



(REFERENCE COPY - Not for submission)

# Children's Television Programming Report

FRN: **0001529627** | File Number: **CPR-144485** | Submit Date: **07/10/2013** | Call Sign: **KLDO-TV** | Facility ID: **51479**  
City: **LAREDO** | State: **TX**  
Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:  
**07/10/2013** | Filing Status: **Active**

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Report reflects information for : **Second Quarter of 2013**

**General Information**

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

**Applicant  
Information**

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

| Applicant | Address | Phone | Email | Applicant Type |
|-----------|---------|-------|-------|----------------|
|-----------|---------|-------|-------|----------------|

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**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    | UNIVISION             |
|              | Nielsen DMA           | Laredo                |
|              | Web Home Page Address | http://www.kldotv.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:  | 4.0      |
| 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(16)**

| <b>Digital Core Program (1 of 16)</b>  | <b>Response</b>   |
|--|---|
| Program Title  | Pocoyo  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA, 07:00 AM  |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  | 13  |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  | 1   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 2 years to 4 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core Program (2 of 16)</b>  | <b>Response</b>   |
|--|-------------------|
| Program Title                          | The Backyardigans |
| Origination                            | Network           |
| Days/Times Program Regularly Scheduled | SA, 07:30 AM      |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is targeted to pre-schoolers, featuring five high-spirited friends Uniqua, Pablo, Tyrone, Tasha and Austin who inspire children to engage in creative collaborative play through musical-adventures. Each episode entices young children to learn through music and dance and develop "cognitive learning." The unique character's personalities also add to this program's appeal, children will easily relate. Uniqua is the curious and confident one, and sometimes is perceived as the tomboy. Pablo the penguin is most often the leader of the pack but has panic attacks when he encounters obstacles. Tyrone the moose is the laid back and cool and known for his ironic comments. Tasha the hippo is the serious one, likes to get her own way and isn't easy to fool. Austin is the timid kangaroo who starts to come out to his shell with help of his friends. Each adventure begins in the backyard through the group's imagination it is transformed into a completely different world in which they enjoy many sorts of stories and adventures. Viewers are stimulated to early-learning through the different music genre such as big band, reggae, western, polka, Motown and disco. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

**Digital Core Program (3 of 16)**

**Response**

|  |              |
|--|--------------|
| Program Title                          | Zigby        |
| Origination                            | Network      |
| Days/Times Program Regularly Scheduled | SA, 08:00 AM |

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

**Digital Core Program (4 of 16)**

**Response**

|   |                 |
|---|-----------------|
| Program Title                                 | Maya and Miguel |
| Origination                                   | Network         |
| Days/Times Program Regularly Scheduled        | SA, 08:30 AM    |
| Total times aired at regularly scheduled time | 13              |

|  |  |
|--|--|
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 6 years to 11 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This program has two main goals: one to encourage children to value, respect and better understand a variety of cultures, perspectives, traditions, languages and experiences; and second to support children in building their understanding of the English language, especially vocabulary. The show features 10 year old twins Maya and Miguel, their loving family, their pet parrot Paco, friends and their widely diverse neighborhood. Every episode turns and twists into an adventure for the twins especially when Maya's usual well-intended deeds turn into big messes, fortunately they always manage to fix. Maya & Miguel are both bilingual, they promote a positive attitude toward knowing and learning more than one language. This show presents a positive, culturally rich portrayal of a Latino family. |
| Does the Licensee identify the program by displaying throughout the program the symbol E /I?                             | Yes  |

| <b>Digital Core Program<br/>(5 of 16)</b>     |  | <b>Response</b>   |
|---|--|-------------------|
| Program Title                                 |  | Dora the Explorer |
| Origination                                   |  | Network           |
| Days/Times Program Regularly Scheduled        |  | SA, 09:00 AM      |
| Total times aired at regularly scheduled time |  | 13                |
| Total times aired                             |  | 13                |
| Number of Preemptions                         |  | 0                 |



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

**Digital Core Program (6 of 16)**

**Response**

|  |                |
|--|----------------|
| Program Title                                      | Go, Diego, Go! |
| Origination  | Network        |
| Days/Times Program Regularly Scheduled             | SA, 09:30 AM   |
| Total times aired at regularly scheduled time      | 13             |
| Total times aired                                  | 13             |
| Number of Preemptions                              | 0              |
| Number of Preemptions for other than Breaking News |                |
| Number of Preemptions Rescheduled                  | 1              |

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

| Digital Core Program (7 of 16)   | Response   |
|--|--|
| Program Title  | BETA RECORDS   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | MONDAY'S 9AM -9:30AM   |
| 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. | BETA Records TV is an educational and instructional music centric series. It follows a magazine format with segments ranging from major & indie artist interviews, tutorials and how-to's, producer and music executive tips, Internet heroes, The Vault (legendary artists), and music as it pertains to fashion and pop culture. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (8 of 16)</b>  | <b>Response</b>  |
|--|--|
| Program Title  | ARIEL & ZOEY & ELI, TOO  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | TUESDAY'S 9AM-9:30AM   |
| 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. | Ariel & Zoey & Eli, Too introduces children to people who have accomplished great things and have a positive message. They have toured across the country performing concerts for the children of our heroic troops and the National Anthem at numerous events including before a New York Mets game at Citi Field, the Palace of Auburn Hills prior to a sold-out Detroit Pistons basketball game and before 54,000 fans at Shea Stadium. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (9 of 16)</b>              | <b>Response</b>        |
|--|------------------------|
| Program Title                                      | CHAT ROOM              |
| Origination  | Network                |
| Days/Times Program Regularly Scheduled             | WEDNESDAY'S 9AM-9:30AM |
| 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" provides a compelling look at real-life situations that happen to today's teens. Our adult host and teen panel then discuss the issues presented in a direct and forthright manner. While entertaining our target audience, we also educate them on how to problem solve and come up with intelligent and appropriate solutions to issues they may face both at home and at school. What would you do if you are riding in a car with friends and the driver is texting and distracted What would you do if you saw your best friend's boyfriend with another girl? Would you tell her How would you handle an abusive coach that verbally attacks players |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| <b>Digital Core Program (10 of 16)</b>             | <b>Response</b>       |
|--|-----------------------|
| Program Title                                      | GINA D'S KIDS CLUB    |
| Origination  | Network               |
| Days/Times Program Regularly Scheduled             | THURSDAY'S 9AM-9:30AM |
| Total times aired at regularly scheduled time      | 13                    |
| Total times aired                                  |                       |
| Number of Preemptions                              | 0                     |
| Number of Preemptions for other than Breaking News |                       |
| Number of Preemptions Rescheduled                  |                       |
| Length of Program                                  | 30 mins               |

|  |  |
|--|--|
| Age of Target Child Audience   | 3 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "Gina D's Kids Club is an exciting, educational television series for preschoolers ages 3-6. Specifically-themed shows address the learning needs and potential of young children, as they entertain, amuse and delight viewers of all ages through a combination of live action and dynamic 3-D animation! This curriculum-based preschool program aims to teach kids social skills, language arts, and math through dances, silly songs, and colorful skits. Each show concludes with Gina D writing a letter to her Grandmother to review the educational highlights of the day's events at the clubhouse. The major premise of Gina D's Kids Club is establishing and reinforcing positive values and behaviors through original songs and character performances that viewing children will choose to adopt and imitate." |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core Program (11 of 16)  | Response  |
|--|---|
| Program Title  | ANIMAL SCIENCE  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | FRIDAY'S 9AM-9:30AM   |
| 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 an animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under. 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 (12 of 16)**      **Response**

|  |  |
|--|--|
| Program Title  | THINK BIG  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SUNDAY'S 9AM-9:30AM  |
| 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  | 13 mins  |
| Age of Target Child Audience   | 13 years to 13 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | "Think Big features top kid inventors who face off against each other in an Invent-Off to see who can come up with the most innovative and creative invention. Each episode is set in the Think Tank, a studio filled top to bottom with art supplies and construction materials. Two teams, each led by a Featured Inventor, brainstorm, choose materials, and then sketch, design and build their idea. Once completed, the competing inventions are presented to a judge. The best invention wins bragging rights and the coveted Genius Cup. In Think Big, kids acquire and showcase their skills in creativity, science, innovation, marketing, design and teamwork." |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

**Digital Core Program (13 of 16)**

**Response**

|  |                        |
|--|------------------------|
| Program Title                          | GINA D KIDS CLUB       |
| Origination                            | Network                |
| Days/Times Program Regularly Scheduled | SATURDAYS - 7AM-7:30AM |

|  |  |
|--|--|
| Total times aired at regularly scheduled time  | 13   |
| Total times aired  |  |
| Number of Preemptions  | 0  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions Rescheduled  |  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Gina D's Kids Club is a family-friendly educational television program and DVD video series for preschoolers ages 2-6. Specifically themed shows address the learning needs and potential of young children, as they entertain, amuse and delight viewers of all ages through a combination of live action and dynamic 3-D animation. The show is hosted by a positive adult female role model, who connects with her young viewers in a gentle caring way in the same familiarity that children associate with their mothers. The major premise of Gina D's Kids Club is establishing and reinforcing positive values and behaviors through original songs and character performances that children will choose to adopt and imitate. Scripts are designed to promote actions that support interpersonal skills such as helping others, negotiation, cooperation, sharing and tolerance with an ending (Gina D's letter to grandma) that reinforces those educational objectives. Content is lively and fun, produced with state of the art computer animation and original, positive songs and characters such as Simon Wannabe, Mister Pockets, Miss Muffin, Pierre D Artist, TV Ted and Doggy Brown. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

**Digital Core Program (14 of 16) Response**

|   |                           |
|---|---------------------------|
| Program Title                                 | Ariel & Zooney, Eli Too   |
| Origination                                   | Network                   |
| Days/Times Program Regularly Scheduled        | SATURDAYS - 7:30AM-8:30AM |
| Total times aired at regularly scheduled time | 26                        |

|  |   |
|--|---|
| Total times aired  |   |
| Number of Preemptions  | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of Preemptions Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child Audience   | 2 years to 6 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Ariel & Zoey (Eli Too), also known as AZE2, provides CORE programming in the areas music, art and history. For example, the show introduces the viewer to people who have accomplished great things and have a positive message for kids. Of course, there is plenty of music in the show. AZE2's central theme is to empower children to accomplish their goals and their dreams. There is always a focus on important life lessons -- treating others with respect and kindness. This program is from the Retro Television Network (RTV). This program is from the Retro Television Network (RTV) |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core Program (15 of 16)</b>             |                            |
|--|----------------------------|
|  | <b>Response</b>            |
| Program Title                                      | Mustard Pancakes           |
| Origination  | Network                    |
| Days/Times Program Regularly Scheduled             | SATURDAYS - 8:30AM-09:30AM |
| Total times aired at regularly scheduled time      | 26                         |
| Total times aired                                  |                            |
| Number of Preemptions                              | 0                          |
| Number of Preemptions for other than Breaking News |                            |
| Number of Preemptions Rescheduled                  |                            |
| Length of Program                                  | 30 mins                    |



|  |   |
|--|---|
| Age of Target Child Audience   | 2 years to 6 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from problems to celebrations and everything in between. Courtney lives with her cat, Mr. D., and her three dogs, Oogleberry Ink Dog, Tiny Tina Ten Toes and Mo. Definitely an offbeat family! Courtney's home is warm, friendly and inviting, a cozy place where all children feel comfortable hanging out, singing songs and hearing stories. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| <b>Digital Core Program (16 of 16)</b>             | <b>Response</b>              |
|--|------------------------------|
| Program Title                                      | Mouse in the House           |
| Origination  | Network                      |
| Days/Times Program Regularly Scheduled             | SATURDAYS - 9:30 AM-10:00 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 informational objective of the program and how it meets the definition of Core Programming. | Mouse in the House is a science series that educates children about science concepts, introducing them to science and math by exploring fundamental principles such as gravity, pressure, kinetics and magnetism by conducting science experiments in an integrated and entertaining way. It is produced using a combination of 3D animation and live footage. The host, Max, is a 3D animated mouse in a 3D animated laboratory setting. Max the Mouse talks to the audience and the participants, explaining what the science concept and experiment is and how to perform it. The participants are junior high school children guided by a science facilitator. Together they perform the experiment instructed by Max the Mouse. Max also proceeds via 3D animation to explain the outcome of the experiment and how it happened. |
| 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  | TERRY ELENA LOZANO     |
| Address   | 222 BOB BULLOCK LOOP   |
| City  | LAREDO                 |
| State   | TX                     |
| Zip   | 78043                  |
| Telephone Number  | 956-7270027            |
| Email Address   | TELENA@ENTRAVISION.COM |
| Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. Section 73.671, NOTES 2 and 3. |                        |

**Other Matters (16)**

| <b>Other Matters (1 of 16)</b>   | <b>Response</b>   |
|--|---|
| Program Title  | Pocoyo  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | SA, 07:00 AM  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child Audience from  | 2 years to 4 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand. |

| <b>Other Matters (2 of 16)</b>                | <b>Response</b>    |
|---|--------------------|
| Program Title                                 | The Backyardigans  |
| Origination                                   | Network            |
| Days/Times Program Regularly Scheduled        | SA, 07:30 AM       |
| Total times aired at regularly scheduled time | 13                 |
| Length of Program                             | 30 mins            |
| Age of Target Child Audience from             | 2 years to 5 years |

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

| <b>Other Matters (3 of 16)</b> |                 |
|--------------------------------|-----------------|
|                                | <b>Response</b> |

|   |                    |
|---|--------------------|
| Program Title                                 | Zibgy              |
| Origination                                   | Network            |
| Days/Times Program Regularly Scheduled        | SA, 08:00 AM       |
| Total times aired at regularly scheduled time | 13                 |
| Length of Program                             | 30 mins            |
| Age of Target Child Audience from             | 4 years to 6 years |

|  |  |
|--|--|
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This educational program is targeted to pre-schoolers, featuring Zigby, a curious and ingenious young zebra who teaches children the skills for creative problem solving, empathy and respect for others, personal responsibility, and how to work together to accomplish goals. Zigby and his two loyal friends, McMeer and Bertie, inspire children to engage in creative collaborative play, having fun but never without kindness, respect, compassion, empathy and understanding towards others. Although Zigby may accidentally cause problems, admits his mistakes and works on problem-solving. Zigby knows that there are many different ways to look at a problem and shows that you need to consider a problem in a different perspective in order to reach a solution. |
|--|--|

| <b>Other Matters (4 of 16)</b> |                 |
|--------------------------------|-----------------|
|                                | <b>Response</b> |

|   |                 |
|---|-----------------|
| Program Title                                 | Maya and Miguel |
| Origination                                   | Network         |
| Days/Times Program Regularly Scheduled        | SA, 08:30 AM    |
| Total times aired at regularly scheduled time | 13              |

|  |  |
|--|--|
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 6 years to 11 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | This program has two main goals: one to encourage children to value, respect and better understand a variety of cultures, perspectives, traditions, languages and experiences; and second to support children in building their understanding of the English language, especially vocabulary. The show features 10 year old twins Maya and Miguel, their loving family, their pet parrot Paco, friends and their widely diverse neighborhood. Every episode turns and twists into an adventure for the twins especially when Maya's usual well-intended deeds turn into big messes, fortunately they always manage to fix. Maya & Miguel are both bilingual, they promote a positive attitude toward knowing and learning more than one language. This show presents a positive, culturally rich portrayal of a Latino family. |

| Other Matters (5 of 16)  | Response   |
|--|--|
| Program Title  | Dora the Explorer  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SA, 09:00 AM   |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Dora the Explorer stars a 7-year old Latina girl and her friends who actively engage pre-schoolers in a play-along, computer-style adventure designed to spark interest in learning about the world around them. Dora teaches children how to observe situations and to employ problem solving skills such as stopping to think or asking for help when they encounter an obstacle, all the while increasing their vocabulary, math skills, music appreciation and physical coordination with strong cultural and literary references. |

| Other Matters (6 of 16)                       | Response      |
|---|---------------|
| Program Title                                 | Go, Diego Go! |
| Origination                                   | Network       |
| Days/Times Program Regularly Scheduled        | SA, 09:30 AM  |
| Total times aired at regularly scheduled time | 13            |
| Length of Program                             | 30 mins       |



Age of Target Child Audience from 2 years to 6 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming. Go, Diego, Go! stars another positive Latino host, Dora the Explorer's 8-year old cousin, Diego Marquez. Diego is an action-adventure hero who motivates children to learn about the natural world around them and teaches children about a specific animal, such as the sound it makes, how it moves, what habitat it needs, what it eats and its physical characteristics. In each episode, Diego rescues an animal in trouble, modeling the use of observation skills and scientific aides like computers, a field journal and cameras, as well as positive social skills such as empathy, a desire to help others and, especially, respect for the environment. Go Diego Go! incorporates play-along viewing, interaction with Diego, movement, singing, problem-solving and strong cultural references.

| Other Matters (7 of 16)  | Response   |
|--|--|
| Program Title  | BETA RECORDS   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | MONDAY'S 9AM-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. | BETA Records TV is an educational and instructional music centric series. It follows a magazine format with segments ranging from major & indie artist interviews, tutorials and how-to's, producer and music executive tips, Internet heroes, The Vault (legendary artists), and music as it pertains to fashion and pop culture. |

| Other Matters (8 of 16)  | Response   |
|--|--|
| Program Title  | ARIEL, ZOEY & ELI, TOO   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | TUESDAY'S 9AM-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. | Ariel & Zoey & Eli, Too introduces children to people who have accomplished great things and have a positive message. They have toured across the country performing concerts for the children of our heroic troops and the National Anthem at numerous events including before a New York Mets game at Citi Field, the Palace of Auburn Hills prior to a sold-out Detroit Pistons basketball game and before 54,000 fans at Shea Stadium. |

| Other Matters (9 of 16) | Response  |
|-------------------------|-----------|
| Program Title           | CHAT ROOM |

|   |   |
|---|---|
| Origination   | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | WEDNESDAY'S 9AM-9:30AM  |
| Total times aired<br>at 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 and<br>informational<br>objective of the<br>program and<br>how it meets the<br>definition of Core<br>Programming. | "Chat Room" provides a compelling look at real-life situations that happen to today's teens. Our adult host and teen panel then discuss the issues presented in a direct and forthright manner. While entertaining our target audience, we also educate them on how to problem solve and come up with intelligent and appropriate solutions to issues they may face both at home and at school. What would you do if you are riding in a car with friends and the driver is texting and distracted? What would you do if you saw your best friend's boyfriend with another girl? Would you tell her? How would you handle an abusive coach that verbally attacks players? |

**Other Matters  
(10 of 16)**

**Response**

|   |  |
|---|--|
| Program Title   | GINA D'S KIDS CLUB   |
| Origination   | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | THURSDAY'S 9AM-9:30AM  |
| 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   | 3 years to 6 years   |
| Describe the<br>educational<br>and<br>informational<br>objective of the<br>program and<br>how it meets the<br>definition of<br>Core<br>Programming. | "Gina D's Kids Club is an exciting, educational television series for preschoolers ages 3-6. Specifically-themed shows address the learning needs and potential of young children, as they entertain, amuse and delight viewers of all ages through a combination of live action and dynamic 3-D animation! This curriculum-based preschool program aims to teach kids social skills, language arts, and math through dances, silly songs, and colorful skits. Each show concludes with Gina D writing a letter to her Grandmother to review the educational highlights of the day's events at the clubhouse. The major premise of Gina D's Kids Club is establishing and reinforcing positive values and behaviors through original songs and character performances that viewing children will choose to adopt and imitate." |

**Other Matters (11 of 16)**

**Response**

|               |                |
|---------------|----------------|
| Program Title | ANIMAL SCIENCE |
|---------------|----------------|

|  |   |
|--|---|
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | FRIDAY'S 9AM-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. | "ANIMAL SCIENCE" is an animal series with a uniquely scientific approach. This series is specifically produced for children 16 and under. 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. |

| <b>Other Matters (12 of 16)</b>  |  |
|--|--|
|  | <b>Response</b>  |
| Program Title  | THINK BIG  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SUNDAY'S 9AM-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. | "Think Big features top kid inventors who face off against each other in an Invent-Off to see who can come up with the most innovative and creative invention. Each episode is set in the Think Tank, a studio filled top to bottom with art supplies and construction materials. Two teams, each led by a Featured Inventor, brainstorm, choose materials, and then sketch, design and build their idea. Once completed, the competing inventions are presented to a judge. The best invention wins bragging rights and the coveted Genius Cup. In Think Big, kids acquire and showcase their skills in creativity, science, innovation, marketing, design and teamwork." |

| <b>Other Matters (13 of 16)</b>               |                        |
|---|------------------------|
|   | <b>Response</b>        |
| Program Title                                 | GINA D KIDS CLUB       |
| Origination                                   | Network                |
| Days/Times Program Regularly Scheduled        | SATURDAYS - 7AM-7:30AM |
| Total times aired at regularly scheduled time | 13                     |

|  |  |
|--|--|
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Gina D's Kids Club is a family-friendly educational television program and DVD video series for preschoolers ages 2-6. Specifically themed shows address the learning needs and potential of young children, as they entertain, amuse and delight viewers of all ages through a combination of live action and dynamic 3-D animation. The show is hosted by a positive adult female role model, who connects with her young viewers in a gentle caring way in the same familiarity that children associate with their mothers. The major premise of Gina D's Kids Club is establishing and reinforcing positive values and behaviors through original songs and character performances that children will choose to adopt and imitate. Scripts are designed to promote actions that support interpersonal skills such as helping others, negotiation, cooperation, sharing and tolerance with an ending (Gina D's letter to grandma) that reinforces those educational objectives. Content is lively and fun, produced with state of the art computer animation and original, positive songs and characters such as Simon Wannabe, Mister Pockets, Miss Muffin, Pierre D Artist, TV Ted and Doggy Brown. |

| <b>Other Matters (14 of 16)</b>  |  |
|--|--|
|  | <b>Response</b>  |
| Program Title  | Ariel & Zoey, Eli Too  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | SATURDAYS - 7:30AM-8:30AM  |
| Total times aired at regularly scheduled time  | 26   |
| Length of Program  | 30 mins  |
| Age of Target Child Audience from  | 2 years to 6 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Ariel & Zoey (Eli Too), also known as AZE2, provides CORE programming in the areas music, art and history. For example, the show introduces the viewer to people who have accomplished great things and have a positive message for kids. Of course, there is plenty of music in the show. AZE2's central theme is to empower children to accomplish their goals and their dreams. There is always a focus on important life lessons -- treating others with respect and kindness. This program is from the Retro Television Network (RTV). This program is from the Retro Television Network (RTV). |

| <b>Other Matters (15 of 16)</b>               |                            |
|---|----------------------------|
|   | <b>Response</b>            |
| Program Title                                 | Mustard Pancakes           |
| Origination                                   | Network                    |
| Days/Times Program Regularly Scheduled        | SATURDAYS - 8:30AM-09:30AM |
| Total times aired at regularly scheduled time | 26                         |
| Length of Program                             | 30 mins                    |

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Age of Target Child Audience from 2 years to 6 years

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Describe the educational and informational objective of the program and how it meets the definition of Core Programming.

Mustard Pancakes is a television series for children, featuring the loveable and talented Courtney Campbell, and her family of fun-loving friends. Each episode mirrors a slice of everyday life, from problems to celebrations and everything in between. Courtney lives with her cat, Mr. D., and her three dogs, Oogleberry Ink Dog, Tiny Tina Ten Toes and Mo. Definitely an offbeat family! Courtney's home is warm, friendly and inviting, a cozy place where all children feel comfortable hanging out, singing songs and hearing stories.

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**Other Matters (16 of 16)**

**Response**

Program Title Mouse in the House

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Origination Network

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Days/Times Program Regularly Scheduled SATURDAYS - 9:30 AM-10:00 AM

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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 9 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.

Mouse in the House is a science series that educates children about science concepts, introducing them to science and math by exploring fundamental principles such as gravity, pressure, kinetics and magnetism by conducting science experiments in an integrated and entertaining way. It is produced using a combination of 3D animation and live footage. The host, Max, is a 3D animated mouse in a 3D animated laboratory setting. Max the Mouse talks to the audience and the participants, explaining what the science concept and experiment is and how to perform it. The participants are junior high school children guided by a science facilitator. Together they perform the experiment instructed by Max the Mouse. Max also proceeds via 3D animation to explain the outcome of the experiment and how it happened.

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**Certification**

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

## Attachments

No Attachments.