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# Children's Television Programming Report

FRN: **NO FRN** | File Number: **CPR-120060** | Submit Date: **04/10/2011** | Call Sign: **KCWX** | Facility ID: **24316** | City:  
**FREDERICKSBURG** | State: **TX**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**04/10/2011** | Filing Status: **Active**

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

General Information

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

**Applicant  
Information**

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

Applicant	Address	Phone	Email	Applicant Type
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Contact  
Representatives  
(0)

Contact Name	Address	Phone	Email	Contact Type
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Children's  
Television  
Information

Section	Question	Response
Station Type	Station Type	Independent
	Affiliated network	
	Nielsen DMA	San Antonio
	Web Home Page Address	www.kcwx.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:	7.0
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core  
Programs(15)

Digital Core Program (1 of 15)	Response
Program Title	Angel's Friends
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 7:00-7:30 a.m.
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.	<p>The young Angels of this story, Raf, Uriie, Sweet, and Miki, have come from Angie Town and moved to Earth, where they attend the Golden School, studying hard in the hopes of becoming 100% Guardian Angels. They are each given an "earthly" teenager who they must try to influence to do "the right thing" with their lives. With each episode, the Angels learn lessons of: responsibility, integrity, honesty, cooperation, and selflessness. Then, they must "teach" those lessons to their Earthly charge. The Angels won't be alone in their mission on the Earth: they'll be supported by winged mascots (bugs endowed with magical powers) but they will also be opposed by Devils who are also on Earth, studying at the same Golden School learning to become 100% Guardian Devils. Each Angel and Devil contend for the same kid ("protected" or tempted). The aspiring Guardians face each other in the Challenge Classroom in order to establish who will have the "first move" with their Earthly charge - in the hopes of influencing their Earthly's behavior. This is very important because Angels and Devils can't act simultaneously according to the V.E.T.O. (Vetoed (forbidden) to Expose, Touch, Obstruct). If this rule is broken, it would only confuse Humans, who must have the opportunity to choose their behavior freely. The Challenge Room can be turned into any environment imaginable. Therefore, the Angels and Devils challenge each other with different contexts, in competitions characterized by a lot of action, where they show their special powers given by their winged mascots. The V. E.T.O. also forbids any physical contact between Angels and Devils: it's an old and strict rule whose infraction can provoke serious consequences. However sometimes, even an Angel and a Devil can feel emotions stronger than their sense of duty. Ultimately, the Angel Raf, through whom we understand what Angels "think", confronts these emotions, and discovers something she never expected: a forbidden love for a young Devil. The Angels have more to deal with than just the Devils. They also have to fight against a cold, smart and powerful enemy: the ex-Human Malachia, "the hooded man", even though we soon discover that he himself is not the real enemy. In fact Malachia is the devoted servant of Reina, the most wicked and pitiless creature of the Universe. Reina, an eternal prisoner trapped in Limbo, is a Neutral, motivated only by the thirst of revenge on Angels and Devils - and by the desire to rule over the Humans. The struggle goes on, and with each episode we see the pendulum of victory swing back and forth. Who will emerge victorious in the final challenge between good and evil?</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (2 of 15)	Response
Program Title	Ariel & Zoey & Eli, Too
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 7:30-8:00 a.m.
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.	AZE2 provides CORE programming in the areas of music, art and history. For example, AZE2 introduces the viewer to people who have accomplished great things and have a positive message for kids such as legendary Judge Damon J. Keith who shares important lessons he has learned over the past 87 years. The kids also visit Dominos Chief Executive Officer, David Brandon, who offers important advice before teaching AZE2 how to make the perfect pizza. Another interview is with teen idol, David Archuleta. Of course, there is plenty of music in AZE2. In the pilot, AZE2 pays tribute to the men and women in our military by singing the songs of the branches of the military. Eli, who plays drums and guitar, performs original songs and Ariel & Zoey end the show signing before an audience of youngsters. Music on the show is produced by Emmy Winner David Barrett. He and Brian Brill (another Emmy winner), make certain all music is tailored perfectly for the kids. All songs have a positive message about life. Along with David and Brian, Broadway's Gary Adler writes many numbers for the show. AZE2's central theme is to empower children to accomplish their goals and their dreams. There is always a focus on important life lessons -treating others with respect and kindness. AZE2 brings in musicians, artists and others at the top of their field who share their life lessons with the audience.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (3 of 15)</b>	<b>Response</b>
Program Title	Traveling Trio
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 8:00-8:30 a.m.
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The Traveling Trio is an adventure-filled educational series presented by three siblings who traverse the globe while exploring, learning and teaching viewers about our amazing world and all it has to offer.</p> <p><b>EDUCATIONAL/INFORMATIONAL OBJECTIVE</b> The Traveling Trio provides CORE programming in the areas of geography, history, foreign language, social studies, and cultural awareness. The show meets these objectives by: presenting the location of the country with animated maps which show the current flag and surrounding countries; showing the hosts as they visit foreign countries; teaching about the culture and history of each location; making contact with local children and adults in each location; presenting foreign language as an obtainable skill through simple language lessons that are delivered by the hosts with the help of several children from the featured country; showing that children around the world are just like the hosts and the viewers. All children play, learn and make friends due to their natural propensity to be inquisitive; peer mentoring - youthful interaction makes kids feel more comfortable and allows the learning process to have a greater impact. In each episode Olivia, Ingram and Everett begin with a geography lesson that includes the location of the destination, the flag, the language, and the bordering countries. Basic historical facts are presented in a clear, easy to understand manner as the hosts move from location to location. In every episode, the hosts interact with each other as well as merchants and children from the destination country. Olivia, Ingram and Everett also conduct interviews with children and adults who are working for positive social change in their community (whenever possible), especially in regard to education and child welfare. In concluding the episodes, the hosts, with the help of some of their new friends, present a simple language lesson that teaches common phrases from the destination. This rudimentary tutorial is intended to spark an interest in foreign language by presenting it as an obtainable skill.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

<b>Digital Core Program (4 of 15)</b>	<b>Response</b>
Program Title	Aqua Kids
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 8:30-9:00 a.m.
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.	Aqua Kids provides CORE programming in the area of biology and specifically the ecosystem related to the ocean, its tributaries and estuaries. Children can learn about the resources of the oceans and how protection of oceans is necessary to present and future generations. Not only does the show teach biological topics, but it aims to enrich children's lives by making them aware of future generations, the role they play now, and for generations into the future, with the biggest ecosystem on earth, the oceans. Each episode provides information related to a specific topic and gives an educational approach to understand the topic related to the entire ecosystem of the earth. Aqua Kids provides kids with a way to learn about the diversity of marine animals around the world and the importance of preserving their fragile aquatic habitats. Through the use of hands-on collaboration between kids and science researchers and educators, Aqua Kids encourages children to take an active role in protecting the future of their communities and the world.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (5 of 15)		Response
Program Title		In The Zone Presents
Origination		Syndicated
Days/Times Program Regularly Scheduled		9:00-9:30 a.m.
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.	In the Zone Presents provides CORE programming in the areas of exercise, teamwork, commitment, health, sportsmanship and the importance of education. Major sports personalities show teens how essential fundamentals are to any endeavor. They form the very core of and are crucial to their education and future. The importance of perseverance and education are stressed as the bedrock to succeeding in life.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (6 of 15)	Response
Program Title	Beta
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 9:30-10:00 a.m.
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.	Each segment of Beta Records TV delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by the hosts and their guests instill a grounded balance of priorities, commitment, and perseverance Teens can apply to their lives. SOME OF THE E/I ISSUES COVERED IN VARIOUS EPISODES: The search for identity Controlling One's Emotions and Bullying and Control Divorce Social Issues Morality and Values Using peer group feedback to evaluate one's positions Coming face to face with real world considerations of self-sufficiency Attitudes about sexism and objectifying women Racism and accepting others who are different Learning to collaborate and work well with others Dealing with rivalry and competition and its pressures Anger management and how lack of control over one's anger can have serious consequences Learning how to collaborate to utilize the talents of many to achieve a shared goal Rivalry, competition and potential outcomes
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (7 of 15)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Mon.-Fri. 8:30-9:00 a.m. (Aired on Secondary Channel)
Total times aired at regularly scheduled time	64
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving - how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. SPECIFIC EDUCATIONAL OBJECTIVES: To help viewers learn to thoughtfully assess situations and logically set appropriate and responsible goals. To aid viewers to develop techniques associated with critical thinking and creativity in decision-making and problem solving with which to act. To encourage viewers to attain the independence and initiative to act on what is ethically right, and the determination and persistence to carry their aims through to fruition - even in the face of opposition. To teach viewers to accept and appreciate unique abilities and insights in themselves and others, and to employ teamwork to capitalize on individual strengths and overcome individual weaknesses. To encourage viewers to assimilate positive personal qualities, pro-social behaviors and life skills intended to better equip them to take responsible and functional roles within their environment. To increase viewers' core knowledge base and appreciation of the world around us by presenting information across a range of academic areas, including mathematics, language, earth science, ecology, botany, geography and meteorology. EDUCATIONAL FORMAT: The general learning goal and discrete educational objectives are fully integrated with the story-line, characters and settings that make up "Magi Nation". By focusing on the thrilling adventures of Tony and Edyn and the other forces for good in their battle with evil, the series provides young viewers with a non-threatening arena from which to observe and learn from the actions of others. Learning is attractive, natural and becomes part of the overall excitement of the series.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (8 of 15)		Response
Program Title		Green Screen Adventures
Origination		Network
Days/Times Program Regularly Scheduled		Sat. 9:00-9:30 a.m.
Total times aired at regularly scheduled time		13
Total times aired		
Number of Preemptions		0
Number of Preemptions for other than Breaking News		

Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Childen get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 15)	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 9:30-10:00 a.m.
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins

Age of Target Child Audience	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>GENERAL EDUCATIONAL GOAL AND RATIONALE: "Busytown Mysteries" is an investigative learning show for young children - based on the questions and conundrums relevant to this "ready-to-learn" target audience and geared to their unique level of understanding. The show's educational content includes a range of meaningful metacognitive, social-emotional and core-knowledge learning goals aimed at promoting school readiness. The series gives youngsters an understanding and appreciation of the critical thinking skills involved in scientific inquiry. It brings them a broad base of interesting knowledge on which to practice these burgeoning skills, as well as the psycho-social abilities to effectively do so. METACOGNITIVE LEARNING Metacognitive learning involves the development of sound critical thinking and problem solving skills - intended to better equip young viewers to become active and effective learners and doers. Metacognitive educational objectives encompass all aspects of the scientific method, including the development of inquiry, observation, analysis, and evaluation skills. In the course of making their discoveries, the Busytown gang shows viewers how to gain new knowledge of importance to them and how to put it to use to accomplish their aims and solve the mysteries with which they are faced. SOCIAL-EMOTIONAL LEARNING Valuable social and emotional learning objectives are geared toward aiding youngsters to develop those positive personal qualities and pro-social behaviors associated with discovery, learning and problem solving. Largely by means of observation of modeled behavior, viewers learn the importance of open-mindedness, curiosity, courage, confidence, optimism, initiative, creativity, perceptiveness, and perseverance. CORE-KNOWLEDGE LEARNING Viewers are also given the opportunity to practice and gain new core-knowledge learning primarily in the areas of language, mathematics, and science. They come to understand relevant vocabulary and word usage. They learn the power of numbers. They learn to understand basic scientific phenomena. They grow in their ability to assess size, dimension, scope, direction, and so much more. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Busytown Mysteries" also aids in engaging kids in new learning, and gives them a chance to hone and develop their growing sense of humor. In his 1973 and 1979 studies, respected developmental psychologist, Anthony J. Chapman, found evidence that humor can be encouraged and taught through observation and modeling. There is indication too that a sense of humor fulfills meaningful purposes for young children - helping them to cope with difficult and challenging situations, to understand language, and to develop social skills. DISCRETE EDUCATIONAL OBJECTIVES: To teach and provide practice for viewers on the vital inquiry, discovery and "learning to learn" skills that are essential for learning across subject areas. These skills include questioning, observation, and fact-finding. To help viewers learn to exercise logic, judgment and analysis in order to assess the veracity, value and applicability of new knowledge presented; and extrapolation and construction skills to determine ways to appropriately use new knowledge gleaned. To encourage viewers to develop positive personal qualities and pro-social behaviors associated with discovery and problem-solving, including open-mindedness, curiosity, courage, confidence, optimism, initiative, creativity, perceptiveness, and perseverance. To aid viewers to develop general core-knowledge learning, foundational for knowledge acquisition across subject areas. This general learning involves language and vocabulary, mathematics, science, and sequences, directions, colors, and more. To spark and broaden viewers' burgeoning sense of humor in order to promote intellectual development, enhance resilience, and help them to see the fun of new learning. TARGET AUDI</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 15)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network

Days/Times Program Regularly Scheduled	Sat. 10:00-10:30 a.m. (Aired on Secondary Channel)
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.	The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (11 of 15)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network

Days/Times Program Regularly Scheduled	Sat. 10:30-11:00 a.m. (Aired on Secondary Channel)
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.	The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 15)	Response
Program Title	Cake
Origination	Network



Days/Times Program Regularly Scheduled	Sat. 11:00-11:30
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	8 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Goal: To promote creativity and individuality and prosocial behavior through teaching young viewers how to recycle old objects into new by means of do-it-yourself handicrafts in the context of highly positive interpersonal interactions. Target ages: 8 - 12 years. Concept: Four youngsters team up to produce a weekly, local access how-to-do-it TV program. Each week, they develop and produce a "educational program" expressly designed to teach young viewers how to execute a new creative, handicraft project. The characters' day-to-day lives influence what each week's craft will be. Their on-camera demonstrations provide viewers with step-by-step information about how to execute the various craft projects. Their interpersonal interactions model highly positive social behaviors. Approach: Cake, a dynamic young adolescent who has never seen a glue-gun she didn't like, lives by the motto that "You can't buy individuality, but you can make it". She revels in recycling cast-offs, used up clothing and accessories, and just plain "stuff" into highly creative and individualized expressions of fashion and personality. Cake is joined by two peers, Benjamin and Miracle, and a slightly younger "tween", Amy as they discuss their respective lives, problems, hopes and aspirations while producing a weekly "do-it-yourself" local access TV program for kids. Each week, personal events in our characters' live provide Cake and her friends with inspiration for a new creative project. These range from how to transform an old purse into something new and unique, through the manufacture of personalized soap, individualized garden stepping-stones (the perfect gift for family members who garden!), or one-of-a-kind carrying cases, to the reinvention of second-hand clothes into high fashion originals. Each episode begins as Cake and her friends gather to discuss their personal lives: events at school, personal aspirations, problems, expectations, friendships, worries, in short, the array of issues that most young adolescents confront on an almost daily basis. The four characters are highly supportive of each other, and they clearly and concretely display positive interpersonal interactions. Amy, as the youngest, frequently asks the kinds of questions that enable Cake, Miracle, and/or Benjamin to engage in some pretty straightforward prosocial teaching - helping her with everything from the meaning of a current verbal expression, to how to deal with the fact that her mother won't let her get her ears pierced. Cake and her crew consistently model mutual respect and admiration, supportiveness, and the ability to engage in the kinds of cooperative give-and-take necessary for the successful functioning of almost any group. Much of Cake's and her friends' cooperative effort in each episode is directed toward conceptualizing and producing their weekly TV show, the aim of which is to teach pre-adolescents how to express their own originality and creativity through variety of different handicraft projects. To this end, each week the cast assembles the necessary components for each craft, then produces a step-by-step demonstration of how the elements can be assembled. The characters in Cake and the lessons they teach encourage individuality, creativity, and just plain having fun, as they provide young viewers with a platform for self expression and self-confidence as they promote new ways to express creativity and model highly successful, positive social relationships.</p>

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (13 of 15)	Response
Program Title	Dance Revolution
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:30-12:00 a.m.
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	10 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Goal: The goal of Dance Revolution is to teach and promote dance as a means of exercise and an avenue to good health for 10 - 12-year-olds. Need: Obesity and overweight have become a significant problem for American youth. The American Obesity Association estimates that in excess of 17% of all U.S. children and adolescents are overweight. While several factors contribute to these conditions (genes, diet), sedentary lifestyle is clearly one of the problems. Many U.S. children simply do not take part in healthy levels of physical activity. The U.S. Surgeon General recommends that 6 through 17year olds engage in at least 60 minutes of physical activity daily, a level that all too many youngsters do not begin to approach. Clearly, we need to find ways increase physical activity among young people. Dance offers one possible avenue to increased exercise among children and adolescents, and we have developed Dance Revolution to meet this growing need. Concept: Combine the popular appeal of Hip-hop dance, the proven attraction of a talent contest, and some of the messaging techniques of contemporary web-sites (e.g., pop-ups, scrolling messages, etc), to teach dance and to encourage young viewers to get up and move. Approach: "Get vertical!" That is the mantra of our host, D.J. Rick, as he encourages young viewers to get up and dance along with the contestants on Dance Revolution. The program combines the teaching of new dance steps (to both on-stage contestants and home viewers) with intense competition as pairs of young dancers - much like themselves - vie to become Dance Revolution champions. We use the proven appeal of a talent competition both to engage viewers and keep them coming back to see which of the dance teams will be victorious over the course of a 13-week period. We further exploit the competitive structure as a device that requires the learning of and encourages the practice of new dance steps each week. In short, we use the attraction of one of today's most popular pop-culture art forms (Hip-hop dance) to increase young viewers' physical activity and help improve their health. In each episode, an attractive dance instructor demonstrates a series of new and demanding Hip-hop dance steps, challenging each pair of contestants to incorporate those moves into their own dance routine. During the portrayal of the demonstration of the new steps, the competitors practicing of those steps, and the dance competition itself, viewers are encouraged to participate in the action by learning the steps and getting up and dancing along with the contestants. Frequent comments by both the program host and by the dance instructor are designed to engage viewers in the activity. In addition, by incorporating techniques such as split screens, pop-up screens, and rolling text messages, dance is associated with exercise and good health throughout the program, and viewers are continually encouraged to get up and dance. (It should be noted that Hip-hop demands a great deal of energy, endurance, and skill to master, an ideal device to engage young viewers in relatively vigorous physical activity). Both on-screen talent and pop-up screens promote participation in dance by linking it to various other sports (i.e., via improved balance, coordination, timing), to good health, and to increased energy and attractiveness. Episodes also include occasional references to historical and cultural facts related to dance. Indeed, anything that makes dance attractive, thus encourages young viewers to get up and move, is considered fair game.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (14 of 15)	Response
Program Title	Stargate Infinity
Origination	Network
Days/Times Program Regularly Scheduled	Sun. 9:00-9:30 a.m.
Total times aired at regularly scheduled time	13

Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	9 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each week the Stargate explorers enter a new world. About the only things they can be sure of are that they will encounter new and vastly different life forms and cultures, that they will face problems that require functioning smoothly as a team, and that the team is only as strong as the character and abilities of its individual members. At its core, Stargate Infinity explores issues, attitudes, and behaviors important to learning how to get along with others - whether those others are from different races, cultures, and species, or from their own team of trainees. The young explorers serve as models for the young audience. As the cadets learn hard lessons about such things as trying to see the world from the perspective of other cultures, the positive benefits in diversity, or how to mesh their own strengths and abilities with those of others on the team, so too do young viewers. Each episode examines fundamental issues about how and why to get along with others who are very different from oneself, and about the kinds of abilities and strength of character necessary to be a Stargate Explorer - and a good person. Stargate Infinity Age of target child audience - 9 to 11 years This series is designed to encourage young viewers to accept and value diversity. Each week the team of young Stargate trainees enter a new world. As they encounter cultures, races, and life forms foreign to any they have ever dreamed of, they also face life-threatening problems that require each member of the team to contribute to the well-being of all. As the young cadets learn to interact with and value "people" from different backgrounds and cultures, so too will the viewing audience. The trainees model many of the attitudes and behaviors that today's young people must learn in order to function well in a highly diverse society. The episodes emphasize getting along with others who are very different from oneself, working well with one's own team, and the individual character traits and abilities that go into the making of a good Stargate warrior - and, of course, a good person.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (15 of 15)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Sun. 9:30-10:00 a.m.

Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving - how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. SPECIFIC EDUCATIONAL OBJECTIVES: To help viewers learn to thoughtfully assess situations and logically set appropriate and responsible goals. To aid viewers to develop techniques associated with critical thinking and creativity in decision-making and problem solving with which to act. To encourage viewers to attain the independence and initiative to act on what is ethically right, and the determination and persistence to carry their aims through to fruition - even in the face of opposition. To teach viewers to accept and appreciate unique abilities and insights in themselves and others, and to employ teamwork to capitalize on individual strengths and overcome individual weaknesses. To encourage viewers to assimilate positive personal qualities, pro-social behaviors and life skills intended to better equip them to take responsible and functional roles within their environment. To increase viewers' core knowledge base and appreciation of the world around us by presenting information across a range of academic areas, including mathematics, language, earth science, ecology, botany, geography and meteorology. EDUCATIONAL FORMAT: The general learning goal and discrete educational objectives are fully integrated with the story-line, characters and settings that make up "Magi Nation". By focusing on the thrilling adventures of Tony and Edyn and the other forces for good in their battle with evil, the series provides young viewers with a non-threatening arena from which to observe and learn from the actions of others. Learning is attractive, natural and becomes part of the overall excitement of the series.</p>

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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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	Carmen Tawil
Address	1402 West Avenue
City	Austin
State	TX
Zip	78701
Telephone Number	512-391-0641
Email Address	ctawil@kcwx.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 (15)

Other Matters (1 of 15)	Response
Program Title	Angel's Friends
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 7:00-7:30 a.m.
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.	The young Angels of this story, Raf, Uriie, Sweet, and Miki, have come from Angie Town and moved to Earth, where they attend the Golden School, studying hard in the hopes of becoming 100% Guardian Angels. They are each given an "earthly" teenager who they must try to influence to do "the right thing" with their lives. With each episode, the Angels learn lessons of: responsibility, integrity, honesty, cooperation, and selflessness. Then, they must "teach" those lessons to their Earthly charge. The Angels won't be alone in their mission on the Earth: they'll be supported by winged mascots (bugs endowed with magical powers) but they will also be opposed by Devils who are also on Earth, studying at the same Golden School learning to become 100% Guardian Devils. Each Angel and Devil contend for the same kid ("protected" or tempted). The aspiring Guardians face each other in the Challenge Classroom in order to establish who will have the "first move" with their Earthly charge - in the hopes of influencing their Earthly's behavior. This is very important because Angels and Devils can't act simultaneously according to the V.E.T.O. (Vetoed (forbidden) to Expose, Touch, Obstruct). If this rule is broken, it would only confuse Humans, who must have the opportunity to choose their behavior freely. The Challenge Room can be turned into any environment imaginable. Therefore, the Angels and Devils challenge each other with different contexts, in competitions characterized by a lot of action, where they show their special powers given by their winged mascots. The V. E.T.O. also forbids any physical contact between Angels and Devils: it's an old and strict rule whose infraction can provoke serious consequences. However sometimes, even an Angel and a Devil can feel emotions stronger than their sense of duty. Ultimately, the Angel Raf, through whom we understand what Angels "think", confronts these emotions, and discovers something she never expected: a forbidden love for a young Devil. The Angels have more to deal with than just the Devils. They also have to fight against a cold, smart and powerful enemy: the ex-Human Malachia, "the hooded man", even though we soon discover that he himself is not the real enemy. In fact Malachia is the devoted servant of Reina, the most wicked and pitiless creature of the Universe. Reina, an eternal prisoner trapped in Limbo, is a Neutral, motivated only by the thirst of revenge on Angels and Devils - and by the desire to rule over the Humans. The struggle goes on, and with each episode we see the pendulum of victory swing back and forth. Who will emerge victorious in the final challenge between good and evil?

Other Matters (2 of 15)	Response
Program Title	Ariel & Zoey & Eli, Too
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 7:30-8:00 a.m.

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.	AZE2 provides CORE programming in the areas of music, art and history. For example, AZE2 introduces the viewer to people who have accomplished great things and have a positive message for kids such as legendary Judge Damon J. Keith who shares important lessons he has learned over the past 87 years. The kids also visit Dominos Chief Executive Officer, David Brandon, who offers important advice before teaching AZE2 how to make the perfect pizza. Another interview is with teen idol, David Archuleta. Of course, there is plenty of music in AZE2. In the pilot, AZE2 pays tribute to the men and women in our military by singing the songs of the branches of the military. Eli, who plays drums and guitar, performs original songs and Ariel & Zoey end the show signing before an audience of youngsters. Music on the show is produced by Emmy Winner David Barrett. He and Brian Brill (another Emmy winner), make certain all music is tailored perfectly for the kids. All songs have a positive message about life. Along with David and Brian, Broadway's Gary Adler writes many numbers for the show. AZE2's central theme is to empower children to accomplish their goals and their dreams. There is always a focus on important life lessons -treating others with respect and kindness. AZE2 brings in musicians, artists and others at the top of their field who share their life lessons with the audience.

Other Matters (3 of 15)	Response
Program Title	Wild About Animals
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 8:00-8:30 a.m.
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.	"WILD ABOUT ANIMALS" is a half-hour animal E/I magazine series that airs 52 weeks each year. The show is hosted by the Emmy-award winning actress Mariette Hartley. Mariette has committed herself to fighting for the rights of animals for over 20 years. This series is produced for children 16 and under (specific target audience is 13-16). As the producers of "WILD ABOUT ANIMALS", it is the objective of Steve Rotfeld Productions, Inc., to educate and inform children, specifically in the target age group, by bringing them entertaining and interesting stories about the world's most fascinating animals. Each episode will consist of four (4) different stories designed to teach children about both exotic and unique animals, as well as to educate them further about animals they see everyday.

Other Matters (4 of 15)	Response
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Program Title	Aqua Kids
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 8:30-9:00 a.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids provides CORE programming in the area of biology and specifically the ecosystem related to the ocean, its tributaries and estuaries. Children can learn about the resources of the oceans and how protection of oceans is necessary to present and future generations. Not only does the show teach biological topics, but it aims to enrich children's lives by making them aware of future generations, the role they play now, and for generations into the future, with the biggest ecosystem on earth, the oceans. Each episode provides information related to a specific topic and gives an educational approach to understand the topic related to the entire ecosystem of the earth. Aqua Kids provides kids with a way to learn about the diversity of marine animals around the world and the importance of preserving their fragile aquatic habitats. Through the use of hands-on collaboration between kids and science researchers and educators, Aqua Kids encourages children to take an active role in protecting the future of their communities and the world.

Other Matters (5 of 15)	Response
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Program Title	In The Zone Presents
Origination	Syndicated
Days/Times Program Regularly Scheduled	9:00-9:30 a.m.
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.	In the Zone Presents provides CORE programming in the areas of exercise, teamwork, commitment, health, sportsmanship and the importance of education. Major sports personalities show teens how essential fundamentals are to any endeavor. They form the very core of and are crucial to their education and future. The importance of perseverance and education are stressed as the bedrock to succeeding in life.

Other Matters (6 of 15)	Response
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Program Title	Beta
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 9:30-10:00 a.m.
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.	Each segment of Beta Records TV delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by the hosts and their guests instill a grounded balance of priorities, commitment, and perseverance Teens can apply to their lives. SOME OF THE E/I ISSUES COVERED IN VARIOUS EPISODES: The search for identity Controlling One's Emotions and Bullying and Control Divorce Social Issues Morality and Values Using peer group feedback to evaluate one's positions Coming face to face with real world considerations of self-sufficiency Attitudes about sexism and objectifying women Racism and accepting others who are different Learning to collaborate and work well with others Dealing with rivalry and competition and its pressures Anger management and how lack of control over one's anger can have serious consequences Learning how to collaborate to utilize the talents of many to achieve a shared goal Rivalry, competition and potential outcomes

<b>Other Matters (7 of 15)</b>	<b>Response</b>
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Mon.-Fri. 8:30-9:00 a.m. (to be aired on Secondary Channel)
Total times aired at regularly scheduled time	65
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving - how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own. SPECIFIC EDUCATIONAL OBJECTIVES: To help viewers learn to thoughtfully assess situations and logically set appropriate and responsible goals. To aid viewers to develop techniques associated with critical thinking and creativity in decision-making and problem solving with which to act. To encourage viewers to attain the independence and initiative to act on what is ethically right, and the determination and persistence to carry their aims through to fruition - even in the face of opposition. To teach viewers to accept and appreciate unique abilities and insights in themselves and others, and to employ teamwork to capitalize on individual strengths and overcome individual weaknesses. To encourage viewers to assimilate positive personal qualities, pro-social behaviors and life skills intended to better equip them to take responsible and functional roles within their environment. To increase viewers' core knowledge base and appreciation of the world around us by presenting information across a range of academic areas, including mathematics, language, earth science, ecology, botany, geography and meteorology. EDUCATIONAL FORMAT: The general learning goal and discrete educational objectives are fully integrated with the story-line, characters and settings that make up "Magi Nation". By focusing on the thrilling adventures of Tony and Edyn and the other forces for good in their battle with evil, the series provides young viewers with a non-threatening arena from which to observe and learn from the actions of others. Learning is attractive, natural and becomes part of the overall excitement of the series.</p>
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Other Matters (8 of 15)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 9:00-9:30 a.m. (to air on Secondary Channel)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Green Screen Adventures sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Childen get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion.</p>

Other Matters (9 of 15)	Response
Program Title	Busytown Mysteries

Origination	Network
Days/Times Program Regularly Scheduled	Sat. 9:30-10:00 a.m. (to be aired on Secondary Channel)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>GENERAL EDUCATIONAL GOAL AND RATIONALE: "Busytown Mysteries" is an investigative learning show for young children - based on the questions and conundrums relevant to this "ready-to-learn" target audience and geared to their unique level of understanding. The show's educational content includes a range of meaningful metacognitive, social-emotional and core-knowledge learning goals aimed at promoting school readiness. The series gives youngsters an understanding and appreciation of the critical thinking skills involved in scientific inquiry. It brings them a broad base of interesting knowledge on which to practice these burgeoning skills, as well as the psycho-social abilities to effectively do so. METACOGNITIVE LEARNING Metacognitive learning involves the development of sound critical thinking and problem solving skills - intended to better equip young viewers to become active and effective learners and doers. Metacognitive educational objectives encompass all aspects of the scientific method, including the development of inquiry, observation, analysis, and evaluation skills. In the course of making their discoveries, the Busytown gang shows viewers how to gain new knowledge of importance to them and how to put it to use to accomplish their aims and solve the mysteries with which they are faced. SOCIAL-EMOTIONAL LEARNING Valuable social and emotional learning objectives are geared toward aiding youngsters to develop those positive personal qualities and pro-social behaviors associated with discovery, learning and problem solving. Largely by means of observation of modeled behavior, viewers learn the importance of open-mindedness, curiosity, courage, confidence, optimism, initiative, creativity, perceptiveness, and perseverance. CORE-KNOWLEDGE LEARNING Viewers are also given the opportunity to practice and gain new core-knowledge learning primarily in the areas of language, mathematics, and science. They come to understand relevant vocabulary and word usage. They learn the power of numbers. They learn to understand basic scientific phenomena. They grow in their ability to assess size, dimension, scope, direction, and so much more. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Busytown Mysteries" also aids in engaging kids in new learning, and gives them a chance to hone and develop their growing sense of humor. In his 1973 and 1979 studies, respected developmental psychologist, Anthony J. Chapman, found evidence that humor can be encouraged and taught through observation and modeling. There is indication too that a sense of humor fulfills meaningful purposes for young children - helping them to cope with difficult and challenging situations, to understand language, and to develop social skills. DISCRETE EDUCATIONAL OBJECTIVES: To teach and provide practice for viewers on the vital inquiry, discovery and "learning to learn" skills that are essential for learning across subject areas. These skills include questioning, observation, and fact-finding. To help viewers learn to exercise logic, judgment and analysis in order to assess the veracity, value and applicability of new knowledge presented; and extrapolation and construction skills to determine ways to appropriately use new knowledge gleaned. To encourage viewers to develop positive personal qualities and pro-social behaviors associated with discovery and problem-solving, including open-mindedness, curiosity, courage, confidence, optimism, initiative, creativity, perceptiveness, and perseverance. To aid viewers to develop general core-knowledge learning, foundational for knowledge acquisition across subject areas. This general learning involves language and vocabulary, mathematics, science, and sequences, directions, colors, and more. To spark and broaden viewers' burgeoning sense of humor in order to promote intellectual development, enhance resilience, and help them to see the fun of new learning. TARGET AUDI</p>
<b>Other Matters (10 of 15)</b>	<b>Response</b>
Program Title	The Busy World of Richard Scarry

Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:00-10:30 a.m. (to air on Secondary Channel)
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.	The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies

Other Matters (11 of 15)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:30-11:00 a.m. (to air on Secondary Channel)
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.	The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies
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Other Matters (12 of 15)	Response
Program Title	Cake
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:00-11:30 (to be aired on Secondary Channel)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	8 years to 12 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Goal: To promote creativity and individuality and prosocial behavior through teaching young viewers how to recycle old objects into new by means of do-it-yourself handicrafts in the context of highly positive interpersonal interactions. Target ages: 8 - 12 years. Concept: Four youngsters team up to produce a weekly, local access how-to-do-it TV program. Each week, they develop and produce a "educational program" expressly designed to teach young viewers how to execute a new creative, handicraft project. The characters' day-to-day lives influence what each week's craft will be. Their on-camera demonstrations provide viewers with step-by-step information about how to execute the various craft projects. Their interpersonal interactions model highly positive social behaviors. Approach: Cake, a dynamic young adolescent who has never seen a glue-gun she didn't like, lives by the motto that "You can't buy individuality, but you can make it". She revels in recycling cast-offs, used up clothing and accessories, and just plain "stuff" into highly creative and individualized expressions of fashion and personality. Cake is joined by two peers, Benjamin and Miracle, and a slightly younger "tween", Amy as they discuss their respective lives, problems, hopes and aspirations while producing a weekly "do-it-yourself" local access TV program for kids. Each week, personal events in our characters' live provide Cake and her friends with inspiration for a new creative project. These range from how to transform an old purse into something new and unique, through the manufacture of personalized soap, individualized garden stepping-stones (the perfect gift for family members who garden!), or one-of-a-kind carrying cases, to the reinvention of second-hand clothes into high fashion originals. Each episode begins as Cake and her friends gather to discuss their personal lives: events at school, personal aspirations, problems, expectations, friendships, worries, in short, the array of issues that most young adolescents confront on an almost daily basis. The four characters are highly supportive of each other, and they clearly and concretely display positive interpersonal interactions. Amy, as the youngest, frequently asks the kinds of questions that enable Cake, Miracle, and/or Benjamin to engage in some pretty straightforward prosocial teaching - helping her with everything from the meaning of a current verbal expression, to how to deal with the fact that her mother won't let her get her ears pierced. Cake and her crew consistently model mutual respect and admiration, supportiveness, and the ability to engage in the kinds of cooperative give-and-take necessary for the successful functioning of almost any group. Much of Cake's and her friends' cooperative effort in each episode is directed toward conceptualizing and producing their weekly TV show, the aim of which is to teach pre-adolescents how to express their own originality and creativity through variety of different handicraft projects. To this end, each week the cast assembles the necessary components for each craft, then produces a step-by-step demonstration of how the elements can be assembled. The characters in Cake and the lessons they teach encourage individuality, creativity, and just plain having fun, as they provide young viewers with a platform for self expression and self-confidence as they promote new ways to express creativity and model highly successful, positive social relationships.
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Other Matters (13 of 15)	Response
Program Title	Dance Revolution
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:30-12:00 a.m. (to be aired on Secondary Channel)
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.	<p>Goal: The goal of Dance Revolution is to teach and promote dance as a means of exercise and an avenue to good health for 10 - 12-year-olds. Need: Obesity and overweight have become a significant problem for American youth. The American Obesity Association estimates that in excess of 17% of all U.S. children and adolescents are overweight. While several factors contribute to these conditions (genes, diet), sedentary lifestyle is clearly one of the problems. Many U.S. children simply do not take part in healthy levels of physical activity. The U.S. Surgeon General recommends that 6 through 17year olds engage in at least 60 minutes of physical activity daily, a level that all too many youngsters do not begin to approach. Clearly, we need to find ways increase physical activity among young people. Dance offers one possible avenue to increased exercise among children and adolescents, and we have developed Dance Revolution to meet this growing need. Concept: Combine the popular appeal of Hip-hop dance, the proven attraction of a talent contest, and some of the messaging techniques of contemporary web-sites (e.g., pop-ups, scrolling messages, etc), to teach dance and to encourage young viewers to get up and move. Approach: "Get vertical!" That is the mantra of our host, D.J. Rick, as he encourages young viewers to get up and dance along with the contestants on Dance Revolution. The program combines the teaching of new dance steps (to both on-stage contestants and home viewers) with intense competition as pairs of young dancers - much like themselves - vie to become Dance Revolution champions. We use the proven appeal of a talent competition both to engage viewers and keep them coming back to see which of the dance teams will be victorious over the course of a 13-week period. We further exploit the competitive structure as a device that requires the learning of and encourages the practice of new dance steps each week. In short, we use the attraction of one of today's most popular pop-culture art forms (Hip-hop dance) to increase young viewers' physical activity and help improve their health. In each episode, an attractive dance instructor demonstrates a series of new and demanding Hip-hop dance steps, challenging each pair of contestants to incorporate those moves into their own dance routine. During the portrayal of the demonstration of the new steps, the competitors practicing of those steps, and the dance competition itself, viewers are encouraged to participate in the action by learning the steps and getting up and dancing along with the contestants. Frequent comments by both the program host and by the dance instructor are designed to engage viewers in the activity. In addition, by incorporating techniques such as split screens, pop-up screens, and rolling text messages, dance is associated with exercise and good health throughout the program, and viewers are continually encouraged to get up and dance. (It should be noted that Hip-hop demands a great deal of energy, endurance, and skill to master, an ideal device to engage young viewers in relatively vigorous physical activity). Both on-screen talent and pop-up screens promote participation in dance by linking it to various other sports (i.e., via improved balance, coordination, timing), to good health, and to increased energy and attractiveness. Episodes also include occasional references to historical and cultural facts related to dance. Indeed, anything that makes dance attractive, thus encourages young viewers to get up and move, is considered fair game.</p>
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Other Matters (14 of 15)	Response
Program Title	Stargate Infinity
Origination	Network
Days/Times Program Regularly Scheduled	Sun. 9:00-9:30 a.m. (to be aired on Secondary Channel)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each week the Stargate explorers enter a new world. About the only things they can be sure of are that they will encounter new and vastly different life forms and cultures, that they will face problems that require functioning smoothly as a team, and that the team is only as strong as the character and abilities of its individual members. At its core, Stargate Infinity explores issues, attitudes, and behaviors important to learning how to get along with others - whether those others are from different races, cultures, and species, or from their own team of trainees. The young explorers serve as models for the young audience. As the cadets learn hard lessons about such things as trying to see the world from the perspective of other cultures, the positive benefits in diversity, or how to mesh their own strengths and abilities with those of others on the team, so too do young viewers. Each episode examines fundamental issues about how and why to get along with others who are very different from oneself, and about the kinds of abilities and strength of character necessary to be a Stargate Explorer - and a good person. Stargate Infinity Age of target child audience - 9 to 11 years This series is designed to encourage young viewers to accept and value diversity. Each week the team of young Stargate trainees enter a new world. As they encounter cultures, races, and life forms foreign to any they have ever dreamed of, they also face life-threatening problems that require each member of the team to contribute to the well-being of all. As the young cadets learn to interact with and value "people" from different backgrounds and cultures, so too will the viewing audience. The trainees model many of the attitudes and behaviors that today's young people must learn in order to function well in a highly diverse society. The episodes emphasize getting along with others who are very different from oneself, working well with one's own team, and the individual character traits and abilities that go into the making of a good Stargate warrior - and, of course, a good person.
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Other Matters (15 of 15)	Response
Program Title	Magi-Nation
Origination	Network
Days/Times Program Regularly Scheduled	Sun. 9:30-10:00 a.m. (to be aired on Secondary Channel)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 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.	<p>For young people today, new information is generally no more than a mouse-click away. Knowledge is readily there for the taking if kids simply know how to appropriately access it and effectively make use of it. In this context, many of the most useful and important things that youngsters can learn center on discovery, analysis and problem-solving - how do kids get the "right" information and make proper use of it. What questions should be asked? How does one assess veracity? How does one weigh alternatives? How are decisions best arrived at? How does one decide when aims can be accomplished independently, and if help is needed, how does one go about enlisting support? Above all, how can goals be achieved ethically and with regard to the greater good. In an enticing new world filled with excitement, mystery and danger, "Magi Nation" addresses these vital learning goals. Tony and Edyn along with their human and decidedly non-human colleagues model their successful, and sometimes less than successful, attempts to analyze difficult situations, set appropriate goals, and creatively seek solutions to the dire dilemmas in which they find themselves. In the course of a series of intriguing codes, riddles and other puzzles that Tony and Edyn are presented with along the way, viewers are furthermore given the engaging opportunity to not only observe others go through the problem solving cycle, but to make use of their unique knowledge base and burgeoning problem solving skills to address conundrums on their own.</p> <p><b>SPECIFIC EDUCATIONAL OBJECTIVES:</b> To help viewers learn to thoughtfully assess situations and logically set appropriate and responsible goals. To aid viewers to develop techniques associated with critical thinking and creativity in decision-making and problem solving with which to act. To encourage viewers to attain the independence and initiative to act on what is ethically right, and the determination and persistence to carry their aims through to fruition - even in the face of opposition. To teach viewers to accept and appreciate unique abilities and insights in themselves and others, and to employ teamwork to capitalize on individual strengths and overcome individual weaknesses. To encourage viewers to assimilate positive personal qualities, pro-social behaviors and life skills intended to better equip them to take responsible and functional roles within their environment. To increase viewers' core knowledge base and appreciation of the world around us by presenting information across a range of academic areas, including mathematics, language, earth science, ecology, botany, geography and meteorology.</p> <p><b>EDUCATIONAL FORMAT:</b> The general learning goal and discrete educational objectives are fully integrated with the story-line, characters and settings that make up "Magi Nation". By focusing on the thrilling adventures of Tony and Edyn and the other forces for good in their battle with evil, the series provides young viewers with a non-threatening arena from which to observe and learn from the actions of others. Learning is attractive, natural and becomes part of the overall excitement of the series.</p>
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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>Corridor Telvision, L.L.P.</b></p>

**Attachments**

No Attachments.