledge on which to practice these burgeoning skills, as well as the psycho-social abilities to effectively do so.

Other Matters (14 of 19)	Response
Program Title	Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 11-11:30A
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.	Multicast The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves, the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines (eating, dressing, sleeping) - family living (cooking, recreation, celebration) - stimulate imagination and foster vicarious play. - to teach pro-social behavior: (generosity, friendliness, persistence, altruism) - understanding of others' points of view, (empathy, acceptance of others' idiosyncrasies) - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: (attention, language, memory, active processing of a story, interest in reading)

Other Matters (15 of 19)	Response
Program Title	Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 11:30A-12P
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.	Multicast The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves, the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines (eating, dressing, sleeping) - family living (cooking, recreation, celebration) - stimulate imagination and foster vicarious play. - to teach pro-social behavior: (generosity, friendliness, persistence, altruism) - understanding of others' points of view, (empathy, acceptance of others' idiosyncrasies) - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: (attention, language, memory, active processing of a story, interest in reading)

Other Matters (16 of 19)	Response
Program Title	Cake
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 12-1230P
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast To promote creativity and individuality and prosocial behavior through teaching young viewers how to recycle old objects into new by means of do-it-yourself handicrafts. In the context of highly positive interpersonal interaction Cake, a dynamic young adolescent who has never seen a glue-gun she didnt like, lives by the motto that "You cant buy individuality, but you can make it." She revels in recycling cast-offs, used up clothing and accessories, and just plain "stuff" into highly creative and individualized expressions of fashion and personality. Cake is joined by two peers, Benjamin and Miracle, and a slightly younger Amy, as they discuss their respective lives, problems, hopes and aspirations while producing a weekly "do-it-yourself" local access TV program for kids. Each week, personal events in our characters live provide Cake and her friends with inspirations for new creative projects. These range from how to transform an old purse into something new and unique, how to manufacture personalized soap, individualized garden stepping-stones (the perfect gift for family members who garden!), or one-of-a-kind carrying cases, to the reinvention of second-hand clothes into high fashion originals.
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Other Matters (17 of 19)	Response
Program Title	Dance Revolution
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays 1230-1P
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	10 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast "Get vertical!" That is the mantra of our host, D.J. Rick, as he encourages young viewers to get up and dance along with the contestants on Dance Revolution. The program combines the teaching of new dance steps (to both on-stage contestants and home viewers) with intense competition as pairs of young dancers much like themselves vie to become Dance Revolution champions. We use the proven appeal of a talent competition both to engage viewers and keep them coming back to see which of the dance teams will be victorious over the course of a 13-week period. We further exploit the competitive structure as a device that requires the learning of and encourages the practice of new dance steps each week. In short, we use the attraction of one of today's most popular pop-culture art forms (Hip-hop dance) to increase young viewers' physical activity and help improve their health. In each episode, an attractive dance instructor demonstrates a series of new and demanding Hip-hop dance steps, challenging each pair of contestants to incorporate those moves into their own dance routine. During the portrayal of the demonstration of the new steps, the competitors practicing of those steps, and the dance competition itself, viewers are encouraged to participate in the action by learning the steps and getting up and dancing along with the contestants. Frequent comments by both the program host and by the dance instructor are designed to engage viewers in the activity. In addition, by incorporating techniques such as split screens, pop-up screens, and rolling text messages, dance is associated with exercise and good health throughout the program, and viewers are continually encouraged to get up and dance. (It should be noted that Hip-hop demands a great deal of energy, endurance, and skill to master an ideal device to engage young viewers in relatively vigorous physical activity). Both on-screen talent and pop-up screens promote participation in dance by linking it to various other sports (i.e., via improved balance, coordination, timing), to good health, and to increased energy and attractiveness. Episodes also include occasional references to historical and cultural facts related to dance. Indeed, anything that makes dance attractive, thus encourages young viewers to get up and move, is considered fair game.

Other Matters (18 of 19)	Response
Program Title	Stargate Infinity
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 7-730A
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast This series is designed to encourage young viewers to accept and value diversity. Each week the team of young Stargate trainees enter a new world. As they encounter cultures, races, and life forms foreign to any they have ever dreamed of, they also face life-threatening problems that require each member of the team to contribute to the well-being of all. As the young cadets learn to interact with and value "people" from different backgrounds and cultures, so too will the viewing audience. The trainees model many of the attitudes and behaviors that today's young people must learn in order to function well in a highly diverse society. The episodes emphasize getting along with others who are very different from oneself, working well with one's own team, and the individual character traits and abilities that go into the making of a good Stargate warrior and, of course, a good person.

Other Matters (19 of 19)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Sundays 730-8A
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Multicast For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving. How do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn, along with their human and decidedly non-human colleagues, model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own
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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>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</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>Hearst Stations Inc</p>

Attachments

No Attachments.