



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0008192122** | File Number: **CPR-141026** | Submit Date: **04/09/2013** | Call Sign: **KTFO-CD** | Facility ID: **35882**  
City: **AUSTIN** | State: **TX**  
Service: **Digital Class A** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **04/09/2013**  
Filing Status: **Active**

---

## Report reflects information for : First 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    | UniMas              |
|              | Nielsen DMA           | Austin TX           |
|              | Web Home Page Address |                     |

**Digital Core  
Programming**

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

**Digital Core Programs(9)**

| <b>Digital Core Program (1 of 9)</b>   | <b>Response</b>   |
|--|---|
| Program Title  | Plaza Sesamo (main digital stream)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA, 07:00 AM  |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  | 13  |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 1   |
| Length of Program  | 60 mins   |
| Age of Target Child Audience   | 2 years to 7 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A significant purpose and key educational objective of Plaza Sesamo is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core Program (2 of 9)</b>          | <b>Response</b>                    |
|---|------------------------------------|
| Program Title                                 | Reino Animal (main digital stream) |
| Origination                                   | Network                            |
| Days/Times Program Regularly Scheduled        | SA, 08:00 AM                       |
| Total times aired at regularly scheduled time | 13                                 |

|  |   |
|--|---|
| Total times aired  | 13  |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 1   |
| Length of Program  | 60 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. | Reino Animal educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core Program (3 of 9)</b>               |                                       | <b>Response</b> |
|--|---------------------------------------|-----------------|
| Program Title                                      | Aventura Animal (main digital stream) |                 |
| Origination  | Network                               |                 |
| Days/Times Program Regularly Scheduled             | SU, 07:00 AM                          |                 |
| Total times aired at regularly scheduled time      | 13                                    |                 |
| Total times aired                                  | 46                                    |                 |
| Number of Preemptions                              | 0                                     |                 |
| Number of Preemptions for other than Breaking News |                                       |                 |
| Number of Preemptions Rescheduled                  | 2                                     |                 |
| Length of Program                                  | 60 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. | A significant purpose and key educational objective of this program is to teach young children all there is to know about life science. Each episode tackles a dozen or more mind-blowing and interesting questions concerning animals and their habitat. The show is a standard question and answer format to help test how much young people really know. The investigation of the answers takes viewers on a fast-paced and entertaining tour of the amazing animal kingdom. The show explains every answer so that young viewers are able to retain and understand the information provided. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (4 of 9)</b>   |   |
|--|---|
|  | <b>Response</b>   |
| Program Title  | Pocoyo (second digital stream)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA, 07:00 AM  |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  | 13  |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 1   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 2 years to 4 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |

| Digital Core Program (5 of 9)  | Response  |
|--|---|
| Program Title  | The Backyardigans (second digital stream)   |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA, 07:30 AM  |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  | 13  |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 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. | <p>This educational program is targeted to pre-schoolers, featuring five high-spirited friends Uniqua, Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn through music and dance and develop "cognitive learning." The unique character's personalities also add to this program's appeal, children will easily relate. Uniqua is the curious and confident one, and sometimes is perceived as the tomboy. Pablo the penguin is most often the leader of the pack but has panic attacks when he encounters obstacles. Tyrone the moose is the laid back and cool and known for his ironic comments. Tasha the hippo is the serious one, likes to get her own way and isn't easy to fool. Austin is the timid kangaroo who starts to come out to his shell with help of his friends. Each adventure begins in the backyard through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early-learning through the different music genre such as big band, reggae, western, polka, Motown and disco.</p> |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes   |



| <b>Digital Core Program (6 of 9)</b>   | <b>Response</b>  |
|--|--|
| Program Title  | Zigby (second digital stream)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SA, 08:00 AM   |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 4 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is targeted to pre-schoolers, featuring Zigby, a curious and ingenious young zebra who teaches children the skills for creative problem solving, empathy and respect for others, personal responsibility, and how to work together to accomplish goals. Zigby and his two loyal friends, McMeer and Bertie, inspire children to engage in creative collaborative play, having fun but never without kindness, respect, compassion, empathy and understanding towards others. Although Zigby may accidentally cause problems, admits his mistakes and works on problem-solving. Zigby knows that there are many different ways to look at a problem and shows that you need to consider a problem in a different perspective in order to reach a solution. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (7 of 9)</b> | <b>Response</b>                         |
|--------------------------------------|---|
| Program Title                        | Maya and Miguel (second digital stream) |
| Origination                          | Network                                 |

|  |  |
|--|--|
| Days/Times Program Regularly Scheduled   | SA, 08:30 AM   |
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  | 1  |
| 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. | This program has two main goals: one to encourage children to value, respect and better understand a variety of cultures, perspectives, traditions, languages and experiences; and second to support children in building their understanding of the English language, especially vocabulary. The show features 10 year old twins Maya and Miguel, their loving family, their pet parrot Paco, friends and their widely diverse neighborhood. Every episode turns and twists into an adventure for the twins especially when Maya's usual well-intended deeds turn into big messes, fortunately they always manage to fix. Maya & Miguel are both bilingual, they promote a positive attitude toward knowing and learning more than one language. This show presents a positive, culturally rich portrayal of a Latino family. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

**Digital Core Program  
(8 of 9)**

**Response**

|  |   |
|--|---|
| Program Title                          | Dora the Explorer (second digital stream) |
| Origination                            | Network                                   |
| Days/Times Program Regularly Scheduled | SA, 09:00 AM                              |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dora the Explorer stars a 7-year old Latina girl and her friends who actively engage pre-schoolers in a play-along, computer-style adventure designed to spark interest in learning about the world around them. Dora teaches children how to observe situations and to employ problem solving skills such as stopping to think or asking for help when they encounter an obstacle, all the while increasing their vocabulary, math skills, music appreciation and physical coordination with strong cultural and literary references. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

**Digital Core Program (9 of 9)**

**Response**

|   |  |
|---|--|
| Program Title                                 | Go, Diego, Go! (second digital stream) |
| Origination                                   | Network                                |
| Days/Times Program Regularly Scheduled        | SA, 09:30 AM                           |
| Total times aired at regularly scheduled time | 13                                     |
| Total times aired                             | 13                                     |
| Number of Preemptions                         | 0                                      |

|  |  |
|--|--|
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Go, Diego, Go! stars another positive Latino host, Dora the Explorer's 8-year old cousin, Diego Marquez. Diego is an action-adventure hero who motivates children to learn about the natural world around them and teaches children about a specific animal, such as the sound it makes, how it moves, what habitat it needs, what it eats and its physical characteristics. In each episode, Diego rescues an animal in trouble, modeling the use of observation skills and scientific aides like computers, a field journal and cameras, as well as positive social skills such as empathy, a desire to help others and, especially, respect for the environment. Go Diego Go! incorporates play-along viewing, interaction with Diego, movement, singing, problem-solving and strong cultural references. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

**Non-Core Educational and Informational Programming (1)**

| <b>Non-Core Educational and Informational Programming (1 of 1)</b>   | <b>Response</b>   |
|--|---|
| Program Title  | Plaza Sesamo (main digital stream)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled:  | SA, 06:00 AM & SU, 06:00 AM   |
| Total times aired at regularly scheduled time:   | 26  |
| Number of Preemptions  | 0   |
| Length of Program  | 60 mins   |
| Age of Target Child Audience   | 2 years to 7 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming.   | A significant purpose and key educational objective of Plaza Sesamo is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction. |
| Does the program have educating and informing children ages 16 and under as a significant purpose?   | Yes   |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?  | Yes   |
| Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673? | Yes   |

**Date and Time Aired:**

| <b>Questions</b> | <b>Response</b> |
|------------------|-----------------|
| Date Time        |                 |

**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  | Fely Garcia              |
| Address   | 2233 W. North Loop Blvd. |
| City  | Austin                   |
| State   | TX                       |
| Zip   | 78756                    |
| Telephone Number  | 512 533-2849             |
| Email Address   |                          |
| 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 (9)**

| <b>Other Matters (1 of 9)</b>  | <b>Response</b>   |
|--|---|
| Program Title  | Plaza Sesamo (main digital stream)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA, 07:00 AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 60 mins   |
| Age of Target Child Audience from  | 2 years to 7 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | A significant purpose and key educational objective of Plaza Sesamo is to teach young children the importance of different cultures and traditions. Children will easily identify with the main characters: Abelardo, Contreras, and Lola. These animated personalities will help children develop a better understanding of the world around them through their stories. Throughout the shows, these characters not only reinforce and expose the Spanish language to native and non-native Spanish speakers, but also teach children valuable lessons that include problem solving, gender equity, symbolic representation, and social interaction. |

| <b>Other Matters (2 of 9)</b>  | <b>Response</b>   |
|--|---|
| Program Title  | Reino Animal (main digital stream)  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA, 08:00 AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 60 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. | Reino Animal educates young viewers on the natural habitat of animals in an educational, yet entertaining way. With narrations and interactive segments, the series builds upon natural science concepts, sparking a sense of curiosity in its viewers. The program discussed concepts like the functions of animals in an ecosystem, the elements of animal classification, and life sciences to help teach children about the natural world, while having fun at the same time. |

| <b>Other Matters (3 of 9)</b> | <b>Response</b>                       |
|-------------------------------|---------------------------------------|
| Program Title                 | Aventura Animal (main digital stream) |
| Origination                   | Network                               |



---

|  |              |
|--|--------------|
| Days/Times<br>Program Regularly<br>Scheduled | SU, 07:00 AM |
|--|--------------|

---

|   |    |
|---|----|
| Total times aired<br>at regularly<br>scheduled time | 13 |
|---|----|

---

|                   |         |
|-------------------|---------|
| Length of Program | 60 mins |
|-------------------|---------|

---

|   |                      |
|---|----------------------|
| Age of Target<br>Child Audience<br>from | 13 years to 16 years |
|---|----------------------|

---

|   |  |
|---|--|
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how<br>it meets the<br>definition of Core<br>Programming. | A significant purpose and key educational objective of this program is to teach young children all there is to know about life science. Each episode tackles a dozen or more mind-blowing and interesting questions concerning animals and their habitat. The show is a standard question and answer format to help test how much young people really know. The investigation of the answers takes viewers on a fast-paced and entertaining tour of the amazing animal kingdom. The show explains every answer so that young viewers are able to retain and understand the information provided. |
|---|--|

---

**Other Matters (4 of 9)**

**Response**

|               |                                |
|---------------|--------------------------------|
| Program Title | Pocoyo (second digital stream) |
|---------------|--------------------------------|

---

|             |         |
|-------------|---------|
| Origination | Network |
|-------------|---------|

---

|   |              |
|---|--------------|
| Days/Times Program<br>Regularly Scheduled | SA, 07:00 AM |
|---|--------------|

---

|   |    |
|---|----|
| Total times aired at<br>regularly scheduled<br>time | 13 |
|---|----|

---

|                   |         |
|-------------------|---------|
| Length of Program | 30 mins |
|-------------------|---------|

---

|                                      |                    |
|--------------------------------------|--------------------|
| Age of Target Child<br>Audience from | 2 years to 4 years |
|--------------------------------------|--------------------|

---

|   |   |
|---|---|
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how it<br>meets the definition<br>of Core<br>Programming. | This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand. |
|---|---|

---

**Other Matters (5 of 9)**

**Response**

|               |   |
|---------------|---|
| Program Title | The Backyardigans (second digital stream) |
|---------------|---|

---

|             |         |
|-------------|---------|
| Origination | Network |
|-------------|---------|

---

|   |              |
|---|--------------|
| Days/Times<br>Program<br>Regularly<br>Scheduled | SA, 07:30 AM |
|---|--------------|

---

|  |  |
|--|--|
| 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. | This educational program is targeted to pre-schoolers, featuring five high-spirited friends Uniqua, Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn through music and dance and develop "cognitive learning." The unique character's personalities also add to this program's appeal, children will easily relate. Uniqua is the curious and confident one, and sometimes is perceived as the tomboy. Pablo the penguin is most often the leader of the pack but has panic attacks when he encounters obstacles. Tyrone the moose is the laid back and cool and known for his ironic comments. Tasha the hippo is the serious one, likes to get her own way and isn't easy to fool. Austin is the timid kangaroo who starts to come out to his shell with help of his friends. Each adventure begins in the backyard through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early-learning through the different music genre such as big band, reggae, western, polka, Motown and disco. |

| <b>Other Matters (6 of 9)</b>  |  |
|--|--|
|  | <b>Response</b>  |
| Program Title  | Zigby (second digital stream)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SA, 08:00 AM   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 4 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is targeted to pre-schoolers, featuring Zigby, a curious and ingenious young zebra who teaches children the skills for creative problem solving, empathy and respect for others, personal responsibility, and how to work together to accomplish goals. Zigby and his two loyal friends, McMeer and Bertie, inspire children to engage in creative collaborative play, having fun but never without kindness, respect, compassion, empathy and understanding towards others. Although Zigby may accidentally cause problems, admits his mistakes and works on problem-solving. Zigby knows that there are many different ways to look at a problem and shows that you need to consider a problem in a different perspective in order to reach a solution. |

| <b>Other Matters (7 of 9)</b> |                 |
|-------------------------------|-----------------|
|                               | <b>Response</b> |

|  |  |
|--|--|
| Program Title  | Maya and Miguel (second digital stream)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SA, 08:30 AM   |
| 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. | This program has two main goals: one to encourage children to value, respect and better understand a variety of cultures, perspectives, traditions, languages and experiences; and second to support children in building their understanding of the English language, especially vocabulary. The show features 10 year old twins Maya and Miguel, their loving family, their pet parrot Paco, friends and their widely diverse neighborhood. Every episode turns and twists into an adventure for the twins especially when Maya's usual well-intended deeds turn into big messes, fortunately they always manage to fix. Maya & Miguel are both bilingual, they promote a positive attitude toward knowing and learning more than one language. This show presents a positive, culturally rich portrayal of a Latino family. |

| <b>Other Matters (8 of 9)</b>  | <b>Response</b>  |
|--|--|
| Program Title  | Dora the Explorer (second digital stream)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SA, 09:00 AM   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dora the Explorer stars a 7-year old Latina girl and her friends who actively engage pre-schoolers in a play-along, computer-style adventure designed to spark interest in learning about the world around them. Dora teaches children how to observe situations and to employ problem solving skills such as stopping to think or asking for help when they encounter an obstacle, all the while increasing their vocabulary, math skills, music appreciation and physical coordination with strong cultural and literary references. |

| <b>Other Matters (9 of 9)</b> | <b>Response</b>                        |
|-------------------------------|--|
| Program Title                 | Go, Diego, Go! (second digital stream) |
| Origination                   | Network                                |

|  |  |
|--|--|
| Days/Times Program Regularly Scheduled   | SA, 09:30 AM   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Go, Diego, Go! stars another positive Latino host, Dora the Explorer's 8-year old cousin, Diego Marquez. Diego is an action-adventure hero who motivates children to learn about the natural world around them and teaches children about a specific animal, such as the sound it makes, how it moves, what habitat it needs, what it eats and its physical characteristics. In each episode, Diego rescues an animal in trouble, modeling the use of observation skills and scientific aides like computers, a field journal and cameras, as well as positive social skills such as empathy, a desire to help others and, especially, respect for the environment. Go Diego Go! incorporates play-along viewing, interaction with Diego, movement, singing, problem-solving and strong cultural references. |

**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>KAKW<br/>License<br/>Partnership,<br/>L.P.</b></p> |

## Attachments

No Attachments.