



(REFERENCE COPY - Not for submission)

Children's Television Programming Report

FRN: **0022745715** | File Number: **CPR-136447** | Submit Date: **01/04/2013** | Call Sign: **KMCB** | Facility ID: **35183** | City: **COOS BAY** | State: **OR**
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date: **01/04/2013** | Filing Status: **Active**

Report reflects information for : Fourth Quarter of 2012

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 | Eugene |
| | Web Home Page Address | www.kmtr.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: | 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(15)

| Digital Core Program (1 of 15) | Response |
|--|--|
| Program Title | Rescue Heroes |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 7:00am, 10/06/12-12/29/12 |
| 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 12 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 as an educational and informational tool for kids by conveying messages of keeping an open mind, asking for help, facing fears, persistence pays off, preparedness, procedure training and team work. |
| 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 | Rescue Heroes |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 7:30am 10/6/12-12/29/12 |
| 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 12 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 as an educational and informational tool for kids by conveying messages of keeping an open mind, asking for help, facing fears, persistence pays off, preparedness, procedure training and team work. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

| Digital Core Program (3 of 15) | Response |
|--|---|
| Program Title | Elizabeth Stanton's Great Big World |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday, 11:30am, 10/7/12-12/30/12 |
| 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>Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues. Award-winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas. Various age-appropriate global issues are introduced to the viewing audience through in depth and thoughtful interviews with Elizabeth, her travel buddies, and the friends they meet along their journey. In addition, Elizabeth and friends' personal hands-on experiences in the field both inspire teens to engage in selfless, helping behaviors in addition to educating them on where and how to find volunteer opportunities. This program meets the definition of "core programming" because it serves the educational and informational needs of children 16 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.</p> |

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

| Digital Core Program (4 of 15) | Response |
|--|---|
| Program Title | MIH: Teen Edition |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 12:30pm, 10/7/12-12/30/12 |
| 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>It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made In Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13-to 16-year-old- viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neil, 2006, p.1) To guide the production of MIH:TE, Berry (2006) developed a career and guidance model that offers a framework for the development of each episode. This program meets the definition of "core programming" because it serves the educational and informational needs of children 16 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.</p> |

| | |
|---|-----|
| 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 | Animal Science | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Sunday, 11:00am, 10/7/12-12/30/12 | |
| Total times aired at regularly scheduled time | 13 | |
| Total times aired | | |
| Number of Preemptions | 0 | |
| Number of Preemptions for other than Breaking News | | |
| Number of Preemptions Rescheduled | | |
| Length of Program | 30 mins | |
| Age of Target Child Audience | 13 years to 16 years | |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | ANIMAL SCIENCE" is a brand new half-hour weekly E/I animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals,we go one step further to look at the how and why an animal is able to excel in its environment. | |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes | |

| Digital Core Program (6 of 15) | | Response |
|--|-----------------------------------|-----------------|
| Program Title | Made in Hollywood: Teen Edition | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Sunday, 1:00pm, 10/76/12-12/30/12 | |

| | |
|--|---|
| 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>It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made In Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13-to 16-year-old- viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neil, 2006, p.1) To guide the production of MIH:TE, Berry (2006) developed a career and guidance model that offers a framework for the development of each episode. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.</p> |
| 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 | Live Life & Win |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday, Noon, 10/7/12-12/30/12 |

| | |
|--|--|
| 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>Early and middle adolescence is an exciting yet a challenging period in one's life. Adolescents across the demographic spectrum and from all walks of life grapple with a number of pivotal but normal developmental milestones, such as preparing for more independence and responsibility, and experiencing change in relationships with family and peers. With increased self-reliance, young people make more of their own choices. And all the while, one cannot overlook that they grow in a dynamic, diverse, and complex world that offers both opportunities and social challenges. 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. The goals of the series are to encourage the 13-to 16-year-old audience to: (1) explore, discover, and learn strategies to achieve personal dreams; (2) learn about the personal attributes important for achieving dreams; (3) explore volunteerism as an opportunity to build character and to uncover personal passions; and (4) gain knowledge about skills necessary to "Live Life and Win!". This program meets the definition of "core programming" because it serves the educational and informational needs of children 16 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.</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 | On the Spot |
| Origination | Network |

| | |
|--|--|
| Days/Times Program Regularly Scheduled | Saturday, 12:30pm, 10/6/12-12/30/12 |
| 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>Last year, the National Governors Association and Council of Chief State Officers released the Common Core State Standards Initiative, an attempt to set a national curriculum to bridge the standards gap between states. The content of On the Spot, a 30-minute E/I program for teens ages 13+, is based on the Common Core State Standards. The show uses an entertaining on-the-street format to test how well young people know the information contained in their own national curriculum. Then, On the Spot explains the answer to each question. The pedagogical approach of testing first and explaining the answer second has been shown to enhance retention and understanding. On the Spot challenges viewers to recall middle and high school knowledge about history, science, math, English, second languages, health, geography, art, music, and technology, and then teaches them the answer. Among a field of narrowly-focused E/I programs, On the Spot stands out as most the scholastically diverse and enriching educational program on the market. This program meets the definition of "core programming" because it serves the educational and informational needs of children 17 years and under; it airs between 7A and 10P; it is regularly scheduled; it is 30:00 in length; it displays the E/I symbol throughout the program and the educational/informational objective and target child audience for this program are provided to program guide publishers. This program will air on our second digital channel only.</p> |
| 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 | Noodle and Doodle

| | |
|--|---|
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 8:00am, 10/6 - 12/30/12 |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | 12 |
| 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. | Noodle and Doodle features creating art projects and cooking projects around a specific theme. Host Sean drives around in a bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side kick is an ever faithful beagle who transforms into an animated character during trips to another universe. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |
| 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 | Pajaminals |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 8:30am, 10/6 - 12/30/12 |

| | |
|--|--|
| 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 | 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. | Pajanimals focuses on teaching bedtime routines and practicing them consistently so children can get a good night's sleep. In each episode one of the main characters-Apollo the dog, Squacky, the duck, Sweetpea Sue, a horse, and Cowbella, a purple and white cow-has difficulty sleeping or faces a problem. They all pile onto one of the beds and are whisked off to a land of adventure that offers solutions to their problems. Each bed travels to a specific place for the adventure: Squacky' s bed goes to Ellie the octopus who lives in the Big Blue Sea and to Coach Whistler who lives in Land of Play; Cowbella's bed goes to Edwin, who lives in Storybook Land and to Jerry Bear, who lives in the Big Friendly Forest; Apollo's bed goes to the Moon who is in the Night Sky, and Sweetpea Sue's bed goes to Mr. Happy Birthday, a porcupine who resides in Birthday Land, and Bedtimes Bunny who lives in the Land of Hush. Each show ends with the problem resolved and the Pajanimals tucked into their beds for a good night's rest. |
| 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 | Poppy Cat |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 9:00am, 10/6 - 12/30/2012 |

| | |
|--|--|
| Total times aired at regularly scheduled time | 13 |
| Total times aired | 12 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 5 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Poppy Cat is based on the Poppy Cat's Adventures book series authored and illustrated by Lara Jones. A narrator, also named Lara, reads a story to her cat in each episode. This story stars her Poppy Cat, who envisions and takes his friends on imaginary adventures. The friends are Zuzu, a Dalmatian who zips around on a skateboard; Alma, a southern belle bunny who is ultra-feminine and sweetly dramatic, Mo, a little mouse who tries his best to do as much as everyone else despite his size; Owl, the wise one who is prone to neck rolls and commentary when things irritate him or don't make sense, and the grouchy Egbert, an arrogant and obnoxious badger who refuses to play with the group and invariably attempts to sabotage their adventures. Occasionally Hilda, a forgetful and ditzzy pigeon who flies into their adventures, appears to say hello or provide misguided directions to the friends. Once their mission is accomplished, the friends return to their little village and resume their cheerful, active lives. At the conclusion of her story, Lara closes her book and says good-bye to Poppy Cat, who is usually ready for his nap. |
| 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 | Justin Time |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 9:30am, 10/6- 12/30/12 |

| | |
|--|--|
| Total times aired at regularly scheduled time | 13 |
| Total times aired | 12 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 6 years to 10 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time is an animated show specifically directed to the preschool audience and always conveys an embedded lesson; it is possible to understand and manage any problem you have by thinking about it creatively. Justin is a little boy who has two imaginary playmates, Olivia (who meets him on his travels) and Squidgy the sponge (who also lives in Justin's bedroom). When Justin has a problem or doesn't want to do something his mother has suggested, he daydreams his way into an adventure that takes him to places all around the world. On these adventures, he meets Olivia who guides him through an experience that demonstrates to Justin how he can solve his problem. The show provides many facts about the context the characters visit while on the adventure, but the central point is to teach a lesson about a social/emotional dilemma universally experienced by preschool children. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I? | Yes |

Digital Core Program (13 of 15)

Response

| | |
|--|----------------------------------|
| Program Title | Lazytown |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 10:00am, 10/6-12/30/12 |

| | |
|--|--|
| Total times aired at regularly scheduled time | 13 |
| Total times aired | 12 |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 0 |
| 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 is a show featuring the importance of health, fitness, and being good friends. Set in a fantasy world known as Lazy Town, which is populated by inactive residents, we meet a visitor named Stephanie who is determined to coax her friends and relatives into adopting a healthful, active life style. She wins over her new friends, Ziggy, Stingy, Trixie and Pixel, convincing them to leave their gaming consoles and candy stashes at home so they can go outside and play. She persuades her uncle, Mayor Milford Meanswell, and his friend Ms. Busy Body to support her efforts. Robbie Rotten, who lives underground, and is determined to return Lazy Town to its former state of inactivity and quiet, constantly foils the characters' efforts. Coming to the rescue is the athlete Sportacus who lives in a zeppelin-like aircraft and receives signals from the kids or the Mayor whenever they need help. Sportacus has two goals, to keep the peace and to promote healthful, positive living. When Robbie Rotten is discovered and contained through comic pratfalls, he returns to his underground lair and all is well in Lazy Town, until another day and another time when Robbie will rise again.</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 | The Wiggles |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 10:30am, 10/6 - 12/30/12 |

| | |
|--|--|
| Total times aired at regularly scheduled time | 10 |
| Total times aired | 13 |
| Number of Preemptions | 4 |
| Number of Preemptions for other than Breaking News | |
| Number of Preemptions Rescheduled | 4 |
| Length of Program | 30 mins |
| Age of Target Child Audience | 2 years to 5 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Wiggles is an Australian children's variety show, starring musicians Tony, Murray, Greg and Jeff. During every show, the Wiggles run through a variety of skits that are specifically designed to entertain the preschool audience. They are supported by a troupe of back-up dancers and colorful characters, who help them move the show forward with scene changes, travel to distant locations and visits by guest artists. These characters include Wags the dog, Dorothy the Dinosaur, Henry the octopus, and Captain Feathersword the Pirate, all of whom dance and interact with the hosts. While the majority of the sketches are instructional in nature the context and spirit of the show demonstrates that learning is the way to have the "very most" fun. |
| 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 | The Wiggles |
| List date and time rescheduled | October 7, 10:30am |
| 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 # | October 6, EWIG 102 |
| Reason for Preemption | Sports |

Digital Preemption Programs #2

| Questions | Response |
|--|------------------------|
| Title of Program | The Wiggles |
| List date and time rescheduled | October 7, 10:00am |
| 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 # | September 29, EWIG 101 |
| Reason for Preemption | Sports |

Digital Preemption Programs #3

| Questions | Response |
|--|----------------------|
| Title of Program | The Wiggles |
| List date and time rescheduled | October 28, 10:30am |
| 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 # | October 27, EWIG 108 |
| Reason for Preemption | Sports |

Digital Preemption Programs #4

| Questions | Response |
|--|----------------------|
| Title of Program | The Wiggles |
| List date and time rescheduled | October 21, 10:30am |
| 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 # | October 20, EWIG 106 |
| Reason for Preemption | Sports |

| Digital Core Program (15 of 15) | Response |
|--|----------------------------------|
| Program Title | Chat Room |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, Noon, 10/6/12-12/30/12 |
| Total times aired at regularly scheduled time | 13 |
| Total times aired | |
| Number of Preemptions | 0 |
| Number of Preemptions for other than Breaking News | |

| | |
|--|---|
| Number of Preemptions Rescheduled | |
| Length of Program | 30 mins |
| Age of Target Child Audience | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Chat Room is an educational series designed to inform, educate and entertain children through re-enacting teen oriented dilemmas and discussing them in an open and honest format. The goal is to present issues that are real and raw and discuss the pros and cons of each situation. |
| 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 | Cambra Ward |
| Address | 3825 International Court |
| City | Springfield |
| State | OR |
| Zip | 97477 |
| Telephone Number | 541-746-1600 |
| Email Address | cambaward@kmtr.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. | The More You Know's website (www.nbc.com/tmyk) features scripts from the award-winning public service announcements, referral information for the organizations referenced in the PAS's, a general campaign overview, and educational materials produced in connection with NBC programming. The site also includes a list of the campaign's most recent accolades. KMTR's Chief Meteorologist makes frequent visits to elementary classrooms talking about weather/television and speaks at career days at three Middle Schools in the area about his role as a weathercaster and other careers in television broadcasting. In addition, NewsSource requests pictures drawn by kids that can be shown on our website and on-air. It is called Weather Works of Art |

Other Matters (14)

| Other Matters (1 of 14) | Response |
|--|---|
| Program Title | Noodle and Doodle |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 8:00am, 1/5/13-3/31/13 |
| 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. | Noodle and Doodle, an instructional series, features creating art projects and cooking projects around a specific theme. Host, Sean, drives around in a double-decker bus fully equipped with art supplies and a kitchen, ready for any assignment. The projects encourage parent engagement and often feature families working together to make something to display within the child's home. Sean's side-kick, Doggity, is an ever-faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, set in a kitchen full of prank playing animated characters. The art projects typically promote utilizing recycled materials in order to demonstrate that creativity can transform something intended for one purpose into something that achieves a completely different goal. |

| Other Matters (2 of 14) | Response |
|---|----------------------------------|
| Program Title | Pajaminals |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 8:30am, 1/5/13-3/31/13 |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 2 years to 5 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | The Pajanimals are a group of four preschool aged puppets who live together in a house with their off-screen mother and father. They reside primarily in their bedroom, a dormitory of sorts, where they complete their nighttime routine of brushing teeth and conversing quietly before falling to sleep. The quiet time, always turns into a discussion that results in a dream-like adventure to solve a problem, such as overcoming shyness, making a new friend, or dealing with a bully. The adventure takes place in several nighttime dream locales where special friends help them work through the social/emotional problem of the day. Specific approaches to managing the problem are demonstrated and practiced throughout the adventure. The children return home in time to get ample rest, confident about facing their issues when they awaken the following day. |
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Other Matters (3 of 14)

Response

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| Program Title | Poppy Cat |
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| Origination | Network |
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| Days/Times Program Regularly Scheduled | Saturday, 9:00am, 1/5/13-3/31/13 |
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| Total times aired at regularly scheduled time | 13 |
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| Length of Program | 30 mins |
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| Age of Target Child Audience from | 2 years to 5 years |
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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Poppy Cat, based on the book series by Lara Jones, models the use of imagination and storytelling to encourage creative thinking in viewers. Each episode features the narrator Lara, reading a story about Poppy Cat, to her own cat (who is also named Poppy). She weaves an exciting tale following her imagination, which leads her to distant lands reached by boat, plane, hot air balloon or train. Each story features Poppy Cat, as the leader of a group of animal friends, a resident bully Egbert the badger, and other occasionally recurring characters. A prevailing message emerges within each episode to be nice to your friends and always work together. There remains an overarching implicit message within every episode as well: think creatively and exercise your mind through reading and storytelling - for these activities always lead to enjoyment and adventure. |
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Other Matters (4 of 14)

Response

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| Program Title | Justin Time |
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| Origination | Network |
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| Days/Times Program Regularly Scheduled | Saturday, 9:30am, 1/5/13-3/31/13 |
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| 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 (5 of 14) | |
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| | Response |
| Program Title | Lazytown |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 10:00am, 1/5/13-3/31/13 |
| 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 14) | Response |
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| Program Title | The Wiggles |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 10:30am, 1/5/13-2/3/13 |
| Total times aired at regularly scheduled time | 5 |
| 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 Wiggles is a musical variety show specifically designed for pre-school children. Starring Tony, Murray, Greg and Jeff, the Wiggles offer a montage of skits that are specifically designed for teaching and entertaining the preschool audience. Supported by an ensemble of characters, larger than life animals (humans dressed as animal characters) as well as a pirate, Captain Feathersword; the Wiggles teach numbers, letters, colors, matching and classifying what belongs together (or not), and following directions. Featuring dancing and occasional guest artists the Wiggles provides a plethora of visual interest for the viewer, while presenting the lessons in an easily understandable and developmentally appropriate manner for the preschool child. |

| Other Matters (7 of 14) | Response |
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| Program Title | Rescue Heroes |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 7:00 & 7:30am, 1/5/13-3/31/13 |
| Total times aired at regularly scheduled time | 26 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 6 years to 12 years |

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| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Rescue Heroes, scheduled for 7 and 7:30 A.M. is 30 minutes. The program was designed to serve the education and information needs of children ages 6-11. Each week the Rescue Heroes are called into action to mobilize themselves in any part of the globe to protect the world from natural and man-made disasters. Each half hour is comprised of two 11 minutes episodes. Social and emotional character stories are embedded in the stories using action and humor to convey messages of keeping an open mind, asking for help, facing your fears, persistence pays off, preparedness, 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. |
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| Other Matters (8 of 14) | Response |
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| Program Title | Sonic X |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 8:00, 1/5/13-3/31/13 |
| 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. | Follow the adventures of Sonic and friends. They must stop the evil genius Dr. Eggman from getting the powerful Chaos Emeralds. If Dr Eggman gets his hands on the Chaos Emeralds, he will take over the world |

| Other Matters (9 of 14) | Response |
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| Program Title | Animal Science |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday, 11:00am 1/5/13-3/31/13 |
| Total times aired at regularly scheduled time | 13 |
| Length of Program | 30 mins |
| Age of Target Child Audience from | 13 years to 16 years |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "ANIMAL SCIENCE" is a brand new half-hour weekly E/I animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under (target audience is 13-16). While most animal shows look at the behavior of animals,we go one step further to look at the how and why an animal is able to excel in its environment. |

| Other Matters (10 of 14) | Response |
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| Program Title | Chat Room |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, Noon, 1/5/13-3/31/13 |

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| 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. | "CHAT ROOM" is a brand new half-hour weekly educational series designed to inform, educate, and entertain children 16 & under (specific target audience is 13-16) through reenacting teen-oriented dilemmas and discussing them in an open and honest format. More than any other group, teens are on the frontlines of dealing with complex subjects as they stand at the crossroads between childhood and adulthood. "CHAT ROOM" may not have all the answers but it offers a place where young people can watch and discuss the problems they face. "CHAT ROOM" provides a compelling look at real-life situations that happen to today's teens as dramatized by teen actors. Our adult host and teen panel then discuss the issues presented in a direct and forthright manner. This program is not intended to be preachy or pedantic. The goal is to present issues that are real and raw and discuss the pros and cons of each situation in a freeflowing environment. |

| Other Matters (11 of 14) | Response |
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| Program Title | Made in Hollywood: Teen Edition |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Sunday, 12:30am, 1/5/13-3/31/13 |
| 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. | It is during the adolescent years that career exploration, planning, education, and decision-making begins. There is no question that a career in one of the multimedia industries is among the most popular career choices of adolescents. Although many feel their calling is for a more obvious "on-camera" career in acting, there are also a number of "behind the screen" pursuits that make for fulfilling career choices. Made in Hollywood: Teen Edition (MIH:TE) was created by Connection III Entertainment Corp. to provide career information and advice from top Hollywood professionals to 13- to 16-year-old viewers so they can "explore and learn about the technical, artistic, creative, business, and administrative careers that are a part of the motion picture, television, music video, and home entertainment industries" (Berry & O'Neal, 2006, p. 1). To guide the production of MIH:TE, Berry (2006) developed a career and guidance model that offers a framework for the development of each episode. |

| Other Matters (12 of 14) | | Response |
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| Program Title | Great Big World | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Sunday, 11:30p, 1/5/13-3/31/13 | |
| 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. | Elizabeth Stanton's Great Big World provides dynamic core programming in the areas of particular concern to young teens; including global, social, educational, and wellness issues. Award-winning teen hostess Elizabeth Stanton and select celebrity friends travel around the world volunteering in areas of specific need - ranging from feeding the hungry in the slums of Kenya to bringing hearing aids to Vietnamese neighborhoods whose citizens have experienced high rates of profound deafness and hearing loss. Great Big World offers a dynamic television experience for teens - combining the exciting, fun, and diverse experiences of world exploration with the life-changing volunteer opportunities available in these same areas. | |

| Other Matters (13 of 14) | | Response |
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| Program Title | Live Life and Win | |
| Origination | Network | |
| Days/Times Program Regularly Scheduled | Sunday, Noon, 1/5/13-3/31/13 | |
| 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 Live Life & Win series satisfies the FCC requirements for meeting the educational and informational needs of youth 13 to 16 years of age. The message of each episode is clear, understandable, and appropriate for the age range of the target audience. Members of the target audience can easily relate to the youthful individuals highlighted in the episode, including the hosts. Consistent with the goals of the series, strategies for achieving one's personal ambitions and learning life skills necessary for healthy living are addressed | |

| Other Matters (14 of 14) | | Response |
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|---|---|
| Program Title | The Chica Show |
| Origination | Network |
| Days/Times Program Regularly Scheduled | Saturday, 8:00am, 2/9/13-3/31/2013 |
| Total times aired at regularly scheduled time | 8 |
| 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. | Get ready for playful adventures with Chica as the doors of "The Costume Coop" open for business! Every preschooler loves to dress up and now they can join Chica, everyone's favorite chicken, for play dates that will take them under the sea, rocketing into space and time traveling back to caveman days. Set in a colorful, quirky shop stuffed to the beams with every kind of costume, accessory and prop imaginable "The Chica Show" is a Sprout Original preschool sitcom that features animation, live-action and a whole lot of surprises. |

Certification

| Question | Response |
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| <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>Newport Television License LLC</p> |

Attachments

No Attachments.