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# Children's Television Programming Report

FRN: **0005869664** | File Number: **CPR-152228** | Submit Date: **04/04/2014** | Call Sign: **WBNA** | Facility ID: **73692** | City: **LOUISVILLE** | State: **KY**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **04/04/2014** | Filing Status: **Active**

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## Report reflects information for : First Quarter of 2014

### General Information

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

**Applicant  
Information**

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

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	ION
	Nielsen DMA	Louisville
	Web Home Page Address	www.wbna21.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	504.0
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:	60.0
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(38)**

Digital Core Program (1 of 38)	Response
Program Title	The Zula Patrol E/I
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / January 11th - April 5th / 7:00 a.m. ET/PT or 6:00 a.m. CT/MT
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Zula's comprehensive program addresses the national call for science literacy education among the very audience for whom research demonstrates that early intervention is most effective. By reaching pre kindergarten and early elementary students, Zula can provide a critical foundation in understanding science concepts and content. The television program provides science education and character building lessons in an entertaining format thru characters that travel in space. The Zula Patrol's developers have designed an integrated approach, teaching science through engaging stories with humor, character building social lessons, and supporting materials. The entire Zula package serves many aspects of learning, promotes literacy, and provides a diverse approach to learning styles.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

<b>Digital Core Program (2 of 38)</b>		<b>Response</b>
Program Title	Guess with Jess E/I	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays / January 11th - April 5th / 7:30 a.m. ET/PT or 6:30 a.m. CT/MT	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	6 years to 10 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animated barnyard animals encounter everyday situations that raise a "question of the day." Their problem solving is similar to the standard scientific inquiry "asking, testing, and finding a way." The characters focus is on science and nature teaching the program's preschool audience about the world and how to go about answering everyday questions. The series carefully builds the child viewer's knowledge by offering a question and then little by little adding to the information necessary to answer that question.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

<b>Digital Core Program (3 of 38)</b>		<b>Response</b>
Program Title	Jacob Two-Two E/I	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays / January 11th - January 18th / 5:00 p.m. ET/PT or 4:00 p.m. CT/MT	
Total times aired at regularly scheduled time	2	

Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jacob Two Two is an animated show about a little boy with a big heart who lives with his parents and four older siblings and has a habit of repeating himself just so he can be heard. Ignored by his siblings, but still looking up to them, Jacob tries to partake in their activities. Still, there are those who notice him when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two Two finds innovative ways to get himself and others out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination. Based on Mordecai Richler's books, the show embeds social emotional messages in which Jacob learns to carve a niche for himself as he learns to deal with his reality in the surreal world of adults.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (4 of 38)</b>	<b>Response</b>
Program Title	My Friend Rabbit E/I
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / February 1st - March 8th / 4:30 p.m. ET/PT or 3:30 p.m. CT/MT
Total times aired at regularly scheduled time	9
Total times aired	4
Number of Preemptions	4
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	4
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying our different solutions and persisting with new ideas when one fails.
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	My Friend Rabbit E/I
List date and time rescheduled	Saturday March 29th 4:30pm EST
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Saturday March 29th
Reason for Preemption	Sports

### Digital Preemption Programs #2

Questions	Response
Title of Program	My Friend Rabbit E/I
List date and time rescheduled	Saturday March 15th 4:30pm EST
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Saturday March 15th
Reason for Preemption	Sports

### Digital Preemption Programs #3

Questions	Response
Title of Program	My Friend Rabbit E/I
List date and time rescheduled	Saturday April 15th 4:30pm EST
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes



Date Preempted	
Episode #	Saturday April 15th
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	My Friend Rabbit E/I
List date and time rescheduled	Saturday March 22nd 4:30pm EST
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	Saturday March 22nd
Reason for Preemption	Sports

Digital Core Program (5 of 38)	Response
Program Title	Timothy Goes to School E/I
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / January 11th - April 5th / 3:30 p.m. ET/PT or 2:30 p.m. CT/MT
Total times aired at regularly scheduled time	1
Total times aired	7
Number of Preemptions	12
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	7
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 program's primary focus is on events at an elementary school filled with animal children and their teachers. The title character and his classmates are a recurring group of diverse creatures. The challenges in each episode are usually social or ethical dilemma with viewers learning about honesty, responsibility, and other prosocial behavior. The programs illustrate that children can overcome new obstacles, accept the difference of others, become aware of their responsibilities and support and help those in need.

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	Timothy Goes to School E/I
List date and time rescheduled	March 1st 1:00p.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	March 1st
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Timothy Goes to School E/I
List date and time rescheduled	March 22nd 4:00p.m. EST
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	March 22nd
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Timothy Goes to School E/I
List date and time rescheduled	January 11th 10:00p.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	January 11th
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
Title of Program	Timothy Goes to School E/I
List date and time rescheduled	February 22nd 1:00p.m. EST

Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	February 22nd
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	Timothy Goes to School E/I
List date and time rescheduled	April 5th 4:00p.m. EST
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	April 5th
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	Timothy Goes to School E/I
List date and time rescheduled	January 25th 2:30p.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	January 25th
Reason for Preemption	Sports

#### Digital Preemption Programs #7

Questions	Response
Title of Program	Timothy Goes to School E/I
List date and time rescheduled	February 1st 1:00p.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	February 1st
Reason for Preemption	Sports

#### Digital Preemption Programs #8

Questions	Response
Title of Program	Timothy Goes to School E/I

List date and time rescheduled	March 29th 4:00p.m. EST
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	March 29th
Reason for Preemption	Sports

#### Digital Preemption Programs #9

Questions	Response
Title of Program	Timothy Goes to School E/I
List date and time rescheduled	February 8th 6:00p.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	February 8th
Reason for Preemption	Sports

#### Digital Preemption Programs #10

Questions	Response
Title of Program	Timothy Goes to School E/I
List date and time rescheduled	February 15th 1:00p.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	February 15th
Reason for Preemption	Sports

#### Digital Preemption Programs #11

Questions	Response
Title of Program	Timothy Goes to School E/I
List date and time rescheduled	March 15th 4:00p.m. EST
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	March 15th
Reason for Preemption	Sports

#### Digital Preemption Programs #12

Questions	Response
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Title of Program	Timothy Goes to School E/I
List date and time rescheduled	March 8th 1:00p.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	March 8th
Reason for Preemption	Sports

<b>Digital Core Program (6 of 38)</b>		<b>Response</b>
Program Title	Babar E/I	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays / January 11th - April 5th / 5:00 p.m. ET/PT or 4:00 p.m. CT/MT	
Total times aired at regularly scheduled time	4	
Total times aired	8	
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	6 years to 10 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the books by Laurent de Brunhoff, Babar is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces as he journeys through life. Each episode of the show develops a social emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members. Each episode of the show develops a social emotional message such as taking responsibility being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest.	

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	Babar E/I
List date and time rescheduled	February 14th 7:30a.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	February 15th
Reason for Preemption	Sports

#### Digital Preemption Programs #2

Questions	Response
Title of Program	Babar E/I
List date and time rescheduled	February 8th 12:00p.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	February 8th
Reason for Preemption	Sports

#### Digital Preemption Programs #3

Questions	Response
Title of Program	Babar E/I
List date and time rescheduled	February 21st 7:30a.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	February 22nd
Reason for Preemption	Sports

#### Digital Preemption Programs #4

Questions	Response
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Title of Program	Babar E/I
List date and time rescheduled	February 1st 12:00p.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	February 1st
Reason for Preemption	Sports

#### Digital Preemption Programs #5

Questions	Response
Title of Program	Babar E/I
List date and time rescheduled	January 11th 10:30p.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	January 11th
Reason for Preemption	Sports

#### Digital Preemption Programs #6

Questions	Response
Title of Program	Babar E/I
List date and time rescheduled	March 7th 7:30a.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	March 8th
Reason for Preemption	Sports

#### Digital Preemption Programs #7

Questions	Response
Title of Program	Babar E/I
List date and time rescheduled	January 25th 1:30p.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	January 25th
Reason for Preemption	Sports

#### Digital Preemption Programs #8

Questions	Response
Title of Program	Babar E/I
List date and time rescheduled	February 28th 7:30a.m. EST
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	March 1st
Reason for Preemption	Sports

Digital Core Program (7 of 38)		Response
Program Title	Jakers E/I Qubo	
Origination	Network	
Days/Times Program Regularly Scheduled	Mondays - Fridays / January 6th - April 4th / 10:30 a.m. and 1:30 p.m. ET	
Total times aired at regularly scheduled time	127	
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.	An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is "knowing stuff in our power." The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	



<b>Digital Core Program (8 of 38)</b>		<b>Response</b>
Program Title	Timothy Goes to School E/I Qubo	
Origination	Network	
Days/Times Program Regularly Scheduled	Mondays - Fridays / January 6th - April 4th / 7:00 a.m. ET	
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	2 years to 5 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The program's primary focus is on events at an elementary school filled with animal children and their teachers. The title character and his classmates are a recurring group of diverse creatures. The challenges in each episode are usually social or ethical dilemma with viewers learning about honesty, responsibility, and other prosocial behavior. The programs illustrate that children can overcome new obstacles, accept the difference of others, become aware of their responsibilities and support and help those in need.</p>	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

<b>Digital Core Program (9 of 38)</b>		<b>Response</b>
Program Title	Busy World of Richard Scarry E/I QUBO	
Origination	Network	
Days/Times Program Regularly Scheduled	Mondays - Fridays / January 6th - April 4th / 11:00 a.m. ET	
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	6 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series is specifically designed for preschool and elementary children and each program contains three ten minute stories. These stories are told thru animated animals usually on a quest to solve a mystery while also passing along informational and educational lessons.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (10 of 38)</b>	<b>Response</b>
Program Title	Harry and his Bucket Full of Dinosaurs E/I QUBO
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / January 6th - April 4th / 12:30 p.m. ET
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	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemma or challenge and finds his answers in Dinoworld. It is here far from the real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being part of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

<b>Digital Core Program (11 of 38)</b>		<b>Response</b>
Program Title	My Friend Rabbit E/I Qubo	
Origination	Network	
Days/Times Program Regularly Scheduled	Mondays - Fridays / January 6th - April 4th / 3:00 p.m. ET	
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	4 years to 8 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying our different solutions and persisting with new ideas when one fails.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

<b>Digital Core Program (12 of 38)</b>		<b>Response</b>
Program Title	Guess with Jess E/I Qubo	
Origination	Network	
Days/Times Program Regularly Scheduled	Mondays - Sundays / January 6th - April 4th / 4:00 p.m. and 7:00 p.m. ET	
Total times aired at regularly scheduled time	180	
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.	Animated barnyard animals encounter everyday situations that raise a "question of the day." Their problem solving is similar to the standard scientific inquiry "asking, testing, and finding a way." The characters focus is on science and nature teaching the program's preschool audience about the world and how to go about answering everyday questions. The series carefully builds the child viewer's knowledge by offering a question and then little by little adding to the information necessary to answer that question.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

**Digital Core Program (13 of 38)**

**Response**

Program Title	Dragon E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Sundays / January 6th - April 4th / 4:30 p.m. and 7:30 p.m. ET
Total times aired at regularly scheduled time	180
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.	Inspired by children's everyday life, Dragon is an animated show based on the book series of the same name by author and illustrator, Dave Pilkey. The show follows a little blue dragon as he faces everyday issues. Using a simple and direct approach to life, Dragon learns new information and develops new skills primarily through trial and error. Dragon is friendly and helpful, but he tends to see things from a unique perspective and sometimes that leads to trouble. As each story unfolds, the audience learns to see things in different ways, much like Dragon, and they learn how to problem solve through ordinary challenges. Dragon shows how to take care of a pet, make new friends, or how to find the right hobby.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (14 of 38)</b>	<b>Response</b>
Program Title	Anne of Green Gables E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Sundays / January 6th - April 4th / 6:00 p.m. and 9:30 p.m. ET
Total times aired at regularly scheduled time	175
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This animated series takes place in the Canadian Maritimes with a main character, her caregiver and her friends/neighbors. Each program supports positive social and emotional awareness using imaginary creatures that help her to use her imagination to come to the right decision and/or realize where she's gone wrong. The series has been produced to ages 5 thru 10 with the main objective to illustrate "the importance of sharing and helping others, taking accountability for your actions, collaboration; respect for those who are different from ourselves and the depiction of adults as role models.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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Digital Core Program (15 of 38)	Response
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Program Title	Taste Buds E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Sundays / January 6th - April 4th / 6:30 p.m. ET
Total times aired at regularly scheduled time	90
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.	Each live action episode takes place in the kitchen of the two main characters. It's a cooking show for 7 to 10 year olds where the characters learn about food by exploring where it comes from, what it smells like and what it does to or for the body. The program is high energy with bright colors, lively music along with visual effects all of which are important for keeping the audience focused and entertained. While each episode contains a loose "story arch," they are essentially created to pass along fun, interesting and important food facts. The primary focus of each program is to remind children to "think about food" by presenting recipes and encouragement to eat healthfully.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (16 of 38)</b>		<b>Response</b>
Program Title	Turbo Dogs E/I Qubo	
Origination	Network	
Days/Times Program Regularly Scheduled	Mondays - Sundays / January 6th - April 4th / 8:30 p.m. ET	
Total times aired at regularly scheduled time	85	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	6 years to 10 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Turbo Dogs is an animated show based on the books, Racer Dogs, by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing such as directionality and concepts of distance and time. The social emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

<b>Digital Core Program (17 of 38)</b>		<b>Response</b>
Program Title	Jane and the Dragon E/I Qubo	
Origination	Network	

Days/Times Program Regularly Scheduled	Saturdays and Sundays / January 6th - April 4th / 7:00 a.m. and 7:30 a.m. ET
Total times aired at regularly scheduled time	52
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program  
(18 of 38)**

**Response**

Program Title	Animal Exploration with Jarod Miller E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / January 6th - April 4th / 9:00 a.m. and 9:30 a.m. ET



Total times aired at regularly scheduled time	50
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Exploration is a television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective as he travels to zoos and aquariums. There's always something amazing happening. Each episode is designed to reveal to children the world around them in a way that identifies positive role models and pro social values within an environmentally responsible universe.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (19 of 38)</b>	<b>Response</b>
Program Title	Willa's Wild Life E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays /January 6th - April 4th / 10:00 a.m. and 10:30 a.m. ET
Total times aired at regularly scheduled time	52
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the book <i>An Octopus Followed Me Home</i> , by Dan Yaccarino, <i>Willa's Wild Life</i> is an animated series centered on a six year old girl and her menagerie of animals. Willa lives at home with her father and pets, an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence, and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (20 of 38)</b>	<b>Response</b>
Program Title	Pearlie E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / January 6th - April 4th / 11:00 a.m. ET
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Pearlie is an animated comedy series based on the children's book series, Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, light hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 4 to 8 year old range, episodes focus 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 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. Since Pearlie was appointed by Fairy Head Quarters to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin, Saphira, often takes advantage of Pearlie's good nature which requires that Pearlie must also frequently outwit the park bully. In each episode, Pearlie approaches new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (21 of 38)</b>	<b>Response</b>
Program Title	Jane and the Dragon E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / January 6th - April 4th / 12:00 p.m. ET
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's bestselling book about a middle-class medieval girl named Jane. Jane is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (22 of 38)</b>	<b>Response</b>
Program Title	Zula Patrol E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Sundays / January 6th - April 4th / 11:30 a.m. ET
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Zula's comprehensive program addresses the national call for science literacy education among the very audience for whom research demonstrates that early intervention is most effective. By reaching pre kindergarten and early elementary students, Zula can provide a critical foundation in understanding science concepts and content. The television program provides science education and character building lessons in an entertaining format thru characters that travel in space. The Zula Patrol's developers have designed an integrated approach, teaching science through engaging stories with humor, character building social lessons, and supporting materials. The entire Zula package serves many aspects of learning, promotes literacy, and provides a diverse approach to learning styles.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (23 of 38)</b>	
	<b>Response</b>
Program Title	Artzooka E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Sundays / January 6th - April 4th / 12:30 p.m. ET
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A live action program which takes place primarily in the craft room of the host. The focus of each episode is finding everyday items and using them to make fun and creative art projects. The series encourages creative thinking and imagination produced in a positive manner to support a child's use of imagination and a love of art.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (24 of 38)</b>	<b>Response</b>
Program Title	Mighty Machines E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Sundays / January 6th - April 4th / 1:00 p.m. and 1:30 p.m. ET
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	6 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mighty Machines is designed to educate and inform children and can be a perfect teaching tool. It is a fascinating series featuring exciting live footage, friendly and informative characters, and delightful humor that teach children what machines do and teach them about the simple things they often wonder about, such as how do they make airplanes and where does recycling go?
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (25 of 38)</b>	<b>Response</b>
Program Title	Jane and the Dragon E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Sundays / January 6th - April 4th / 2:00 p.m. and 2:30 p.m. ET
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's bestselling book about a middle-class medieval girl named Jane. Jane is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (26 of 38)	Response
Program Title	Busy World of Richard Scarry E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / January 6th - April 4thrd / 11:30 a.m. ET
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	6 years to 9 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series is specifically designed for preschool and elementary children and each program contains three ten minute stories. These stories are told thru animated animals usually on a quest to solve a mystery while also passing along informational and educational lessons.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (27 of 38)</b>		<b>Response</b>
Program Title	Animal Exploration with Jarod Miller E/I Qubo	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays / January 6th - April 4thrd / 2:00 p.m. ET	
Total times aired at regularly scheduled time	13	
Total times aired		
Number of Preemptions	0	
Number of Preemptions for other than Breaking News		
Number of Preemptions Rescheduled		
Length of Program	30 mins	
Age of Target Child Audience	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Exploration is a television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective as he travels to zoos and aquariums. There's always something amazing happening. Each episode is designed to reveal to children the world around them in a way that identifies positive role modes and pro social values within an environmentally responsible universe.	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

<b>Digital Core Program (28 of 38)</b>		<b>Response</b>
Program Title	Zula Patrol E/I Qubo	
Origination	Network	



Days/Times Program Regularly Scheduled	Saturdays and Sundays / January 6th - April 4th / 12:00 pm ET
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	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Zula's comprehensive program addresses the national call for science literacy education among the very audience for whom research demonstrates that early intervention is most effective. By reaching pre-kindergarten and early elementary students, Zula can provide a critical foundation in understanding science concepts and content. The television program provides science education and character-building lessons in an entertaining format thru characters that travel in space. The Zula Patrol's developers have designed an integrated approach, teaching science through engaging stories with humor, character-building social lessons, and supporting materials. The entire Zula package serves many aspects of learning, promotes literacy, and provides a diverse approach to learning styles.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (29 of 38)	Response
Program Title	Culture Click E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / January 6th - April 4th / 8:30 pm ET

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	11 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The host stimulates intellectual curiosity for her targeted audience of 13 to 16 year olds by bringing the world to her classroom using a wide variety of information on items that we encounter in ordinary life. She offers the audience better understanding of the origins of words and colloquialisms that we use everyday.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (30 of 38)</b>	<b>Response</b>
Program Title	Animal Atlas E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / January 6th - April 4th / 11:30 am ET
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas provided visual information from original and detailed footage of animals. The fast moving clips of a variety of species allows viewers to compare and contrast differing physiologies and habitats. The animal subjects are presented as they move informally and comfortably through their living activities, and the narration is well informed and unobstructive. The program uses an interactive segment with multiple choice questions about the animals covered.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
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<b>Digital Core Program (31 of 38)</b>		<b>Response</b>
Program Title	Harry and his Bucket Full of Dinosaurs E/I Qubo	
Origination	Local	
Days/Times Program Regularly Scheduled	Saturdays / January 6th - April 4th / 12:30 pm ET	
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.	This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemma or challenge and finds his answers in Dinoworld. It is here far from the real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being part of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal.	
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes	

<b>Digital Core Program (32 of 38)</b>		<b>Response</b>
Program Title	Where on Earth is Carmen Sandiego E/I Qubo	
Origination	Network	
Days/Times Program Regularly Scheduled	Saturdays / January 6th - April 4th / 2:00 pm ET	

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.	The primary educational goal of the series is to present world geography information in a manner that is appealing to and comprehensible by children between the ages of 10 to 12 years old. Each episode is designed to take the action to as least two places on our planet and provide viewers with some information about each place.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core  
Program (33 of 38)    Response**

Program Title	Jakers E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / January 6th - April 4th / 2:30 pm ET
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is "knowing stuff in our power." The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (34 of 38)</b>	
	<b>Response</b>
Program Title	Artzooka E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / January 6th - April 4th / 3:00 pm ET
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	4 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	A live action program which takes place primarily in the craft room of the host. The focus of each episode is finding everyday items and using them to make fun and creative art projects. The series encourages creative thinking and imagination produced in a positive manner to support a child's use of imagination and a love of art.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (35 of 38)</b>	
	<b>Response</b>
Program Title	Taste Buds E/I Qubo
Origination	Network

Days/Times Program Regularly Scheduled	Saturdays / January 6th - April 4th / 3:30 pm ET
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 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each live action episode takes place in the kitchen of the two main characters. It's a cooking show for 7 to 10 year olds where the characters learn about food by exploring where it comes from, what it smells like and what it does to or for the body. The program is high energy with bright colors, lively music along with visual effects all of which are important for keeping the audience focused and entertained. While each episode contains a loose "story arch," they are essentially created to pass along fun, interesting and important food facts. The primary focus of each program is to remind children to "think about food" by presenting recipes and encouragement to eat healthfully.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

**Digital Core Program  
(36 of 38)**

**Response**

Program Title	Animal Exploration with Jarod Miller E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Sundays / January 6th - April 4th / 11:30 am ET
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Exploration is a television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective as he travels to zoos and aquariums. There's always something amazing happening. Each episode is designed to reveal to children the world around them in a way that identifies positive role models and pro social values within an environmentally responsible universe.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (37 of 38)</b>	<b>Response</b>
Program Title	Zula Patrol E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Sundays / January 6th - April 4th / 12:30 pm ET
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Zula's comprehensive program addresses the national call for science literacy education among the very audience for whom research demonstrates that early intervention is most effective. By reaching pre kindergarten and early elementary students, Zula can provide a critical foundation in understanding science concepts and content. The television program provides science education and character building lessons in an entertaining format thru characters that travel in space. The Zula Patrol's developers have designed an integrated approach, teaching science through engaging stories with humor, character building social lessons, and supporting materials. The entire Zula package serves many aspects of learning, promotes literacy, and provides a diverse approach to learning styles.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (38 of 38)</b>	
	<b>Response</b>
Program Title	321 Penguins E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Sundays / January 6th - April 4th / 1:00 pm, 1:30 pm, 2:00 pm and 2:30 pm ET
Total times aired at regularly scheduled time	52
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.	321 Penguins features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins come to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter galactic disaster threatening the Penguins and their friends. Each story begins with a a problem, a moral dilemma for one of the siblings that affects his or her relations with the other, and ends after the children have learned an important social emotional message through their adventure. The show communicates messages on topics such as honesty, being patient with others, and avoiding jealousy.
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	Tom Fawbush
Address	3701 Fern Valley Road
City	Louisville
State	KY
Zip	40219
Telephone Number	502-964-2121 x.17
Email Address	tom@wbna21.com
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3.	

**Other Matters (27)**

<b>Other Matters (1 of 27)</b>	<b>Response</b>
Program Title	Jacob Two-Two E/I
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / 7:00 a.m. ET/PT or 6:00 a.m. CT/MT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Jacob Two Two is an animated show about a little boy with a big heart who lives with his parents and four older siblings and has a habit of repeating himself just so he can be heard. Ignored by his siblings, but still looking up to them, Jacob tries to partake in their activities. Still, there are those who notice him when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two Two finds innovative ways to get himself and others out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination. Based on Mordecai Richler's books, the show embeds social emotional messages in which Jacob learns to carve a niche for himself as he learns to deal with his reality in the surreal world of adults.

<b>Other Matters (2 of 27)</b>	<b>Response</b>
Program Title	Pearlie E/I
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / 7:30 a.m. ET/PT or 6:30 a.m. CT/MT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Pearlie is an animated comedy series based on the children's book series, Pearlie the Park Fairy by Wendy Harmer. Pearlie is an optimistic, lighthearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. The episodes focus 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 to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlie's nemesis and cousin, Saphira, often takes advantage of Pearlie's good nature, which requires that Pearlie must also frequently outwit the park bully. In each episode, Pearlie approaches new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.
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**Other Matters (3 of 27)**

**Response**

Program Title	Jane and the Dragon E/I
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturdays / 5:00 p.m. ET/PT or 4:00 p.m. CT/MT
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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	6 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.	Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.
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**Other Matters (4 of 27)**

**Response**

Program Title	Willa's Wild Life E/I
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturdays / 4:30 p.m. ET/PT or 3:30 p.m. CT/MT
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Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the book <i>An Octopus Followed Me Home</i> , by Dan Yaccarino, <i>Willa's Wild Life</i> is an animated series centered on a six year old girl and her menagerie of animals. Willa lives at home with her father and pets, an elephant, a giraffe, a pair of performing seals, a bear, penguins, and many rabbits. In each episode, Willa faces a challenge at home, in school or in her neighborhood. With her animals and best friend Dooley as key elements of her team, Willa works on solutions to overcome her challenge. Together they find ways to maintain healthy friendships, experience success, develop competence, and become altruistic. With help from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.

**Other Matters (5 of 27)**

**Response**

Program Title	Jacob Two Two E/I
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / 3:30 p.m. ET/PT or 2:30 p.m. CT/MT
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.	Jacob Two Two is an animated show about a little boy with a big heart who lives with his parents and four older siblings and has a habit of repeating himself just so he can be heard. Ignored by his siblings, but still looking up to them, Jacob tries to partake in their activities. Still, there are those who notice him when he inadvertently lands himself in adventures that involve mysterious neighbors, international spies, and villains that come in all shapes and sizes. Often accompanied by his closest pals, Buford and Renee, Jacob Two Two finds innovative ways to get himself and others out of hot water as he tumbles through a series of exciting adventures with honesty, integrity and a whole lot of determination. Based on Mordecai Richler's books, the show embeds social emotional messages in which Jacob learns to carve a niche for himself as he learns to deal with his reality in the surreal world of adults.

<b>Other Matters (6 of 27)</b>	<b>Response</b>
Program Title	Babar E/I
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / 4:00 p.m. ET/PT or 3:00 p.m. CT/MT
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Based on the books by Laurent de Brunhoff, Babar is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces as he journeys through life. Each episode of the show develops a social emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the need to resolve a dilemma that is faced by Babar, one of his friends or family members.

<b>Other Matters (7 of 27)</b>	<b>Response</b>
Program Title	Mysteries of Alfred Hedgehog E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 7:00 a.m. ET
Total times aired at regularly scheduled time	65
Length of Program	30 mins
Age of Target Child Audience from	6 years to 8 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginative. Alfred's love of all things technological helps him to solve the mystery every time.

<b>Other Matters (8 of 27)</b>	<b>Response</b>
Program Title	My Friend Rabbit E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 10:30 a.m. and 1:30 p.m. ET



Total times aired at regularly scheduled time	130
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.	My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails.

Other Matters (9 of 27)	Response
Program Title	Mighty Machines E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 11:00 a.m. ET
Total times aired at regularly scheduled time	65
Length of Program	30 mins
Age of Target Child Audience from	6 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mighty Machines is designed to educate and inform children and can be a perfect teaching tool. It is a fascinating series featuring exciting live footage, friendly and informative characters, and delightful humor that teach children what machines do and teach them about the simple things they often wonder about, such as how do they make airplanes and where does recycling go?

Other Matters (10 of 27)	Response
Program Title	Marvin the Tap Dancing Horse E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Fridays / 3:00 p.m. ET
Total times aired at regularly scheduled time	65
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.	Marvin the Tap Dancing Horse captures the hearts of kids with its charming tales of life in the carnival. Created by Betty and Michael Paraskevas, the series looks at nine year old Eddy Largo's adventures after he lands a summer job at the local carnival. He soon meets the stars of the show Marvin the Tap Dancing Horse, Diamonds the Elephant, Elizabeth the Pig and Stripes the Tiger, and discovers that they can communicate with one another. Together, they overcome many obstacles while enjoying the excitement of carnival life. Children learn the valuable lessons of friendship and family, and believing in themselves.
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**Other Matters (11 of 27)**

	Response
Program Title	Animal Exploration with Jarod Miller E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Sundays / 4:00 p.m. and 7:00 p.m. ET
Total times aired at regularly scheduled time	182
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Exploration is a television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective as he travels to zoos and aquariums. There's always something amazing happening. Each episode is designed to reveal to children the world around them in a way that identifies positive role modes and pro social values within an environmentally responsible universe.
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**Other Matters (12 of 27)**

	Response
Program Title	Mysteries of Alfred Hedgehog E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Sundays / 4:30 p.m. and 7:30 p.m. ET
Total times aired at regularly scheduled time	182
Length of Program	30 mins
Age of Target Child Audience from	6 years to 8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginative. Alfred's love of all things technological helps him to solve the mystery every time.
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<b>Other Matters (13 of 27)</b>	<b>Response</b>
Program Title	Jane and the Dragon E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Sundays / 6:00 p.m. and 9:30 p.m. ET
Total times aired at regularly scheduled time	182
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.

<b>Other Matters (14 of 27)</b>	<b>Response</b>
Program Title	Zula Patrol E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Mondays - Sundays / 6:30 p.m. ET
Total times aired at regularly scheduled time	91
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Zula's comprehensive program addresses the national call for science literacy education among the very audience for whom research demonstrates that early intervention is most effective. By reaching pre kindergarten and early elementary students, Zula can provide a critical foundation in understanding science concepts and content. The television program provides science education and character building lessons in an entertaining format thru characters that travel in space. The Zula Patrol's developers have designed an integrated approach, teaching science through engaging stories with humor, character building social lessons, and supporting materials. The entire Zula package serves many aspects of learning, promotes literacy, and provides a diverse approach to learning styles.
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**Other Matters (15 of 27)**

**Response**

Program Title	Turbo Dogs E/I Qubo
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Origination	Network
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Days/Times Program Regularly Scheduled	Mondays - Sundays / 8:30 p.m. ET
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Total times aired at regularly scheduled time	91
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Length of Program	30 mins
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Age of Target Child Audience from	6 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.	Turbo Dogs is a show about six canine friends, Dash, GT, Clutch, Stinkbert, Strut, and Mags, who have their own distinct characteristics but share a common love of racing cars. The fastest dogs in Racerville, the Turbo Dogs often compete with one another in races. The dogs each have their own racers, which they maintain regularly, and that are equipped with individual GPS systems to help and guide them. Each story begins with one of the Turbo Dogs encountering a problem that must be resolved while preparing to compete. Usually, the Turbo Dog learns his/her lesson through experience and accountability for negative behavior. Social emotional messages about sportsmanship, teamwork, cooperation, and fairness developed in the story are emphasized in a separate tag at the end of each episode.
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**Other Matters (16 of 27)**

**Response**

Program Title	Mighty Machines E/I Qubo
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Origination	Network
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Days/Times Program Regularly Scheduled	Saturdays and Sundays / 7:00 a.m. and 7:30 a.m. ET
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Total times aired at regularly scheduled time	52
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Length of Program	30 mins
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Age of Target Child Audience from	6 years to 12 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mighty Machines is designed to educate and inform children and can be a perfect teaching tool. It is a fascinating series featuring exciting live footage, friendly and informative characters, and delightful humor that teach children what machines do and teach them about the simple things they often wonder about, such as how do they make airplanes and where does recycling go?
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**Other Matters (17 of 27)**

**Response**

Program Title Jane and the Dragon E/I Qubo

Origination Network

Days/Times Saturdays and Sundays / 9:00 a.m. and 9:30 a.m. ET  
Program Regularly Scheduled

Total times aired at regularly scheduled time 52

Length of Program 30 mins

Age of Target Child Audience from 6 years to 10 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane is raised in the Royal Court as a Knight in Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses her analytical ability to illustrate how a problem can be made less complicated and easily solved.

**Other Matters (18 of 27)**

**Response**

Program Title Mysteries of Alfred Hedgehog E/I Qubo

Origination Network

Days/Times Saturdays and Sundays / 10:00 a.m. and 10:30 a.m. ET  
Program Regularly Scheduled

Total times aired at regularly scheduled time 52

Length of Program 30 mins

Age of Target Child Audience from 6 years to 8 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginative. Alfred's love of all things technological helps him to solve the mystery every time.
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<b>Other Matters (19 of 27)</b>	<b>Response</b>
Program Title	Animal Exploration with Jarod Miller E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 11:00 a.m. ET
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.	Animal Exploration is a television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective as he travels to zoos and aquariums. There's always something amazing happening. Each episode is designed to reveal to children the world around them in a way that identifies positive role modes and pro social values within an environmentally responsible universe.
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<b>Other Matters (20 of 27)</b>	<b>Response</b>
Program Title	Zula Patrol E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays and Sundays / 12:00 p.m. ET
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	6 years to 10 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Zula's comprehensive program addresses the national call for science literacy education among the very audience for whom research demonstrates that early intervention is most effective. By reaching pre kindergarten and early elementary students, Zula can provide a critical foundation in understanding science concepts and content. The television program provides science education and character building lessons in an entertaining format thru characters that travel in space. The Zula Patrol's developers have designed an integrated approach, teaching science through engaging stories with humor, character building social lessons, and supporting materials. The entire Zula package serves many aspects of learning, promotes literacy, and provides a diverse approach to learning styles.
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**Other Matters (21 of 27)**

**Response**

Program Title	Animal Exploration with Jarod Miller E/I Qubo
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Origination	Network
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Days/Times Program Regularly Scheduled	Sundays / 11:30 a.m. ET
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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.	Animal Exploration is a television program designed to meet the educational and informational needs of children. Each week Jarod looks at exotic and domestic animals from his own unique perspective as he travels to zoos and aquariums. There's always something amazing happening. Each episode is designed to reveal to children the world around them in a way that identifies positive role modes and pro social values within an environmentally responsible universe.
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**Other Matters (22 of 27)**

**Response**

Program Title	Zula Patrol E/I Qubo
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Origination	Network
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Days/Times Program Regularly Scheduled	Sundays / 12:30 p.m. ET
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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	6 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.	Zula's comprehensive program addresses the national call for science literacy education among the very audience for whom research demonstrates that early intervention is most effective. By reaching pre kindergarten and early elementary students, Zula can provide a critical foundation in understanding science concepts and content. The television program provides science education and character building lessons in an entertaining format thru characters that travel in space. The Zula Patrol's developers have designed an integrated approach, teaching science through engaging stories with humor, character building social lessons, and supporting materials. The entire Zula package serves many aspects of learning, promotes literacy, and provides a diverse approach to learning styles.
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**Other Matters (23 of 27)**

**Response**

Program Title	321 Penguins E/I Qubo
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Origination	Network
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Days/Times Program Regularly Scheduled	Sundays / 1:00 p.m. and 1:30 p.m. ET
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Total times aired at regularly scheduled time	26
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Length of Program	30 mins
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Age of Target Child Audience from	4 years to 8 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	321 Penguins features two children, Jason and Michelle, whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy Penguins comes to life. The children are sucked into the spaceship, where they meet the now live Penguins and journey through space to solve an inter galactic disaster threatening the Penguins and their friends. Each story begins with a problem, a moral dilemma for one of the siblings that affects his or her relations with the other, and ends after the children have learned an important social emotional message through their adventure. The show communicates messages on topics such as honesty, being patient with others, and avoiding jealousy.
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**Other Matters (24 of 27)**

**Response**

Program Title	Mysteries of Alfred Hedgehog E/I Qubo
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Origination	Network
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Days/Times Program Regularly Scheduled	Sundays / 2:00 p.m. and 2:30 p.m. ET
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Total times aired at regularly scheduled time	26
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Length of Program	30 mins
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Age of Target Child Audience from	6 years to 8 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The Mysteries of Alfred Hedgehog takes place in the village of Gnarly Woods. The characters are a group of late elementary school aged children. The children look like humans in that they have arms and legs but their coloring and hairstyles indicate that they are skunks, bears and hedgehogs. Alfred finds everything serious mysterious is usually joined by Milo, his best friend, a skunk who is a bit afraid, and Camille who is smart and imaginative. Alfred's love of all things technological helps him to solve the mystery every time.
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<b>Other Matters (25 of 27)</b>	<b>Response</b>
Program Title	Animal Atlas E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / 11:30 a.m. ET
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Animal Atlas provides visual information from original and detailed footage of animals. The fast moving clips of a variety of species allows viewers to compare and contrast differing physiologies and habitats. The animal subjects are presented as they move informally and comfortably through their living activities, and the narration is well informed and unobtrusive. The program uses an interactive segment with multiple-choice questions about the animals covered. These questions have just the right level of engagement and are a worthwhile component of the program. The program's constant reinforcement of species differentiation will facilitate learning for young people between the ages of 13 to 16.

<b>Other Matters (26 of 27)</b>	<b>Response</b>
Program Title	Where on Earth is Carmen Sandiego E/I Qubo
Origination	Network
Days/Times Program Regularly Scheduled	Saturdays / 2:00 p.m. ET
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.	The primary educational goal of the series is to present world geography information in a manner that is appealing to and comprehensible by children between the ages of 10 to 12 years old. Each episode is designed to take the action to at least two places on our planet and provide the viewers with some information about each place. Additionally, each episode has a secondary topic designed to fit with the narrative, the focus of which may be culture, history, art, music, science, technology, or the like. The program provides the right balance of entertainment and information, and the information emerges as a natural part of the progression of the story rather than as a series of interruptions.
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**Other Matters  
(27 of 27)**

**Response**

Program Title	Dragon E/I Qubo
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Origination	Network
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Days/Times Program Regularly Scheduled	Mondays - Fridays / 12:30 p.m. ET
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Total times aired at regularly scheduled time	65
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Length of Program	30 mins
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Age of Target Child Audience from	4 years to 8 years
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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Inspired by children's everyday life, Dragon is an animated show based on the book series of the same name by author and illustrator, Dave Pilkey. The show follows a little blue dragon as he faces everyday issues. Using a simple and direct approach to life, Dragon learns new information and develops new skills primarily through trial and error. Dragon is friendly and helpful, but he tends to see things from a unique perspective and sometimes that leads to trouble. As each story unfolds, the audience learns to see things in different ways, much like Dragon, and they learn how to problem solve through ordinary challenges. Dragon shows how to take care of a pet, make new friends, or how to find the right hobby.
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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>Word Broadcasting, Inc.</b></p>

## Attachments

No Attachments.