

(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0009961889** File Number: **CPR-150749** Submit Date: **01/10/2014** Call Sign: **KSEE** Facility ID: **35594** City:

FRESNO State: CA

Service: Full Service Television Purpose: Children's TV Programming Report Status: Received Status Date:

01/10/2014 Filing Status: Active

Report reflects information for : Fourth Quarter of 2013

General
Information

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

Applicant Information

Applicant Name, Type, and Contact Information

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

Children's Television Information

Section	Question	Response
Station Type	Station Type	Network Affiliation
	Affiliated network	NBC
	Nielsen DMA	Fresno-Visalia
	Web Home Page Address	WWW. YOURCENTRALVALLEY. COM

Digital Core Programming

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	3.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	168.0
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	3.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core Programs(13)

Digital Core Program (1 of 13)	Response
Program Title	BETA RECORDS (38.2)
Origination	Network
Days/Times Program Regularly Scheduled	MONDAYS 7AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	BETA Records TV is an educational and instructional music centric series. It follows a magazine format with segments ranging from major & indie artist interviews, tutorials and how-to's, producer and music executive tips, Internet heroes, The Vault (legendary artists), and music as it pertains to fashion and pop culture.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 13)	Response
Program Title	ARIEL & ZOEY & ELI, TOO (38.2)
Origination	Network
Days/Times Program Regularly Scheduled	TUESDAYS 7AM
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.	Ariel & Zoey & Eli, Too introduces children to people who have accomplished great things and have a positive message. They have toured across the country performing concerts for the children of our heroic troops and the National Anthem at numerous events including before a New York Mets game at Citi Field, the Palace of Auburn Hills prior to a sold-out Detroit Pistons basketball game and before 54,000 fans at Shea Stadium.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (3 of 13)	Response
Program Title	CHAT ROOM (38.2)
Origination	Network
Days/Times Program Regularly Scheduled	WEDNESDAYS 7AM
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.	Chat Room provides a compelling look at real-life situations that happen to today's teens. Our adult host and teen panel then discuss the issues presented in a direct and forthright manner. While entertaining our target audience, we also educate them on how to problem solve and come up with intelligent and appropriate solutions to issues they may face both at home and at school. What would you do if you are riding in a car with friends and the driver is texting and distracted? What would you do if you saw your best friend's boyfriend with another girl? Would you tell her? How would you handle an abusive coach that verbally attacks players?
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (4 of 13)	Response
Program Title	GINA D'S KIDS CLUB (38.2)
Origination	Network
Days/Times Program Regularly Scheduled	THURSDAYS 700AM
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	3 years to 6 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Gina D's Kids Club is an exciting, educational television series for preschoolers ages 3-6. Specifically-themed shows address the learning needs and potential of young children, as they entertain, amuse and delight viewers of all ages through a combination of live action and dynamic 3-D animation! This curriculum-based preschool program aims to teach kids social skills, language arts, and math through dances, silly songs, and colorful skits. Each show concludes with Gina D writing a letter to her Grandmother to review the educational highlights of the day's events at the clubhouse. The major premise of Gina D's Kids Club is establishing and reinforcing positive values and behaviors through original songs and character performances that viewing children will choose to adopt and imitate.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Program Title	ANIMAL SCIENCE (38.2)
Origination	Network
Days/Times Program Regularly Scheduled	FRIDAYS 700AM
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 SCIENCE" is an animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under. While most animal shows look at the behavior of animals, we go one step further to look at the how and why an animal is able to excel in its environment.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 13)	Response
Program Title	THINK BIG (38.2)
Origination	Network
Days/Times Program Regularly Scheduled	SATURDAYS 700AM
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.	Think Big features top kid inventors who face off against each other in an Invent-Off to see who can come up with the most innovative and creative invention. Each episode is set in the Think Tank, a studio filled top to bottom with art supplies and construction materials. Two teams, each led by a Featured Inventor, brainstorm, choose materials, and then sketch, design and build their idea. Once completed, the competing inventions are presented to a judge. The best invention wins bragging rights and the coveted Genius Cup. In Think Big, kids acquire and showcase their skills in creativity, science, innovation, marketing, design and teamwork.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (7 of 13)	Response
Program Title	THE CHICA SHOW (38.1)
Origination	Network
Days/Times Program Regularly Scheduled	SAT 8AM
Total times aired at regularly scheduled time	12
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.	Chica is a five-year-old chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 13)	Response
Program Title	PAJANIMAS (38.1)
Origination	Network
Days/Times Program Regularly Scheduled	SAT 830AM
Total times aired at regularly scheduled time	12
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.	The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day.
Does the Licensee identify the program by displaying throughout the program the symbol E ///?	Yes

Digital Core Program (9 of 13)	Response
Program Title	JUSTIN TIME (38.1)
Origination	Network
Days/Times Program Regularly Scheduled	SAT 9AM
Total times aired at regularly scheduled time	11
Total times aired	12
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

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

Questions	Response
Title of Program	JUSTIN TIME (38.1)
List date and time rescheduled	12/14/13 430PM
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-14
Episode #	12/14/13 EJTM124DH
Reason for Preemption	Sports

Digital Core Program (10 of 13)	Response
Program Title	TREE FU TOM (38.1)
Origination	Network
Days/Times Program Regularly Scheduled	SAT 930AM
Total times aired at regularly scheduled time	6
Total times aired	12
Number of Preemptions	6

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	6
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.	is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish or relying on teamwork in order to accomplish a goal.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	TREE FU TOM (38.1)
List date and time rescheduled	12/28/13 330PM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-28
Episode #	12/28/13 ETFT114DH
Reason for Preemption	Sports

Questions	Response
Title of Program	TREE FU TOM (38.1)
List date and time rescheduled	10/20/13 10AM
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-19
Episode #	10/19/13 ETFT117DH
Reason for Preemption	Sports

Questions	Response
Title of Program	TREE FU TOM (38.1)
List date and time rescheduled	11/23/13 430PM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-23
Episode #	11/23/13 ETFT122DH
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	TREE FU TOM (38.1)
List date and time rescheduled	11/10/13 330PM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-09
Episode #	11/9/13 ETFT120DH
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	TREE FU TOM (38.1)
List date and time rescheduled	12/14/13 330PM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-14
Episode #	12/14/13 ETFT125DH
Reason for Preemption	Sports

Questions Response	
Title of Program	TREE FU TOM (38.1)
List date and time rescheduled	11/30/13 330PM

Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-30
Episode #	11/30/13 ETFT123DH
Reason for Preemption	Sports

Digital Core Program (11 of 13)	Response
Program Title	LAZYTOWN (38.1)
Origination	Network
Days/Times Program Regularly Scheduled	SAT 10AM
Total times aired at regularly scheduled time	7
Total times aired	12
Number of Preemptions	5
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	5
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures.

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

Questions	Response
Title of Program	LAZYTOWN (38.1)
List date and time rescheduled	12/2/13 430PM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-28
Episode #	12/28/13 ELZT110DH
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	LAZYTOWN (38.1)
List date and time rescheduled	11/30/13 430PM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-30
Episode #	11/30/13 ELZT308DH
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	LAZYTOWN (38.1)
List date and time rescheduled	10/20/13 10AM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-19
Episode #	10/19/13 ELZT310DH
Reason for Preemption	Sports

Questions	Response
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Title of Program	LAZYTOWN (38.1)
List date and time rescheduled	11/10/13 430PM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-09
Episode #	11/9/13 ELZT305DH
Reason for Preemption	Sports

Questions	Response
Title of Program	LAZYTOWN (38.1)
List date and time rescheduled	11/23/13 430PM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-23
Episode #	11/23/13 ELZT307DH
Reason for Preemption	Sports

Digital Core Program (12 of 13)	Response
Program Title	MAKE WAY FOR NODDY (38.1)
Origination	Network
Days/Times Program Regularly Scheduled	SAT 1030AM
Total times aired at regularly scheduled time	4
Total times aired	12
Number of Preemptions	8
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	8
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Questions	Response
Title of Program	MAKE WAY FOR NODDY (38.1)
List date and time rescheduled	11/3/13 1030AM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-02
Episode #	11/2/13 EMWN105D
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	MAKE WAY FOR NODDY (38.1)
List date and time rescheduled	12/28/13 730AM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-28
Episode #	12/28/13 EMWN113D
Reason for Preemption	Sports

Questions	Response
Title of Program	MAKE WAY FOR NODDY (38.1)
List date and time rescheduled	11/30/13 730AM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-23

Episode #	11/23/13 EMWN108D
Reason for Preemption	Sports

Questions	Response
Title of Program	MAKE WAY FOR NODDY (38.1)
List date and time rescheduled	12/21/13 330P
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	12/21/13 EMWN112D
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	MAKE WAY FOR NODDY (38.1)
List date and time rescheduled	11/9/13 730AM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-09
Episode #	11/9/13 EMWN106D
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	MAKE WAY FOR NODDY (38.1)
List date and time rescheduled	12/14/13 730AM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-14
Episode #	12/14/13 EMWN190D
Reason for Preemption	Sports

Questions	Response
Title of Program	MAKE WAY FOR NODDY (38.1)
List date and time rescheduled	10/19/13 730AM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes

Date Preempted	2013-10-19
Episode #	10/19/13 EMWN104D
Reason for Preemption	Sports

Questions	Response
Title of Program	MAKE WAY FOR NODDY (38.1)
List date and time rescheduled	11/30/13 730AM
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-30
Episode #	11/30/13 EMWN109D
Reason for Preemption	Sports

Digital Core Program (13 of 13)	Response
Program Title	SPORTS STARS OF TOMORROW (38.1)
Origination	Network
Days/Times Program Regularly Scheduled	SAT 4PM
Total times aired at regularly scheduled time	12
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	SPORTS STARS OF TOMORROW displays the hard work and dedication that it takes to be a true sports
educational	star. In chronicles the trials and tribulations of the young athletes as they strive to become a "top level"
and	performer in the sports arena. The program helps youngsters realize that their full potential in both life and
informational	on the playing field are attainable with lots of hard work and determination. It reinforces the importance of
objective of	key values like dedication, discipline, commitment and community involvement. SPORTS STARS OF
the program	TOMORROW also provides in-depth, humaninterest stories that reveal the important challenges and
and how it	lessons that mold our young athletes. Not everyone is cut out to be a superstar. In SPORTS STARS OF
meets the	TOMORROW, we recognize those athletes who have learned "life lessons" along the way while battling
definition of	varying obstacles. These stories inspire and teach our youth that while many desire greatness on the grand
Core	stage of competition, much can be learned through their journey that can make a significant difference
Programming.	throughout one's life.
Does the	Yes
Licensee	
identify the	
program by	
displaying	
throughout	
the program	
the symbol E	
/l?	

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	ELENA VALLES
Address	5035 E. MCKINLEY AVE.
City	FRESNO
State	CA
Zip	93727
Telephone Number	5597610365
Email Address	EVALLES@KSEE.
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 (6)

Other Matters (1 of 6)	Response
Program Title	THE CHICA SHOW
Origination	Network
Days/Times Program Regularly Scheduled	SAT 800AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Chica is a five-year-old chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.

Other Matters (2 of 6)	Response
Program Title	PAJANIMALS
Origination	Network
Days/Times Program Regularly Scheduled	SAT 830AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years

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

meets the definition of

Programming.

Core

The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day.

Other	
Matters (3 of	
6)	Response
Program Title	JUSTIN TIME
Origination	Network
Days/Times Program Regularly Scheduled	SAT 900AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it	Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a

Other Matters (4 of 6)	Response
Program Title	TREE FU TOM
Origination	Network
Days/Times Program Regularly Scheduled	SAT 930AM

learning from the young child's perspective and imagination.

problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed

Total times	13	
aired at		
regularly		
scheduled		
time		
Length of	30 mins	
Program		
Age of	2 years to 5 years	
Target Child	,	
Audience		
from		

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

Programming.

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

Other Matters (5 of 6)	Response
Program Title	LAZYTOWN
Origination	Network
Days/Times Program Regularly Scheduled	SAT 1000AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core	Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an everfaithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal.

Other Matters					
(6 of 6)	Response				

Program Title	MAKE WAY FOR NODDY
Origination	Network
Days/Times Program Regularly Scheduled	SAT 1030AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way manage a project, soothe hurt feelings, settle arguments, or learn how to do something new by following directions. The examples in each episode are age appropriate challenges for children in the target audience and model clear and concrete solutions to problems.

Certification

Question Response

The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F. R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.

FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID

Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.

WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).

I certify that this application includes all required and relevant attachments.

I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.

NEXSTAR BROADCASTING, INC. **Attachments**

No Attachments.