



(REFERENCE COPY - Not for submission)

## Children's Television Programming Report

FRN: **0002710192** File Number: **CPR-151398** Submit Date: **04/01/2014** Call Sign: **WGBA-TV** Facility ID: **2708** 

City: **GREEN BAY** State: **WI** 

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

04/01/2014 Filing Status: Active

## Report reflects information for: First Quarter of 2014

| General     |
|-------------|
| Information |

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

# Applicant Information

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

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

Contact Representatives (0) Contact Name Address Phone Email Contact Type

#### Children's Television Information

| Section      | Question              | Response            |
|--------------|-----------------------|---------------------|
| Station Type | Station Type          | Network Affiliation |
|              | Affiliated network    | NBC                 |
|              | Nielsen DMA           | Green Bay-Appleton  |
|              | Web Home Page Address | www.nbc26.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:  | 6.0      |
| 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(11)

| Digital Core<br>Program (1 of 11)  | Response  |
|--|---|
| Program Title  | The Chica Show  |
| Origination  | Network   |
| Days/Times<br>Program Regularly<br>Scheduled   | Saturday, 9:00am  |
| Total times aired at regularly scheduled time  | 13  |
| Total times aired  | 13  |
| Number of Preemptions  | 0   |
| Number of<br>Preemptions for<br>other than Breaking<br>News  |   |
| Number of<br>Preemptions<br>Rescheduled  | 1   |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience  | 3 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Starring Chica the Chicken, the popular host from Sprout's hit "The Sunny Side Up Show," and featuring the voice of Mario Lopez, "The Chica Show" is a mix of live action and animation. It follows the adventures of Chica and her cast of family and friends as they explore The Costume Coop, where imagination runs wild! "The Chica Show," which promotes social-emotional development through creative play, is Sprout's latest original program and continues the network's tradition of bringing quality entertainment to children and their families." |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core<br>Program (2<br>of 11)            | Response         |
|---|------------------|
| Program Title                                   | Noodle & Doodle  |
| Origination                                     | Network          |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturday, 9:30am |

| Total times aired at | 13  |
|----------------------|---|
| regularly            |   |
| scheduled            |   |
| time                 |   |
| Total times          | 13  |
| aired                |   |
| Number of            | 0   |
| Preemptions          |   |
| Number of            |   |
| Preemptions          |   |
| for other than       |   |
| Breaking             |   |
| News                 |   |
| Number of            | 1   |
| Preemptions          |   |
| Rescheduled          |   |
| Length of            | 30 mins   |
| Program              |   |
| Age of               | 3 years to 8 years  |
| Target Child         |   |
| Audience             |   |
| Describe the         | Noodle and Doodle is an instructional series that features creating art projects and cooking projects around    |
| educational          | a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped           |
| and                  | with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement        |
| informational        | and often feature families working together to make something for display in the child's home. Sean is          |
| objective of         | accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during          |
| the program          | interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show |
| and how it           | will be enjoyed by preschoolers, the projects are very practical and engaging to implement for children age     |
| meets the            | 5-8. The art projects typically feature lessons on recycling materials for re-use in making art and always      |
| definition of        | demonstrate that creativity can transform something intended for one purpose into something useful to           |
| Core                 | achieve a completely different goal.  |
| Programming.         |   |
| Does the             | Yes   |
| Licensee             |   |
| identify the         |   |
| program by           |   |
| displaying           |   |
| throughout           |   |
| the program          |   |
| the symbol E /I?     |   |
| /1 /                 |   |

| Digital Core<br>Program (3<br>of 11)            | Response          |
|---|-------------------|
| Program Title                                   | Justin Time       |
| Origination                                     | Network           |
| Days/Times<br>Program<br>Regularly<br>Scheduled | Saturday, 10:00am |

| Total times<br>aired at<br>regularly<br>scheduled<br>time  | 13   |
|--|--|
| Total times aired  | 13   |
| Number of Preemptions  | 0  |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News   |  |
| Number of<br>Preemptions<br>Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of<br>Target Child<br>Audience   | 3 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Justin Time features and little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination. |
| Does the Licensee identify the program by displaying throughout the program the symbol E ///?                            | Yes  |

| Digital Core<br>Program (4 of 11)             | Response          |
|---|-------------------|
| Program Title                                 | Tree Fu Tom       |
| Origination                                   | Network           |
| Days/Times<br>Program Regularly<br>Scheduled  | Saturday, 10:30am |
| 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<br>Preemptions<br>Rescheduled  | 1  |
| Length of Program  | 30 mins  |
| Age of Target<br>Child Audience  | 3 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Tree Fu Tom is all about the amazing adventures of a young boy called Tom in the wondrous, enchanted kingdom of Treetopolis, where movement creates magic and the audience can be superheroes too. All spell movements have been developed from those used to help children who have movement disorders and difficulties such as Dyspraxia, and the spell sequences have been designed by movement specialists/therapists to assist and enhance the development of all children regardless of whether they have any movement challenges - at a crucial time in their growth. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (5<br>of 11)                           | Response          |
|--|-------------------|
| Program Title  | Lazytown          |
| Origination  | Network           |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Saturday, 11:00am |
| Total times aired at regularly scheduled time                  | 10                |
| Total times aired  | 13                |
| Number of<br>Preemptions                                       | 3                 |
| Number of<br>Preemptions<br>for other than<br>Breaking<br>News |                   |

| Number of<br>Preemptions<br>Rescheduled  | 3  |
|--|--|
| Length of Program  | 30 mins  |
| Age of<br>Target Child<br>Audience   | 3 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Lazy Town promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, Lazy Town, and most episodes relate 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 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   | Lazytown      |
| List date and time rescheduled   | 2/8/14 8:00am |
| Is the rescheduled date the second home?   | Yes           |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes           |
| Date Preempted   | 2014-02-08    |
| Episode #  |               |
| Reason for Preemption  | Sports        |

| Questions  | Response        |
|--|-----------------|
| Title of Program   | Lazytown        |
| List date and time rescheduled   | 3/29/14 12:00pm |
| Is the rescheduled date the second home?   | No              |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes             |
| Date Preempted   | 2014-03-15      |
| Episode #  |                 |

| Reason for Preemption | Sports |
|-----------------------|--------|
|-----------------------|--------|

| Questions  | Response       |
|--|----------------|
| Title of Program   | Lazytown       |
| List date and time rescheduled   | 2/22/14 8:00am |
| Is the rescheduled date the second home?   | Yes            |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes            |
| Date Preempted   | 2014-02-22     |
| Episode #  |                |
| Reason for Preemption  | Sports         |

| Digital Core Program (6 of 11)   | Response   |
|--|--|
| Program Title  | Make Way for Noddy   |
| Origination  | Network  |
| Days/Times Program Regularly<br>Scheduled  | Saturday, 11:30am  |
| Total times aired at regularly scheduled time  | 7  |
| Total times aired  | 13   |
| Number of Preemptions  | 6  |
| Number of Preemptions for other than Breaking News   |  |
| Number of Preemptions<br>Rescheduled   | 7  |
| Length of Program  | 30 mins  |
| Age of Target Child Audience   | 3 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Make Way for Noddy follows the adventures of Noddy, a little wooden boy with a nodding head and a jingly blue hat whose innocent enthusiasm leads him into all sorts of tricky situations. Along with his toy friends in the colorful world of Toyland, Noddy learns important life lessons! |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Questions  | Response           |
|--|--------------------|
| Title of Program   | Make Way for Noddy |
| List date and time rescheduled   | 2/8/14 8:30am      |
| Is the rescheduled date the second home?   | Yes                |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   | 2014-02-08         |

| Episode #             |        |
|-----------------------|--------|
| Reason for Preemption | Sports |

| Questions  | Response           |
|--|--------------------|
| Title of Program   | Make Way for Noddy |
| List date and time rescheduled   | 2/22/14 8:30am     |
| Is the rescheduled date the second home?   | Yes                |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   | 2014-02-22         |
| Episode #  |                    |
| Reason for Preemption  | Sports             |

#### **Digital Preemption Programs #3**

| Questions  | Response           |
|--|--------------------|
| Title of Program   | Make Way for Noddy |
| List date and time rescheduled   | 3/29/14 12:30pm    |
| Is the rescheduled date the second home?   | No                 |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   | 2014-03-15         |
| Episode #  |                    |
| Reason for Preemption  | Sports             |

#### **Digital Preemption Programs #4**

| Questions  | Response           |
|--|--------------------|
| Title of Program   | Make Way for Noddy |
| List date and time rescheduled   | 1/18/14 8:30am     |
| Is the rescheduled date the second home?   | Yes                |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   | 2014-01-18         |
| Episode #  |                    |
| Reason for Preemption  | Sports             |

| Questions  | Response           |
|--|--------------------|
| Title of Program   | Make Way for Noddy |
| List date and time rescheduled   | 2/1/14 8:30am      |
| Is the rescheduled date the second home?   | Yes                |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |

| Date Preempted        | 2014-02-01 |
|-----------------------|------------|
| Episode #             |            |
| Reason for Preemption | Sports     |

| Questions  | Response           |
|--|--------------------|
| Title of Program   | Make Way for Noddy |
| List date and time rescheduled   | 1/11/14 8:30am     |
| Is the rescheduled date the second home?   | Yes                |
| Were promotional efforts made to notify the public of rescheduled date and time? | Yes                |
| Date Preempted   | 2014-01-11         |
| Episode #  |                    |
| Reason for Preemption  | Sports             |

| Digital Core<br>Program (7<br>of 11)                           | Response  |
|--|---|
| Program Title  | Green Screen Adventures (Digital Muticast Channel 26.2) |
| Origination  | Network   |
| Days/Times<br>Program<br>Regularly<br>Scheduled                | Saturday & Sunday, 7:00am & 7:30am                      |
| Total times<br>aired at<br>regularly<br>scheduled<br>time      | 52  |
| Total times 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                             | 7 years to 13 years                                     |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7 -13, children get the message that their words have power, and that their voices are being heard. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academics kills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion. |
|--|---|
| Does the Licensee identify the program by displaying throughout the program the symbol E ///?                            | Yes   |

| Digital Core Program (8<br>of 11)  | Response   |
|--|--|
| Program Title  | Mystery Hunters (Digital Multicast Channel 26.2)   |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday & Sunday, 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<br>Rescheduled   |  |
| Length of Program  | 30 mins  |
| Age of Target Child<br>Audience  | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Mystery Hunters is an excellent example of a children's program that is innovative and empowering. 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 Licensee identify<br>the program by displaying<br>throughout the program<br>the symbol E/I?                     | Yes  |

| Digital Core<br>Program (9 of<br>11)   | Response   |
|--|--|
| Program Title  | Edgemont (Digital Multicast Channel 26.2)  |
| Origination  | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled  | Saturday & Sunday, 9:30am  |
| Total times aired at regularly 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<br>Program   | 30 mins  |
| Age of Target<br>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. | Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenge faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues an conflicts in a constructive way. |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes  |

| Digital Core<br>Program (10 of 11)           | Response   |
|--|--|
| Program Title                                | Travel Thru History (Digital Mutlicast Channel 26.2) |
| Origination                                  | Network  |
| Days/Times<br>Program Regularly<br>Scheduled | Saturday & Sunday, 8:00am                            |

| Total times aired at regularly scheduled time  | 26  |
|--|---|
| Total times aired  |   |
| Number of<br>Preemptions   | 0   |
| Number of Preemptions for other than Breaking News   |   |
| Number of<br>Preemptions<br>Rescheduled  |   |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience  | 13 years to 16 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | With its travelogue format, compelling backstories, and upbeat young narrator, the "Travel Thru History" series entices young adults to learn more about American history. The various episodes focus on American cities and vacation destinations that have more than natural beauty and theme parks to offer. The series uses beautiful photography and brief well-edited interviews with curators and other on-site authorities, as well as graphics, vintage photos, and film footage, to set a pace that will keep a busy young mind engaged |
| Does the Licensee identify the program by displaying throughout the program the symbol E/I?                              | Yes   |

| Digital Core Program (11 of 11)                          | Response                                |
|--|---|
| Program Title  | Safari (Digital Multicast Channel 26.2) |
| Origination  | Network                                 |
| Days/Times Program<br>Regularly Scheduled                | Saturday & Sunday, 9:00am               |
| Total times aired at regularly scheduled time            | 13                                      |
| Total times aired  |   |
| Number of Preemptions                                    | 0                                       |
| Number of Preemptions<br>for other than Breaking<br>News |   |
| Number of Preemptions<br>Rescheduled                     |   |
| Length of Program  | 30 mins                                 |
| Age of Target Child<br>Audience                          | 13 years to 16 years                    |

| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | 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 indepth and thoughtful explanations. |
|--|---|
| Does the Licensee identify<br>the program by displaying<br>throughout the program<br>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  | Warren Glover  |
| Address   | 1391 North Road  |
| City  | Green Bay  |
| State   | WI   |
| Zip   | 54313  |
| Telephone Number  | 920-490-2618   |
| Email Address   | wglover@nbc26.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. | In response to Question 7(c), due to the DTV transition, the station did not broadcast any analog programming during the period covered by this report. Therefore, the analog portion of this document no longer applies to the station. |

### Other Matters (11)

| Other<br>Matters (1 of<br>11)  | Response   |
|--|--|
| Program Title  | Zou  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday, 11:30am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of<br>Target Child<br>Audience<br>from   | 2 years to 5 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Zou is a French series based on the Zou books by Michel Gay. Targeted for children age 2-5, each episode explores the kind of learning issues that emerge from every day 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 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. |

| Other<br>Matters (2 of<br>11)                             | Response           |
|---|--------------------|
| Program Title   | Noodle & Doodle    |
| Origination   | Network            |
| Days/Times<br>Program<br>Regularly<br>Scheduled           | Saturday, 9:30am   |
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 13                 |
| Length of Program   | 30 mins            |
| Age of<br>Target Child<br>Audience<br>from                | 3 years to 8 years |

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

Noodle and Doodle is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show will be enjoyed by preschoolers, the projects are very practical and engaging to implement for children ages 5-8. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal.

| Other Matters (3 of 11)  | Response   |
|--|--|
| Program Title  | Tree Fu Tom  |
| Origination  | Network  |
| Days/Times<br>Program Regularly<br>Scheduled   | Saturday, 10:30am  |
| Total times aired at regularly scheduled time  | 13   |
| Length of Program  | 30 mins  |
| Age of Target<br>Child Audience<br>from  | 3 years to 8 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Tree Fu Tom is all about the amazing adventures of a young boy called Tom in the wondrous, enchanted kingdom of Treetopolis, where movement creates magic and the audience can be superheroes too. All spell movements have been developed from those used to help children who have movement disorders and difficulties such as Dyspraxia, and the spell sequences have been designed by movement specialists/therapists to assist and enhance the development of all children regardless of whether they have any movement challenges - at a crucial time in their growth. |

| Other<br>Matters (4 of<br>11)                 | Response          |
|---|-------------------|
| Program Title                                 | Justin Time       |
| Origination                                   | Network           |
| Days/Times Program Regularly Scheduled        | Saturday, 10:00am |
| Total times aired at regularly scheduled time | 13                |
| Length of<br>Program                          | 30 mins           |

Target Child
Audience
from

Describe the
educational
and
informational
objective of
the program
and how it
meets the

definition of

Programming.

and how it

meets the

Core

definition of

Programming.

building forts and play structures.

Core

Age of

3 years to 8 years

Justin Time features and little boy, Justin, who wants very much to master his destiny, have great adventures, and solve problems. He begins with a problem that vexes him and daydreams his way into an adventure that takes him to different places around the world, but also provides him with an experience that helps him solve his problem when he returns home. While on the adventure he is accompanied by Olive, a knowledgeable imaginary playmate, and Squidgy the morphing flying sponge, who provides commentary and comedy along the way. Justin's lessons involve learning, for example, that it takes focus to achieve success, failure can teach what we need to do to succeed next time, or when one path to solve a problem doesn't work, you can find another way to get to your goal. Justin is all about self-directed learning from the young child's perspective and imagination.

#### Other Matters (5 of 11) Response **Program Title** Lazytown Origination Network Saturday, 11:00 Days/Times Program Regularly Scheduled Total times 13 aired at regularly scheduled time Length of 30 mins Program Age of 3 years to 8 years **Target Child** Audience from Describe the Lazy Town promotes fitness and healthful habits for children of preschool and primary grades. It takes place educational in an imaginary setting, Lazy Town, and most episodes relate children's eating and fitness habits to problem and solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and informational her best friends, a group of "human" puppets reside in Lazy Town, where her uncle is the Mayor Milford objective of Meanswell. The underground spy and influencer who defines the ethos of Lazy Town is Robbie Rotten, and the program he determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into

| Other<br>Matters (6 of<br>11) | Response  |
|-------------------------------|---|
| Program Title                 | Green Screen Adventures (Digital Muticast Channel 26.2) |
| Origination                   | Network   |

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

| Days/Times<br>Program<br>Regularly<br>Scheduled           | Saturday & Sunday, 7:00am & 7:30am  |
|---|---|
| Total times<br>aired at<br>regularly<br>scheduled<br>time | 52  |
| Length of<br>Program                                      | 30 mins   |
| Age of<br>Target Child<br>Audience<br>from                | 7 years to 13 years   |
| Describe the educational and informational                | Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7 -13, children get the message that their words have power, and that their voices are being heard. GSA provides something that educators can't necessarily offer or replicate in a |

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

Programming.

Utilizing humor as a powerful learning tool, GSA sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. By basing the stories on the writing of elementary school students, ages 7 -13, children get the message that their words have power, and that their voices are being heard. GSA provides something that educators can't necessarily offer or replicate in a school setting, as it gives students a real world connection to their writing. Young students have the opportunity to understand the impact of writing on a broader audience by submitting their own writing to the show for consideration and adaptation. Green Screen's company of performers and writers reinforces critical writing skills and emphasizes positive social messages. In addition to academics kills, GSA focuses on the five Cs: Creativity, Curiosity, Confidence, Citizenship, Compassion.

| Other Matters (7 of 11)   | Response   |
|---|--|
| Program Title   | Edgemont (Digital Multicast Channel 26.2)  |
| Origination   | Network  |
| Days/Times<br>Program<br>Regularly<br>Scheduled   | Saturday & Sunday, 9:30am  |
| Total times aired at regularly scheduled time   | 26   |
| Length of<br>Program  | 30 mins  |
| Age of Target<br>Child Audience<br>from   | 13 years to 16 years   |
| Describe the educational and informational objective of the program and how it meets the definition of Core | Edgemont is designed to entertain its core teen audience and also to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. |

| Other Matters (8 of 11) | Response   |
|-------------------------|--|
| Program Title           | Travel Thru History (Digital Mutlicast Channel 26.2) |

| Origination  | Network   |
|--|---|
| Days/Times<br>Program Regularly<br>Scheduled   | Saturday & Sunday, 8:00am   |
| Total times aired at regularly scheduled time  | 26  |
| Length of Program  | 30 mins   |
| Age of Target Child<br>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. | With its travelogue format, compelling backstories, and upbeat young narrator, the "Travel Thru History" series entices young adults to learn more about American history. The various episodes focus on American cities and vacation destinations that have more than natural beauty and theme parks to offer. The series uses beautiful photography and brief well-edited interviews with curators and other on-site authorities, as well as graphics, vintage photos, and film footage, to set a pace that will keep a busy young mind engaged |

| Other Matters (9 of 11)  | Response   |
|--|--|
| Program Title  | Safari (Digital Multicast Channel 26.2)  |
| Origination  | Network  |
| Days/Times Program Regularly Scheduled   | Saturday & Sundy, 9:00am   |
| Total times aired at regularly scheduled time  | 26   |
| Length of Program  | 30 mins  |
| Age of Target Child<br>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. | 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 (10 of 11)                      | Response   |
|---|--|
| Program Title                                 | Mystery Hunters (Digital Multicast Channel 26.2) |
| Origination                                   | Network  |
| Days/Times Program Regularly Scheduled        | Saturday & Sunday, 8:30am                        |
| Total times aired at regularly scheduled time | 26   |
| 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. Mystery Hunters is an excellent example of a children's program that is innovative and empowering. 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 (11 of 11)   | Response  |
|--|---|
| Program Title  | The Chica Show  |
| Origination  | Network   |
| Days/Times Program Regularly Scheduled   | Saturday, 9:00am  |
| Total times aired at regularly scheduled time  | 13  |
| Length of Program  | 30 mins   |
| Age of Target Child<br>Audience from   | 3 years to 8 years  |
| Describe the educational and informational objective of the program and how it meets the definition of Core Programming. | Starring Chica the Chicken, the popular host from Sprout's hit "The Sunny Side Up Show," and featuring the voice of Mario Lopez, "The Chica Show" is a mix of live action and animation. It follows the adventures of Chica and her cast of family and friends as they explore The Costume Coop, where imagination runs wild! "The Chica Show," which promotes social-emotional development through creative play, is Sprout's latest original program and continues the network's tradition of bringing quality entertainment to children and their families." |

#### Certification

Question Response

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.

# FAILURE TO SIGN THIS APPLICATION MAY RESULT IN DISMISSAL OF THE APPLICATION AND FORFEITURE OF ANY FEES PAID

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.

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).

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.

Journal Broadcast Group, Inc. **Attachments** 

No Attachments.