



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0002931061** | File Number: **CPR-149817** | Submit Date: **01/09/2014** | Call Sign: **WFMJ-TV** | Facility ID: **72062** |

City: **YOUNGSTOWN** | State: **OH**

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

01/09/2014 | 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

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	Youngstown
	Web Home Page Address	www.wfmj.om

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:	5.0
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(12)

Digital Core Program (1 of 12)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 9:00-9:30 a.m. & 10:00-10:30 a.m. (10/26)
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Chica is a five-year-old "baby" chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure-a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Questions	Response
Title of Program	The Chica Show
List date and time rescheduled	9/29/13 12:30-1:00 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Core Program (2 of 12)	Response
Program Title	Pajanimals
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 9:30-10:00 a.m. & 10:30-11:00 a.m.
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years

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

Digital Preemption Programs #1

Questions	Response
Title of Program	Pajanimals
List date and time rescheduled	9/29/13 1:00-1:30 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Core Program (3 of 12)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:00-10:30 a.m. & 11:00-11:30 a.m.
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, providing him with an experience to help solve his problem when he returns home. Justin is accompanied by two imaginary friends throughout his adventures; Olive, a knowledgeable playmate, and Squidgy, the morphing flying sponge, who provides commentary and comedy along the way. Some examples of Justin's lessons involve learning that it takes focus to achieve success, our failures can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find an alternative way to achieve your goal. Justin promotes self-directed learning from the young child's perspective and imagination.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Justin Time
List date and time rescheduled	9/29/13 1:30-2:00 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Core Program (4 of 12)	Response
Program Title	Tree Fu Tom
Origination	Network

Days/Times Program Regularly Scheduled	Sat. 10:30-11:00 a.m. & 11:30-12:00 p.m.
Total times aired at regularly scheduled time	12
Total times aired	13
Number of Preemptions	1
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	1
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Tree Fu Tom, is a live action/animated series about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his home. Tom uses specific movements to summon up magic powers that permit him to morph into an animated hero and fly around in Treetopolis, the fantasy version of his woods. While in Treetopolis, Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that needs fixing. Tom calls upon the audience to practice original dance moves that will bring him "Big World" magic so he and his friends can resolve their challenge of the day. Educational messages reinforce positive socio-emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing the right thing instead of what is convenient, making the effort to share rather than being selfish or relying on teamwork in order to accomplish a goal.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Tree Fu Tom
List date and time rescheduled	9/29/13 2:00-2:30 p.m.
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	Yes

Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Core Program (5 of 12)	Response
Program Title	Lazytown
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:00-11:30 a.m. & 12:00-12:30 p.m.
Total times aired at regularly scheduled time	11
Total times aired	13
Number of Preemptions	2
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	2
Length of Program	30 mins
Age of Target Child Audience	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Lazy Town encourages fitness and healthful habits for preschool children. In the imaginary setting of Lazy Town, characters' eating and fitness habits are linked to problem solving in their world. The lead character is Stephanie, a young girl who guides the audience through the story as she and her friends ("human" puppets) and her Uncle (Mayor Milford Meanswell) navigate life within Lazy Town. Robbie Rotten, the underground spy and influencer who personifies the ethos of Lazy Town, is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids have difficulty with Robbie Rotten, Sportacus, a gymnast/athlete prepared to answer any call for help, comes to the rescue from his home in a zeppelin-like aircraft that hovers over earth. The underlying themes of Lazy Town stress the importance of eating "sports candy" (aka fruits and vegetables), always obtaining sufficient sleep, and going outside to engage in a wide range of physical activities including playing games, competing athletically, and even building forts and play structures.</p>

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

Digital Preemption Programs #1

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	12/14/13 9:00-9:30 a.m.
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 #	
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Lazytown
List date and time rescheduled	10/5/13 7:00-7:30 a.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	
Episode #	10/5//13
Reason for Preemption	Sports

Digital Core Program (6 of 12)	Response
Program Title	Make Way for Noddy
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:30-12:00 p.m. & 12:30-1:00 p.m.
Total times aired at regularly scheduled time	6
Total times aired	7

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.	Make Way for Noddy is based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way to 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

Digital Preemption Programs #1

Questions	Response
Title of Program	Make Way for Noddy
List date and time rescheduled	10/5/13 7:30-8:00 a.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-10-05
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #2

Questions	Response
Title of Program	Make Way for Noddy
List date and time rescheduled	11/23/13 9:30-10:00 a.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes

Date Preempted	2013-11-23
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #3

Questions	Response
Title of Program	Make Way for Noddy
List date and time rescheduled	11/30/13 9:30-10:00 a.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-30
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #4

Questions	Response
Title of Program	Make Way for Noddy
List date and time rescheduled	12/28/13 9:30-10:00 a.m.
Is the rescheduled date the second home?	Yes
Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-12-28
Episode #	
Reason for Preemption	Sports

Digital Preemption Programs #5

Questions	Response
Title of Program	Make Way for Noddy
List date and time rescheduled	12/14/13 9:30-10:00 a.m.
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 #	
Reason for Preemption	Sports

Digital Preemption Programs #6

Questions	Response
Title of Program	Make Way for Noddy
List date and time rescheduled	11/9/13 9:30-10:00 a.m.
Is the rescheduled date the second home?	Yes

Were promotional efforts made to notify the public of rescheduled date and time?	Yes
Date Preempted	2013-11-09
Episode #	
Reason for Preemption	Sports

Digital Core Program (7 of 12)	Response
Program Title	The New Adventures of Chuck and Friends
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 7:007:30 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	4 years to 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The New Adventures of Chuck and Friends is an action-comedy to inspire children, especially 4-7 year old boys, to approach playtime as an exciting, limitless adventure in which everyone learns to solve problems creatively, compassionately, and with a sense of humor. Chuck's storylines and characters aim to spark young children's imaginations, and encourage them to think of fun ways of turning their daydreams into action-packed adventures and games with their real life friends. To support this mission, the characters and stories will inspire children to be good friends to their peers at home and at school by approaching social situations with self-confidence and a willingness to try new things. Through each week's stories, Chuck and friends will use problem-solving strategies such as teamwork, thinking creatively; take responsibilities for their actions, perseverance when they encounter obstacles and to ask for help when trying to handle a frustrating situation. Each weeks stories will demonstrate through creative storytelling by acknowledging that making mistakes is a natural part of any problem-solving, and everyone has strengths and weaknesses.

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

Digital Core Program (8 of 12)	Response
Program Title	Rescue Heroes
Origination	Network
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes is a program designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize around the globe to protect the world from natural and man-made disasters. Social and emotional character stories are embedded in the stories using action and humor to convey messages to keep an open mind, ask for help, face your fears, persistence pays off, be prepared, and emphasizes procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 12)		Response
Program Title	Whaddyadoo	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Sun. 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	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Whaddyadoo is a half-hour series targeting 13 to 16-year-olds, offering instruction on how to handle difficult and threatening real-life situations. Suppose you're a 13-year old boy in a diner and a woman begins to choke on her food. What would you do? What should you do?</p> <p>Whaddyadoo looks at stories like these, as well as fire rescues, animal attacks and everyday moral dilemmas in an entertaining and educational half-hour.</p>	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	

Digital Core Program (10 of 12)		Response
Program Title	Animal Exploration with Jarod Miller	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Subn. 8:30-9:00 a.m.	
Total times aired at regularly scheduled time	12	
Total times aired	12	
Number of Preemptions	1	

Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	0
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each week Jarod Miller looks at exotic and domestic animals from his own unique perspective. Every week Jarod travels to zoos and aquariums to explore animals that fit a particular theme, whether it's the need for speed or animal heroes - there's always something amazing happening. Filled with energy, youth and humor, Jarod is a welcome visitor in living rooms around American on a weekly basis. It is the mission of this program to inspire viewers, children and adults alike, to preserve the innate human instinct to explore. The producers design each episode to reveal to children the world around them in a way that identifies positive role models and pro-social values within an environmentally responsible universe.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	Animal Exploration with Jarod Miller
List date and time rescheduled	
Is the rescheduled date the second home?	No
Were promotional efforts made to notify the public of rescheduled date and time?	No
Date Preempted	2013-10-13
Episode #	
Reason for Preemption	Other

Digital Core Program (11 of 12)	Response
Program Title	Live Life and Win
Origination	Syndicated
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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The series features inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (12 of 12)	Response
Program Title	Edgemont
Origination	Syndicated
Days/Times Program Regularly Scheduled	Mon.-Fri. 2:30-3:00 p.m.
Total times aired at regularly scheduled time	65
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 Edgemont series is designed to entertain its youth audience and also to inform and educate these viewers about issues that arise in school and at home. Storylines focus on the social and emotional challenges that every secondary school student faces, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. The programs illustrate the possible consequences of choices that these viewers may face, and these outcomes provide "life lessons" that are shown plainly to the teen audience. Edgemont further benefits its viewers by opening dialogue with peers and potentially also parents and educators regarding the topics portrayed in the series. Edgemont also touches on significant societal issues and can complement classroom discussions on these topics. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse.</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Non-Core
Educational and
Informational
Programming (0)

**Sponsored Core
Programming (0)**

Liaison Contact

Question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526 (e)(11)(iii)?	Yes
Name of children's programming liaison	Jack Stevenson
Address	101 W. Boardman Street
City	Youngstown
State	OH
Zip	44503
Telephone Number	330-744-8611
Email Address	jstev@wfmj.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.	<p>PROGRAMMING NOTE: On October 26, 2013 WFMJ began airing local weekend morning news. As a result, on that date our children's programming block slid by one hour from 9:00-12:00 p.m. to 10:00 a.m. to 1:00 p.m. We ran spots the week prior notifying the audience of the new time period. PRE-EMPTIONS: There was a pre-emption for "Animal Exploration with Jarod Miller" on October 13, 2013 that was not made good. The program did not air due to a technical diffiulty in its deliver to the station. All other pre-emptions were made good. THE MORE YOU KNOW WEBSITE - "The More You Know's" comprehensive website (themoreyouknow.com) provides in-depth referral information, in connection with the on-air public service announcements. Content includes: video of all current public service announcements, a eneral campaign overview, message boards, press releases, kid's pages and referral information by topic to partnering agencies referenced in the PSAs. The site includes a comprehensive list of the campaign's accolades, including Emmy and Peabody awards. In addition, a behind-the-scenes story with clips from talent interviews can be viewed. THE CHILDREN'S CENTER FOR SCIENCE AND TECHNOLOGY - 21 WFMJ contributes to and maintains an exhibit at the Children's Center for Science and Technology. The museum serves children in Mahoning, Trumbull and Columbiana counties in Ohio and Mercer County in Pennsylvania. The Children's Center for Science and Technology opened in August 2004. In addition, WFMJ hosts field trips twice a month during the school year. The children have the run of the Children's Center for Science and Technology and we provide them with lunch as well.</p>

Other Matters (12)

Other Matters (1 of 12)	Response
Program Title	The Chica Show
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:00-10:30 a.m.
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 "baby" 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 12)	Response
Program Title	Pajanimals
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:30-11:00 a.m.
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 Pajanimals are a group of four preschool aged puppets that 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 12)	Response
Program Title	Justin Time
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:00-11:30 a.m.
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.	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.

Other Matters (4 of 12)	Response
Program Title	Tree Fu Tom
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:30-12:00 p.m.

Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Tree Fu Tom, 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 12)	Response
Program Title	Lazytown
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 12:00-12:30 p.m.
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Lazy Town 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.

Other Matters (6 of 12)		Response
Program Title	Make Way for Noddy	
Origination	Network	
Days/Times Program Regularly Scheduled	Sat. 12:30-1:00 p.m.	
Total times aired at regularly scheduled time		
Length of Program	30 mins	
Age of Target Child Audience from	3 years to 5 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Make Way for Noddy is based on a recurring character in the Enid Blyton book series for very young readers. Noddy, a boy doll, lives in a little cottage in the village of Toyland. He tools around in his sporty convertible, delivers the mail, and is a friend to all. Because he is very kind to others, he invariably is asked to help solve problems. But because he doesn't know everything, he also has a lot to learn. In each episode Noddy actively finds a way to 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.	

Other Matters (7 of 12)		Response
Program Title	The Adventures of Chuck and Friends	
Origination	Network	
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	4 years to 7 years	

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	The New Adventures of Chuck and Friends is an action-comedy to inspire children, especially 4-7 year old boys, to approach playtime as an exciting, limitless adventure in which everyone learns to solve problems creatively, compassionately, and with a sense of humor. Chuck's storylines and characters aim to spark young children's imaginations, and encourage them to think of fun ways of turning their daydreams into action-packed adventures and games with their real life friends. To support this mission, the characters and stories will inspire children to be good friends to their peers at home and at school by approaching social situations with self-confidence and a willingness to try new things. Through each week's stories, Chuck and friends will use problem-solving strategies such as teamwork, thinking creatively; take responsibilities for their actions, perseverance when they encounter obstacles and to ask for help when trying to handle a frustrating situation. Each weeks stories will demonstrate through creative storytelling by acknowledging that making mistakes is a natural part of any problem-solving, and everyone has strengths and weaknesses.
--	--

Other Matters (8 of 12)	Response
Program Title	Rescue Heroes
Origination	Network
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	6 years to 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Rescue Heroes is a program designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize around the globe to protect the world from natural and man-made disasters. Social and emotional character stories are embedded in the stories using action and humor to convey messages to keep an open mind, ask for help, face your fears, persistence pays off, be prepared, and emphasizes procedure, training and teamwork. At the end of each episode the Rescue Heroes reinforce various safety tips, and information relating to the educational message portrayed in the story.

Other Matters (9 of 12)	Response
Program Title	Whaddyadoo
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sun. 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.	Whaddyadoo is a half-hour series targeting 13 to 16-year-olds, offering instruction on how to handle difficult and threatening real-life situations. Suppose you're a 13-year old boy in a diner and a woman begins to choke on her food. What would you do? What should you do? Whaddyadoo looks at stories like these, as well as fire rescues, animal attacks and everyday moral dilemmas in an entertaining and educational half-hour.

Other Matters (10 of 12)	Response
Program Title	Animal Exploration with Jarod Miller
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sun. 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.	Each week Jarod Miller looks at exotic and domestic animals from his own unique perspective. Every week Jarod travels to zoos and aquariums to explore animals that fit a particular theme, whether it's the need for speed or animal heroes - there's always something amazing happening. Filled with energy, youth and humor, Jarod is a welcome visitor in living rooms around American on a weekly basis. It is the mission of this program to inspire viewers, children and adults alike, to preserve the innate human instinct to explore. The producers design each episode to reveal to children the world around them in a way that identifies positive role models and pro-social values within an environmentally responsible universe.

Other Matters (11 of 12)	Response
Program Title	Live Life and Win
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sun. 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.	The series features inspirational segments and teen success stories of character and personal determination in the arts, school, sports, and community; considers topics such as social responsibility and justice, perseverance, leadership, academic achievement, volunteerism, and life skills such as the importance of exercise and nutrition.

Other Matters (12 of 12)	Response
Program Title	Edgemont
Origination	Syndicated

Days/Times Program Regularly Scheduled	Mon.-Fr. 2:30-3:00 p.m.
Total times aired at regularly scheduled time	65
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 Edgemont series is designed to entertain its youth audience and also to inform and educate these viewers about issues that arise in school and at home. Storylines focus on the social and emotional challenges that every secondary school student faces, from forming and maintaining friendships and romantic attachments, to ethical and moral choices and family relationships. The programs illustrate the possible consequences of choices that these viewers may face, and these outcomes provide "life lessons" that are shown plainly to the teen audience. Edgemont further benefits its viewers by opening dialogue with peers and potentially also parents and educators regarding the topics portrayed in the series. Edgemont also touches on significant societal issues and can complement classroom discussions on these topics. These issues range from considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol and substance abuse.

Certification

Question	Response
<p>The undersigned certifies that he or she is (a) the party filing the Children's Television Programming, or an officer, director, member, partner, trustee, authorized employee, or other individual or duly elected or appointed official who is authorized to sign on behalf of the party filing the Children's Television Programming; or (b) an attorney qualified to practice before the Commission under 47 C.F.R. Section 1.23(a), who is authorized to represent the party filing the Children's Television Programming, and who further certifies that he or she has read the document; that to the best of his or her knowledge, information, and belief there is good ground to support it; and that it is not interposed for delay.</p> <p>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</p> <p>Upon grant of this application, the Authorization Holder may be subject to certain construction or coverage requirements. Failure to meet the construction or coverage requirements will result in automatic cancellation of the Authorization. Consult appropriate FCC regulations to determine the construction or coverage requirements that apply to the type of Authorization requested in this application.</p> <p>WILLFUL FALSE STATEMENTS MADE ON THIS FORM OR ANY ATTACHMENTS ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. Code, Title 18, §1001) AND/OR REVOCATION OF ANY STATION AUTHORIZATION (U.S. Code, Title 47, §312(a)(1)), AND/OR FORFEITURE (U.S. Code, Title 47, §503).</p>	
<p>I certify that this application includes all required and relevant attachments.</p>	
<p>I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.</p>	<p>WFMJ Television, Inc.</p>

Attachments

No Attachments.