

# Children's Television Programming Report

 FRN:
 0023893225
 File Number:
 CPR-160518
 Submit Date:
 10/09/2014
 Call Sign:
 WJAR
 Facility ID:
 50780
 City:

 PROVIDENCE
 State:
 RI

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

 10/09/2014
 Filing Status:
 Active
 Status:
 Status:
 Status:
 Status:

## **Report reflects information for : Third Quarter of 2014**

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

| Applicant   | Applicant Name, Type, and Contact Information |         |       |       |                |
|-------------|---|---------|-------|-------|----------------|
| Information | Applicant                                     | Address | Phone | Email | Applicant Type |

| t | Contact Name | Address | Phone | Email | Contact Type |
|---|--------------|---------|-------|-------|--------------|
| - |              |         |       |       |              |

Contact Representatives (0)

| Children's                | Section  | Question  | Response             |         |
|---------------------------|--|---|----------------------|---------|
| Television<br>Information | Station Type   | Station Type  | Network Affiliation  |         |
|                           |  | Affiliated network  | NBC                  |         |
|                           |  | Nielsen DMA   | Providence-New Bedf  | ford    |
|                           |  | Web Home Page Address   | www.turnto10.com     |         |
|                           |  |   |                      |         |
| Digital Core              | Question   |   | Re                   | esponse |
| Programming               | State the average number stream  | of hours of Core Programming per week broadcast by the station on   | its main program 3.0 | 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   |   |                      | 68.0    |
|                           | 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:   |   |                      | 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? |   |                      | es      |
|                           | programming guideline (a   | that at least 50% of the Core Programming counted toward meeting the polied to free video programming aired on other than the main Yes Not program episodes that had already aired within the previous seven date | o program            | ЭS      |

station's main program stream or on another of the station's free digital program streams?

## Digital Core Programs(11)

| Digital Core<br>Program (1<br>of 11)   | Response   |
|--|--|
| Program Title  | The Chica Show   |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA / 10-10:30A   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 11   |
| Total times aired  | 13   |
| Number of<br>Preemptions   | 2  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 2  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Chica is a five-year-old chick who spends her days with her parents in their costume shop, the Coop. The shop's one employee, Kelly, doubles as Chica's nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and interpersonal behaviors. She and Kelly usually work on the problem through an adventure - a fantasy transformation to animation - where Bunji and Stitches comes 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<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Questions  | Response         |
|--|------------------|
| Title of Program   | The Chica Show   |
| List date and time rescheduled   | 9-21-14/1230-1PM |
| Is the rescheduled date the second home?   | No               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   |                  |
| Episode #  | 9-27-14/ETCS205  |
| Reason for Preemption  | Sports           |

| Questions  | Response        |
|--|-----------------|
| Title of Program   | The Chica Show  |
| List date and time rescheduled   | 7-05-14/1-130PM |
| Is the rescheduled date the second home?   | No              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   |                 |
| Episode #  | 7-12-14/ETCS107 |
| Reason for Preemption  | Sports          |

## Digital Core

| Program | (2 of |  |
|---------|-------|--|
|---------|-------|--|

| Program (2 of<br>11)   | Response            |
|--|---------------------|
| Program Title  | Noodle & Doodle     |
| Origination  | Network             |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | SA / 10:30-11:00 AM |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 11                  |
| Total times<br>aired   | 13                  |
| Number of<br>Preemptions                                       | 2                   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |                     |
| Number of<br>Preemptions<br>Rescheduled                        | 2                   |

| Length of<br>Program   | 30 mins   |
|--|---|
| Age of Target<br>Child<br>Audience   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>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. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Noodle & Doodle |
| List date and time rescheduled   | 7-05-14/130-2PM |
| Is the rescheduled date the second home?   | No              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   |                 |
| Episode #  | 7-12-14/ENAD120 |
| Reason for Preemption  | Sports          |

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Noodle & Doodle |
| List date and time rescheduled   | 9-21-14/1-130PM |
| Is the rescheduled date the second home?   | No              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   |                 |
| Episode #  | 9-27-14/ENAD105 |
| Reason for Preemption  | Sports          |

| Digital Core<br>Program (3<br>of 11)   | Response  |
|--|---|
| Program Title  | Justin Time   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA / 11:00-11:30 AM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 11  |
| Total times<br>aired   | 13  |
| Number of<br>Preemptions   | 2   |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |   |
| Number of<br>Preemptions<br>Rescheduled  | 2   |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Justin Time features a little boy, Justin, who wants very much to master his destiny, have great adventures,<br>and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure<br>that takes him to different places around the world, but also provides him with an experience that helps him<br>solve his problem when he returns home. While on the adventure he is accompanied by Olive, a<br>knowledgeable imaginary playmate, and Squidgy, the morphing flying sponge, who provides commentary<br>and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve<br>success, failure can teach what we need to do to succeed next time, or when one path to solve a problem<br>doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the<br>young child's perspective and imagination. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes   |

| Title of Program   | Justin Time        |
|--|--------------------|
| List date and time rescheduled   | 7-06-14/12N-1230PM |
| Is the rescheduled date the second home?   | No                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   |                    |
| Episode #  | 7-12-14/EJTM109    |
| Reason for Preemption  | Sports             |

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Justin Time     |
| List date and time rescheduled   | 9-28-14/1-130PM |
| Is the rescheduled date the second home?   | No              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   |                 |
| Episode #  | 9-27-14/EJTM106 |
| Reason for Preemption  | Sports          |

| Digital Core<br>Program (4<br>of 11)                           | Response              |
|--|-----------------------|
| Program Title  | Tree Fu Tom           |
| Origination  | Network               |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | SA / 11:30 AM-12 Noon |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 11                    |
| Total times aired  | 13                    |
| Number of<br>Preemptions                                       | 2                     |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |                       |
| Number of<br>Preemptions<br>Rescheduled                        | 2                     |
| Length of<br>Program   | 30 mins               |

#### Age of **Target Child** Audience

and

Core

2 years to 5 years

Describe the Tree Fu Tom is about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his educational 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 animated version of his woods. While in the Treetopolis, informational Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that objective of needs fixing. Tom calls upon the audience to practice original dance moves that will bring him magic so he the program and his friends can resolve their challenge of the day. Educational messages reinforce positive socioand how it emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, meets the doing the right thing instead of what is convenient, making the effort to share rather than being selfish, or definition of relying on teamwork in order to accomplish a goal.

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

#### **Digital Preemption Programs #1**

| Questions  | Response         |
|--|------------------|
| Title of Program   | Tree Fu Tom      |
| List date and time rescheduled   | 7-06-14/1230-1PM |
| Is the rescheduled date the second home?   | No               |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   |                  |
| Episode #  | 7-12-14/ETFT103  |
| Reason for Preemption  | Sports           |

#### **Digital Preemption Programs #2**

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Tree Fu Tom     |
| List date and time rescheduled   | 9-28-14/130-2PM |
| Is the rescheduled date the second home?   | No              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   |                 |
| Episode #  | 9-27-14/ETFT116 |
| Reason for Preemption  | Sports          |

#### **Digital Core** Program (5 of 11) Response

| Program Title    | Lazy Town  |
|------------------|------------|
| i iografii fille | Lazy TOWIT |

| Origination  | Network  |
|--|--|
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA / 12Noon-12:30 PM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 11   |
| Total times<br>aired   | 13   |
| Number of<br>Preemptions   | 2  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 2  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Lazy Town promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate to children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets, reside in Lazy Town, where her uncle is the Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete, who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures. |
| Does the<br>Licensee<br>identify the<br>program by<br>displaying<br>throughout<br>the program<br>the symbol E<br>/I?                                   | Yes  |

| Questions                                | Response        |
|--|-----------------|
| Title of Program                         | Lazy Town       |
| List date and time rescheduled           | 7-06-14/1-130PM |
| Is the rescheduled date the second home? | No              |

| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
|--|-----------------|
| Date Preempted   |                 |
| Episode #  | 7-12-14/ELZT123 |
| Reason for Preemption  | Sports          |

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Lazy Town       |
| List date and time rescheduled   | 9-28-14/2-230PM |
| Is the rescheduled date the second home?   | No              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   |                 |
| Episode #  | 9-27-14/ELZT301 |
| Reason for Preemption  | Sports          |

| Digital Core<br>Program (6<br>of 11)                           | Response           |
|--|--------------------|
| Program Title  | Zou                |
| Origination  | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | SA / 12:30-1P      |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 7                  |
| Total times<br>aired   | 13                 |
| Number of<br>Preemptions                                       | 6                  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |                    |
| Number of<br>Preemptions<br>Rescheduled                        | 6                  |
| Length of<br>Program   | 30 mins            |
| Age of<br>Target Child<br>Audience                             | 2 years to 5 years |

Zou is a French series based on the Zou books by Michel Gay. Targeted for children age 2-5, each episode Describe the explores the kind of learning issues that emerge from everyday encounters in the life of a preschool child. If Zou plays his drums too loud, how can he learn to play them softly? If Zou wants a car, but has only a informational cardboard box, how can he transform it? If Zou lost his friend's favorite airplane, how does he explain? How can Zou be successful at baking a cake if he has never done it before? How can Zou muster the courage to go to the doctor when he's afraid of injections? These are big issues in the mind and life of a preschool child and Zou demonstrates how to have fun, ask for help, listen to advice, and try different solutions until he can commit to the strategy that works. The show says it, shows it, and does it, in the embedded and naturally occurring lesson within each episode.

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

educational

objective of the program

and how it meets the

definition of

Programming.

Core

and

#### **Digital Preemption Programs #1**

Yes

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Zou             |
| List date and time rescheduled   | 7-06-14/130-2PM |
| Is the rescheduled date the second home?   | No              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   |                 |
| Episode #  | 7-12-14/EZOU101 |
| Reason for Preemption  | Sports          |

#### **Digital Preemption Programs #2**

| Questions  | Response         |
|--|------------------|
| Title of Program   | Zou              |
| List date and time rescheduled   | 8-16-14/930-10AM |
| Is the rescheduled date the second home?   | Yes              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   |                  |
| Episode #  | 8-16-14/EZOU107  |
| Reason for Preemption  | Sports           |

| Questions                                | Response        |
|--|-----------------|
| Title of Program                         | Zou             |
| List date and time rescheduled           | 9-28-14/230-3PM |
| Is the rescheduled date the second home? | No              |

| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
|--|-----------------|
| Date Preempted   |                 |
| Episode #  | 9-27-14/EZOU114 |
| Reason for Preemption  | Sports          |

| Questions  | Response         |
|--|------------------|
| Title of Program   | Zou              |
| List date and time rescheduled   | 8-30-14/930-10AM |
| Is the rescheduled date the second home?   | Yes              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   |                  |
| Episode #  | 8-30-14/EZOU109  |
| Reason for Preemption  | Sports           |

## Digital Preemption Programs #5

| Questions  | Response         |
|--|------------------|
| Title of Program   | Zou              |
| List date and time rescheduled   | 8-23-14/930-10AM |
| Is the rescheduled date the second home?   | Yes              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   |                  |
| Episode #  | 8-23-14/EZOU108  |
| Reason for Preemption  | Sports           |

| Questions  | Response         |
|--|------------------|
| Title of Program   | Zou              |
| List date and time rescheduled   | 9-13-14/930-10AM |
| Is the rescheduled date the second home?   | Yes              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes              |
| Date Preempted   |                  |
| Episode #  | 9-13-14/EZOU111  |
| Reason for Preemption  | Sports           |

| Digital Core<br>Program (7 of 11) | Response                           |
|-----------------------------------|------------------------------------|
| Program Title                     | Green Screen Adventures (Ch. 51.2) |
| Origination                       | Syndicated                         |

| Days/Times<br>Program Regularly<br>Scheduled  | SA / 8:00-8:30 AM; 8:30-9 AM  |
|---|---|
| Total times aired at<br>regularly<br>scheduled time   | 26  |
| Total times aired   |   |
| Number of<br>Preemptions  | 0   |
| Number of<br>Preemptions for<br>other than<br>Breaking News   |   |
| Number of<br>Preemptions<br>Rescheduled   |   |
| Length of Program   | 30 mins   |
| Age of Target Child<br>Audience   | 7 years to 11 years   |
| Describe the<br>educational and<br>informational<br>objective of the<br>program and how it<br>meets the<br>definition of Core<br>Programming. | "Green Screen Adventures" sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary schoor students, ages 7-11. Children get the message that their words have power, that their voices are being heard. The diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. The educational mission emphasizes the four "C"s as we as the three "R"s - Curiosity, Confidence, Citizenship, and Compassion. |
| Does the Licensee<br>identify the<br>program by<br>displaying<br>throughout the<br>program the<br>symbol E/I?                                 | Yes   |

| Digital Core Program (8 of 11)                     | Response                       |
|--|--------------------------------|
| Program Title                                      | Travel Thru History (Ch. 51.2) |
| Origination  | Syndicated                     |
| Days/Times Program Regularly<br>Scheduled          | SA / 9-9:30 AM                 |
| Total times aired at regularly scheduled time      | 13                             |
| Total times aired                                  |                                |
| Number of Preemptions                              | 0                              |
| Number of Preemptions for other than Breaking News |                                |
| Number of Preemptions Rescheduled                  |                                |
| Length of Program                                  | 30 mins                        |

| Age of Target Child Audience  | 9 years to 12 years   |
|---|---|
| Describe the educational and<br>informational objective of the program<br>and how it meets the definition of Core<br>Programming. | "Travel Thru History" is designed to spark interest and enthusiasm in teens and<br>their families to learn about our country's rich and fascinating history. The<br>series visits diverse locales across the US from Las Vegas to Key West. |
| Does the Licensee identify the program<br>by displaying throughout the program the<br>symbol E/I?                                 | Yes   |

| Digital Core<br>Program (9<br>of 11)   | Response   |
|--|--|
| Program Title  | Mystery Hunters (Ch. 51.2)   |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA / 9:30-10 AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | "Mystery Hunters" are Araya and Christina, regular kids with inquisitive minds, who travel the globe to investigate the sites and delve into the tales which have baffled people throughout the ages - looking for the Loch Ness Monster, unraveling a smelly mummy, searching for Princess Anastasia, and learning the true story of King Tut. Armed with video cameras and their instincts, they gather facts and meet the experts, debunking common myths and offering explanations for legends, spooky stories, and unexplained phenomena. They use critical thinking and scientific reasoning to show that things are not always what they seem. Back at the Discovery Mystery Lab, Doubting Dave, the resident skeptical scientist, challenges viewers to send in their own mysteries, and then tackles the questions with experiments and logical explanations. Dave also assists the Mystery Hunters with their investigations. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography, and international customs. |

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

| Digital Core<br>Program (10 of<br>11)   | Response   |
|---|--|
| Program Title   | Safari (Ch. 51.2)  |
| Origination   | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | SA / 10-10:30 AM   |
| Total times<br>aired at<br>regularly<br>scheduled time  | 13   |
| Total times<br>aired  |  |
| Number of<br>Preemptions  | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking News   |  |
| Number of<br>Preemptions<br>Rescheduled   |  |
| Length of<br>Program  | 30 mins  |
| Age of Target<br>Child Audience   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming. | Safari provides core programming in the areas of global ecology, wildlife biology and species conservation and preservation. Emmy award-winning host and wildlife expert John Ross travels to the farthest reaches of the world to bring the viewers face to face with some of the planet's most interesting animals. Safari offers a dynamic television experience for teens - with the exciting experience of exploring the fascinating world of wildlife and at the same time discovering what needs to be done to protect the animals and their habitat so that they can live on in the wild. Various age-appropriate global wildlife and ecology issues are introduced to the viewing audience with in-depth and thoughtful explanations. |

| Yes |     |
|-----|-----|
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|     |     |
|     |     |
|     |     |
|     | Yes |

| Program (11<br>of 11)  | Response   |
|--|--|
| Program Title  | Edgemont (Ch. 51.2)  |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA / 10:30-11 AM   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Total times<br>aired   |  |
| Number of<br>Preemptions   | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  |  |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Edgemont is designed to entertain its youth audience and also to inform and educate these viewers ab<br>issues that arise in school and at home. Storylines focus on the social and emotional challenges that e<br>secondary school student faces, from forming and maintaining friendships and romantic attachments, t<br>ethical and moral choices and family relationships. The programs illustrate the possible consequences<br>choices that these viewers may face, and these outcomes provide "life lessons" that are shown plainly<br>the teen audience. Edgement further benefits its viewers by opening dialogue with peers and potentiall<br>also parents and educators regarding the topics portrayed in the series. It also touches on significant<br>societal issues and can complement classroom discussions on these topics. These issues range from<br>considerations of diversity, racism and sexual identity, to divorce, teen pregnancy, bullying and alcohol<br>substance abuse. |

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

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

| Non-Core Educational and<br>Informational Programming (1<br>of 1)  | Response  |
|--|---|
|  |   |
| Program Title  | Jack Hanna's Animal Adventures  |
| Origination  | Syndicated  |
| Days/Times Program Regularly<br>Scheduled:   | SA/5:30-6 AM  |
| Total times aired at regularly scheduled time:   | 12  |
| Number of Preemptions  | 1   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 13 years to 16 years  |
| Describe the educational and<br>informational objective of the<br>program and how it meets the<br>definition of Core Programming.  | Weekly half-hour program of insider's look at the world's most fascinating animals found<br>in zoos, aquariums, and in the wild. Traveling every corner of the globe for close<br>encounters with spectacular wildlife. Interaction with people that are knowledgeable about<br>animals and their habitats, and educates viewers as host Jack Hanna travels the globe.<br>Each program is designed to reveal the world in a way that presents positive role models<br>and pro-social values within an environmentally responsible universe. |
| Does the program have<br>educating and informing<br>children ages 16 and under as<br>a significant purpose?  | Yes   |
| Does the Licensee identify the<br>program by displaying<br>throughout the program the<br>symbol E/I?   | Yes   |
| Does the Licensee provide<br>information regarding the<br>program, including an<br>indication of the target child<br>audience, to publishers of<br>program guides consistent with<br>47 C.F.R. Section 73.673? | Yes   |

#### Date and Time Aired:

| Questions | Response |
|-----------|----------|
| Date Time |          |

Sponsored Core Programming (0)

| Question   | Response  |
|--|---|
| Does the Licensee publicize the existence and<br>location of the station's Children's Television<br>Programming Reports (FCC 398) as required by 47<br>C.F.R. Section 73.3526(e)(11)(iii)?   | Yes   |
| Name of children's programming liaison   | Victor Vetters  |
| Address  | 23 Kenney Drive   |
| City   | Cranston  |
| State  | RI  |
| Zip  | 02920   |
| Telephone Number   | 401-455-9540  |
| Email Address  | vvetters@wjar.com   |
| Include any other comments or information you<br>want the Commission to consider in evaluating your<br>compliance with the Children's Television Act (or<br>use this space for supplemental explanations). This<br>may include information on any other noncore<br>educational and informational programming that<br>you aired this quarter or plan to air during the next<br>quarter, or any existing or proposed non-broadcast<br>efforts that will enhance the educational and<br>informational value of such programming to<br>children. See 47 C.F.R. Section 73.671, NOTES 2<br>and 3. | Except as set forth herein, the children's programming and<br>promotional content furnished to the Station during the 3rd quarter of<br>2014 complied with the commercial limits of the Children's Television<br>Act, and 47 C.F.R. 73.670(a)-(d). In addition to the educational or<br>informational programs listed in this report, the station broadcast the<br>following programs specifically designed for children ages twelve (12)<br>and under that were not "educational or informational": None. The<br>station terminated analog service on February 17, 2009. Therefore,<br>there is no data to report in the "Analog Core Programming" section<br>of this form, and Licensee's responses to Question 7 refer only to the<br>station's main digital programming stream. |

## Other Matters (11)

| Other<br>Matters (1 of<br>11)  | Response  |
|--|---|
| Program Title  | Astroblast  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA / 10-10:30 AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Based on the book series by author and illustrator Bob Kolar, Astroblast! is set on a space station in an unknown solar system. The station is populated by five animal characters and one 3-eyed octopus of unknown derivation. Each episode begins with an everyday conversation or incident that grows into a predicament of some sort needing a solution. While these predicaments take place on a space station populated by animal characters and aliens from different galaxies, the issues and resolutions resonate preschool audience. Through comedy and zippy action, our target audience sees how the characters le lessons for practical living such as how to: keep track of things that belong to you, practice good habits clean up a space when you've made a mess, rebound from a failure or embarrassing incident, or resist urge to blame others for your mistakes. |
| Other<br>Matters (2 of<br>11)  | Response  |
| Program Title  | The Chica Show  |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA / 10:30-11 AM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>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 interpersonal 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 (3 of 11) Response Program Title Tree Fu Tom Origination Network Days/Times SA / 11-11:30 AM Program Regularly Scheduled Total times 13 aired at regularly scheduled time Length of 30 mins Program Age of 2 years to 5 years **Target Child** Audience from Describe the Tree Fu Tom is about a little boy who lives in a rural area and has a rich fantasy life in the woods behind his educational home. Tom uses specific movements to summon up magic powers that permit him to morph into an and animated hero and fly around in Treetopolis, the animated version of his woods. While in the Treetopolis, informational Tom and his friends, Ariella, Twigs, Squirmturn and Zigzoo will invariably run into a problem or disaster that objective of needs fixing. Tom calls upon the audience to practice original dance moves that will bring him magic so he the program and his friends can resolve their challenge of the day. Educational messages reinforce positive socioand how it emotional content, with examples that model: being loyal to good friends, knowing how to ask for help, doing meets the the right thing instead of what is convenient, making the effort to share rather than being selfish, or relying definition of on teamwork in order to accomplish a goal. Core Programming.

| Other<br>Matters (4 of<br>11)                   | Response           |
|---|--------------------|
| Program Title                                   | Lazytown           |
| Origination                                     | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled | SA / 11:30-12 NOON |

| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
|--|---|
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | Lazy Town promotes fitness and healthful habits for preschool children. It takes place in an imaginary setting, Lazy Town, and most episodes relate to children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets, reside in Lazy Town, where her uncle is the Mayor Milford Meanswell The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete, who comes to the rescue from his home in spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of Lazy Town is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games, holding athletic competitions, to building forts and play structures. |
| Other<br>Matters (5 of<br>11)  | Response  |
| Program Title  | Poppy Cat   |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA / 12-12:30 PM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13  |
| Length of<br>Program   | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years  |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core                 | Based on the book series by Lara Jones, Poppy Cat 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, the 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 episod as well: think creatively and exercise your mind through reading and storytelling - for these activities always lead to enjoyment and adventure.   |

| Other Matters<br>(6 of 11)   | Response   |
|--|--|
| Program Title  | Noodle & Doodle  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA / 12:30-1 PM  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of Target<br>Child<br>Audience from  | 2 years to 5 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>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 familie working together to make something to display within the child's home. Sean's side-kick, Doggity, is an e faithful beagle who transforms into an animated character during interstitial trips to a parallel universe, see 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<br>Matters (7 of<br>11)  | Response   |
| Program Title  | Edgemont (Ch. 51.2)  |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA / 10:30-11AM  |
| Total times<br>aired at<br>regularly<br>scheduled  | 13   |
| time   |  |
| time<br>Length of<br>Program   | 30 mins  |

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Edgemont 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. Edgement further benefits its viewers by opening dialogue with peers and potentially also parents and educators regarding the topics portrayed in the series. It 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.

| Other<br>Matters (8 of<br>11)  | Response   |
|--|--|
| Program Title  | Mystery Hunters (Ch. 51.2)   |
| Origination  | Syndicated   |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | SA / 9:30-10A  |
| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
| Length of<br>Program   | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 13 years to 16 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of<br>the program<br>and how it<br>meets the<br>definition of<br>Core<br>Programming. | "Mystery Hunters" are Araya and Christina, regular kids with inquisitive minds, who travel the globe to investigate the sites and delve into the tales which have baffled people throughout the ages - looking for the Loch Ness Monster, unraveling a smelly mummy, searching for Princess Anastasia, and learning the true story of King Tut. Armed with video cameras and their instincts, they gather facts and meet the experts, debunking common myths and offering explanations for legends, spooky stories, and unexplained phenomena. They use critical thinking and scientific reasoning to show that things are not always what they seem. Back at the Discovery Mystery Lab, Doubting Dave, the resident skeptical scientist, challenges viewers to send in their own mysteries, and then tackles the questions with experiments and logical explanations. Dave also assists the Mystery Hunters with their investigations. Through critical observation, analytical thinking, and scientific testing, the series encourages children to question the world around them. Through both the travel aspect and investigation of ancient myths and mysteries, there is a profound focus on history, culture, geography, and international customs. |
| Other Matters  | (9 of 11) Response   |
| Program Title  | Travel Thru History (Ch. 51.2)   |
| Origination  | Syndicated   |

| Origination                                   | Syndicated           |
|---|----------------------|
| Days/Times Program Regularly<br>Scheduled     | SA / 9-9:30AM        |
| 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. "Travel Thru History" is designed to spark interest and enthusiasm in teens and their families to learn about our country's rich and fascinating history. The series visits diverse locales across the US from Las Vegas to Key West.

| Other Matters<br>(10 of 11)   | Response   |  |  |
|---|--|--|--|
| Program Title   | Safari (Ch. 51.2)  |  |  |
| Origination   | Syndicated   |  |  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | SA / 10-10:30AM  |  |  |
| Total times<br>aired at<br>regularly<br>scheduled time  | 13   |  |  |
| Length of<br>Program  | 30 mins  |  |  |
| Age of Target<br>Child Audience<br>from   | 13 years to 16 years   |  |  |
| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets<br>the definition of<br>Core<br>Programming. | Safari provides core programming in the areas of global ecology, wildlife biology and species conservation and preservation. Emmy award-winning host and wildlife expert John Ross travels to the farthest reaches of the world to bring the viewers face to face with some of the planet's most interesting animals. Safari offers a dynamic television experience for teens - with the exciting experience of exploring the fascinating world of wildlife and at the same time discovering what needs to be done to protect the animals and their habitat so that they can live on in the wild. Various age-appropriate global wildlife and ecology issues are introduced to the viewing audience with in-depth and thoughtful explanations. |  |  |
| Other Matters (11 of 11)  | Response   |  |  |
| Program Title   | Green Screen Adventures (Ch. 51.2)   |  |  |
| Origination   | Syndicated   |  |  |
| Days/Times<br>Program Regularly<br>Scheduled  | SA / 8-8:30 AM; 8:30-9 AM<br>y   |  |  |
| Total times aired a regularly scheduled time  | at 26  |  |  |
| Length of Program   | n 30 mins  |  |  |
| Age of Target Chil<br>Audience from   | d 7 years to 11 years  |  |  |

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. "Green Screen Adventures" sparks enthusiasm for writing through age-appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-11. Children get the message that their words have power, that their voices are being heard. The diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. The educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, and Compassion.

| Certification | Question   | Response   |
|---------------|--|--|
|               | <ul> <li>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.</li> <li>FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID</li> <li>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.</li> <li>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).</li> </ul> |  |
|               | I certify that this application includes all required and relevant attachments.  |  |
|               | I declare, under penalty of perjury, that I am an authorized representative of the above-named applicant for the Authorization(s) specified above.   | Media General<br>Communications<br>Holdings, LLC |

Attachments No Attachments.