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Children's Television Programming Report

FRN: **NO FRN** | File Number: **CPR-131139** | Submit Date: **07/05/2012** | Call Sign: **KCWX** | Facility ID: **24316** | City:
FREDERICKSBURG | State: **TX**

Service: **Full Service Television** | Purpose: **Children's TV Programming Report** | Status: **Received** | Status Date:
07/05/2012 | Filing Status: **Active**

Report reflects information for : **Second Quarter of 2012**

General Information

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

**Applicant
Information**

Applicant Name, Type, and Contact Information

Applicant	Address	Phone	Email	Applicant Type
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Contact
Representatives
(0)

Contact Name	Address	Phone	Email	Contact Type
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Children's
Television
Information

Section	Question	Response
Station Type	Station Type	Independent
	Affiliated network	
	Nielsen DMA	San Antonio
	Web Home Page Address	www.KCWX.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	4.0
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:	7.0
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)

Digital Core Program (1 of 16)		Response
Program Title	Passport To Explore	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Saturday 7:00-7:30am	
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	13 years to 16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Passport to Explore provides CORE programming in the area of geography and prevailing local customs related to the areas visited by the teen "explorers". Not only does the series present geographical morays about the areas visited but it aims to enrich children's lives by making them aware of the differences that exist and how enriching those differences can be to their own lives. Each episode provides information related to the specific area visited and gives an educational approach to its history.	
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes	

Digital Core Program (2 of 16)		Response
Program Title	Virus Attack	
Origination	Syndicated	
Days/Times Program Regularly Scheduled	Saturday 7:30-8:00am	
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.	Virus Attack is a series that depicts pollution as DNA infected by viruses, which are infecting a city with the sole purpose of destroying it. The three main characters, David, Alice, and George represent the anti-viruses who are trying to help. David has become the power to ward off the evil viruses. His father, Professor Amaldi, has devoted his life to finding a solution to the evil gene of wickedness. It is an interesting metaphor for pollution. The series shows elements of courage, friendship, and problem solving. Although the concept is far-fetched, it brings enough science concepts to make it plausible. This would be an excellent venue to discuss the issues of pollution in our modern world. Concepts of what is causing pollution and how students can help to solve some of these problems are the issues young people face today. They very often feel powerless and this show's characters give them great role models to try and problem solve the issues of pollution. There are no mixed messages in this series.
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	Angel's Friends
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 8:00-8:30 a.m.
Total times aired at regularly scheduled time	13
Total times aired	

Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The young Angels of this story, Raf, Uriie, Sweet, and Miki, have come from Angie Town and moved to Earth, where they attend the Golden School, studying hard in the hopes of becoming 100% Guardian Angels. They are each given an "earthly" teenager who they must try to influence to do "the right thing" with their lives. With each episode, the Angels learn lessons of: responsibility, integrity, honesty, cooperation, and selflessness. Then, they must "teach" those lessons to their Earthly charge. The Angels won't be alone in their mission on the Earth: they'll be supported by winged mascots (bugs endowed with magical powers) but they will also be opposed by Devils who are also on Earth, studying at the same Golden School learning to become 100% Guardian Devils. Each Angel and Devil contend for the same kid ("protected" or tempted). The aspiring Guardians face each other in the Challenge-Classroom in order to establish who will have the "first move" with their Earthly charge - in the hopes of influencing their Earthly's behavior. This is very important because Angels and Devils can't act simultaneously according to the V.E.T.O. (Vetoed (forbidden) to Expose, Touch, Obstruct). If this rule is broken, it would only confuse Humans, who must have the opportunity to choose their behavior freely. The Challenge-Room can be turned into any environment imaginable. Therefore, the Angels and Devils challenge each other with different contexts, in competitions characterized by a lot of action, where they show their special powers given by their winged mascots. The V. E.T.O. also forbids any physical contact between Angels and Devils: it's an old and strict rule whose infraction can provoke serious consequences. However sometimes, even an Angel and a Devil can feel emotions stronger than their sense of duty. Ultimately, the Angel Raf, through whom we understand what Angels "think", confronts these emotions, and discovers something she never expected: a forbidden love for a young Devil. The Angels have more to deal with than just the Devils. They also have to fight against a cold, smart and powerful enemy: the ex-Human Malachia, "the hooded man", even though we soon discover that he himself is not the real enemy. In fact Malachia is the devoted servant of Reina, the most wicked and pitiless creature of the Universe. Reina, an eternal prisoner trapped in Limbo, is a Neutral, motivated only by the thirst of revenge on Angels and Devils - and by the desire to rule over the Humans. The struggle goes on, and with each episode we see the pendulum of victory swing back and forth. Who will emerge victorious in the final challenge between good and evil?</p>
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	Ariel & Zoey & Eli, Too
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sat. 8:30-9:00 a.m.
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.	AZE2 provides CORE programming in the areas of music, art and history. For example, AZE2 introduces the viewer to people who have accomplished great things and have a positive message for kids such as legendary Judge Damon J. Keith who shares important lessons he has learned over the past 87 years. The kids also visit Dominos Chief Executive Officer, David Brandon, who offers important advice before teaching AZE2 how to make the perfect pizza. Another interview is with teen idol, David Archuleta. Of course, there is plenty of music in AZE2. In the pilot, AZE2 pays tribute to the men and women in our military by singing the songs of the branches of the military. Eli, who plays drums and guitar, performs original songs and Ariel & Zoey end the show signing before an audience of youngsters. Music on the show is produced by Emmy Winner David Barrett. He and Brian Brill (another Emmy winner), make certain all music is tailored perfectly for the kids. All songs have a positive message about life. Along with David and Brian, Broadway's Gary Adler writes many numbers for 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. AZE2 brings in musicians, artists and others at the top of their field who share their life lessons with the audience.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (5 of 16)	
	Response
Program Title	Wild About Animals
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sat. 9:00-9:30 a.m.
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.	"Wild About Animals" is a half-hour animal E/I magazine series that airs 52 weeks each year. The show is hosted by Emmy-award winning actress Mariette Hartley. Mariette has committed herself to fighting for the rights of animals for over 20 years. This series is produced for children 16 and under (specific target audience is 13-16). As the producers of "Wild About Animals", it is the objective of Steve Rotfeld Productions, Inc. to educate and inform children, specifically in the target age group, by bringing them entertaining and interesting stories about the world's most fascinating animals. Each episode will consist of four (4) different stories designed to teach children about both exotic and unique animals, as well as to educate them further about animals they see everyday.
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	Aqua Kids
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sat. 9:30-10:00 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	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Aqua Kids provides CORE programming in the area of biology and specifically the ecosystem related to the ocean, its tributaries and estuaries. Children can learn about the resources of the oceans and how protection of oceans is necessary to present and future generations. Not only does the show teach biological topics, but it aims to enrich children's lives by making them aware of future generations, the role they play now, and for generations into the future, with the biggest ecosystem on earth-the oceans. Each episode provides information related to a specific topic and gives an educational approach to understand the topic related to the entire ecosystem of the earth. Aqua Kids provides kids with a way to learn about the diversity of marine animals around the world and the importance of preserving their fragile aquatic habitats. Through the use of hands-on collaboration between kids and science researchers and educators, Aqua Kids encourages children to take an active role in protecting the future of their communities and the world.
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 TV
Origination	Syndicated

Days/Times Program Regularly Scheduled	Sat. 10:00-10:30 am
Total times aired at regularly scheduled time	13
Total times aired	
Number of Preemptions	0
Number of Preemptions for other than Breaking News	
Number of Preemptions Rescheduled	
Length of Program	30 mins
Age of Target Child Audience	13 years to 16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Each segment of Beta Records TV delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by the hosts and their guests instill a grounded balance of priorities, commitment, and perseverance Teens can apply to their lives. SOME OF THE E/I ISSUES COVERED IN VARIOUS EPISODES The search for identity Controlling One's Emotions and Bullying and Control Divorce Social Issues Morality and Values Using peer group feedback to evaluate one's positions Coming face to face with real world considerations of self-sufficiency Attitudes about sexism and objectifying women Racism and accepting others who are different Learning to collaborate and work well with others Dealing with rivalry and competition and its pressures Anger management and how lack of control over one's anger can have serious consequences Learning how to collaborate to utilize the talents of many to achieve a shared goal Rivalry, competition and potential outcomes
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Core Program (8 of 16)		Response
Program Title	Liberty's Kids	
Origination	Network	

Days/Times Program Regularly Scheduled	Mon.-Fri. 8:30-9:00 a.m. (aired on Secondary Channel)
Total times aired at regularly scheduled time	65
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	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	To teach the history of the American Revolution (the period from 1773-1789 in age-appropriate manner and specifically to assist our target audience of young people in putting historical concepts into a context perspective that is consistent with their developmental ability to comprehend, integrat and retain the information and ideas. Liberty's Kids is designed to enable viewers to experience, in fresh and exciting ways, the extradordinary period of 1773-1789 in American history, as the thirteen colonies, led by a group of courages and brilliant individuals fought for freedom from Britain and established a new nation. It uses powerful storytelling to address the educational goals.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (9 of 16)		Response
Program Title		Green Screen Adventures
Origination		Network
Days/Times Program Regularly Scheduled		Sat. 9:00-9:30 a.m. (aired on Secondary Channel)
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	7 years to 13 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion.
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (10 of 16)		Response
Program Title	Busytown Mysteries	
Origination	Network	
Days/Times Program Regularly Scheduled	Sat. 9:30-10:00 a.m. (aired on Secondary Channel)	
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 7 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>"Busytown Mysteries" is an investigative learning show for young children - based on the questions and conundrums relevant to this "ready-to-learn" target audience and geared to their unique level of understanding. The show's educational content includes a range of meaningful metacognitive, social-emotional and core-knowledge learning goals aimed at promoting school readiness. The series gives youngsters an understanding and appreciation of the critical thinking skills involved in scientific inquiry. It brings them a broad base of interesting knowledge on which to practice these burgeoning skills, as well as the psycho-social abilities to effectively do so. METACOGNITIVE LEARNING Metacognitive learning involves the development of sound critical thinking and problem solving skills - intended to better equip young viewers to become active and effective learners and doers. Metacognitive educational objectives encompass all aspects of the scientific method, including the development of inquiry, observation, analysis, and evaluation skills. In the course of making their discoveries, the Busytown gang shows viewers how to gain new knowledge of importance to them and how to put it to use to accomplish their aims and solve the mysteries with which they are faced. SOCIAL-EMOTIONAL LEARNING Valuable social and emotional learning objectives are geared toward aiding youngsters to develop those positive personal qualities and pro-social behaviors associated with discovery, learning and problem solving. Largely by means of observation of modeled behavior, viewers learn the importance of open-mindedness, curiosity, courage, confidence, optimism, initiative, creativity, perceptiveness, and perseverance. CORE-KNOWLEDGE LEARNING Viewers are also given the opportunity to practice and gain new core-knowledge learning primarily in the areas of language, mathematics, and science. They come to understand relevant vocabulary and word usage. They learn the power of numbers. They learn to understand basic scientific phenomena. They grow in their ability to assess size, dimension, scope, direction, and so much more. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Busytown Mysteries" also aids in engaging kids in new learning, and gives them a chance to hone and develop their growing sense of humor. In his 1973 and 1979 studies, respected developmental psychologist, Anthony J. Chapman, found evidence that humor can be encouraged and taught through observation and modeling. There is indication too that a sense of humor fulfills meaningful purposes for young children - helping them to cope with difficult and challenging situations, to understand language, and to develop social skills. DISCRETE EDUCATIONAL OBJECTIVES: To teach and provide practice for viewers on the vital inquiry, discovery and "learning to learn" skills that are essential for learning across subject areas. These skills include questioning, observation, and fact-finding. To help viewers learn to exercise logic, judgment and analysis in order to assess the veracity, value and applicability of new knowledge presented; and extrapolation and construction skills to determine ways to appropriately use new knowledge gleaned. To encourage viewers to develop positive personal qualities and pro-social behaviors associated with discovery and problem-solving, including open-mindedness, curiosity, courage, confidence, optimism, initiative, creativity, perceptiveness, and perseverance. To aid viewers to develop general core-knowledge learning, foundational for knowledge acquisition across subject areas. This general learning involves language and vocabulary, mathematics, science, and sequences, directions, colors, and more. To spark and broaden viewers' burgeoning sense of humor in order to promote intellectual development, enhance resilience, and help them to see the fun of new learning. TARGET AUDIENCE: The target audience for "Busytown Mysteries" is mad</p>
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:00-10:30 a.m. (aired on Secondary Channel)
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 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: attention, language, memory, active processing of a story, interest in reading. Children will learn - that friends and neighbors are nice to each other, share, cooperate, say supportive things, compliment each other, take pleasure in each others' accomplishments, that friends are accepting of each others' foibles - clumsiness, silliness, forgetfulness, fearfulness, etc. - that a community is made up of grown-ups, children, helpful authority figures, people of many occupations: police, storekeepers, farmers, baker, butcher, repair persons of many kinds, doctors, nurses, firefighters, road workers, busdrivers, photographers, etc. - That the world is full of interesting things to see and do. - That there are far away countries to learn about and travel to, where people have different customs, dress, food, etc. It is our intention that all segments will-</p> <ol style="list-style-type: none"> 1. Counteract gender stereotypes (both in roles and interactional style). 2. Use language appropriate to the target age. 3. Model standard grammar. 4. Refrain from zapping, crashing, and smashing animated characters. (pre-schoolers have trouble distinguishing between animation and reality). 5. Model safe and responsible behavior. 6. Keep humor at child's level. 7. Encourage parental watching with occasional humor aimed at the adult. There is good evidence that the educational value of any program is enhanced when an adult is there to talk with the child about it. 8. Encourage active rather than passive viewing - story elements that allow viewer to generate hypotheses and make predictions about outcome. 9. Use well-established attention getters for this age range: animation, children's voices, and music. 10. Captivate children with different learning styles: - For those who rely on visual stimulation there will be plenty to look at. Every Scarry scene is full of visual excitement. For those who are predominantly tuned to the auditory and verbal, there will be interesting characters and story lines, conversation, music, and song. Those attuned to movement will be captured by animation, action, the ever-present vehicles - bikes, motorcycles, trains, trucks, boats, tractors, road-graders, planes, etc. Language principles: - Keep dialogue simple - Avoid hard-to-process sentences (e.g. complex relative clauses, sentences with too many unpredictable elements - names, numbers, and unfamiliar words) - Avoid words with multiple meanings - Avoid ambiguous grammatical structures - Reduce the number of modifiers - Use positive words (taller rather than shorter), adverbial phrases, rather than adverbs (e.g. in an angry way, rather angrily) - Introduce unfamiliar words where context, visual elements, redundancy, and repetitions help to make meaning clear. The series curriculum is not sequential, but care has gone into the grouping of stories and interstitials that comprise each segment. Each story has a simple plot line, enough continuity to facilitate understanding, but includes scene changes that allow children to develop early
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	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:30-11:00 a.m. (aired on Secondary Channel

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 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: attention, language, memory, active processing of a story, interest in reading. Children will learn - that friends and neighbors are nice to each other, share, cooperate, say supportive things, compliment each other, take pleasure in each others' accomplishments, that friends are accepting of each others' foibles - clumsiness, silliness, forgetfulness, fearfulness, etc. - that a community is made up of grown-ups, children, helpful authority figures, people of many occupations: police, storekeepers, farmers, baker, butcher, repair persons of many kinds, doctors, nurses, firefighters, road workers, busdrivers, photographers, etc. - That the world is full of interesting things to see and do. - That there are far away countries to learn about and travel to, where people have different customs, dress, food, etc. It is our intention that all segments will-</p> <ol style="list-style-type: none"> 1. Counteract gender stereotypes (both in roles and interactional style). 2. Use language appropriate to the target age. 3. Model standard grammar. 4. Refrain from zapping, crashing, and smashing animated characters. (pre-schoolers have trouble distinguishing between animation and reality). 5. Model safe and responsible behavior. 6. Keep humor at child's level. 7. Encourage parental watching with occasional humor aimed at the adult. There is good evidence that the educational value of any program is enhanced when an adult is there to talk with the child about it. 8. Encourage active rather than passive viewing - story elements that allow viewer to generate hypotheses and make predictions about outcome. 9. Use well-established attention getters for this age range: animation, children's voices, and music. 10. Captivate children with different learning styles: - For those who rely on visual stimulation there will be plenty to look at. Every Scarry scene is full of visual excitement. For those who are predominantly tuned to the auditory and verbal, there will be interesting characters and story lines, conversation, music, and song. Those attuned to movement will be captured by animation, action, the ever-present vehicles - bikes, motorcycles, trains, trucks, boats, tractors, road-graders, planes, etc. Language principles: - Keep dialogue simple - Avoid hard-to-process sentences (e.g. complex relative clauses, sentences with too many unpredictable elements - names, numbers, and unfamiliar words) - Avoid words with multiple meanings - Avoid ambiguous grammatical structures - Reduce the number of modifiers - Use positive words (taller rather than shorter), adverbial phrases, rather than adverbs (e.g. in an angry way, rather angrily) - Introduce unfamiliar words where context, visual elements, redundancy, and repetitions help to make meaning clear. The series curriculum is not sequential, but care has gone into the grouping of stories and interstitials that comprise each segment. Each story has a simple plot line, enough continuity to facilitate understanding, but includes scene changes that allow children to develop early

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (13 of 16)	Response
Program Title	Dino Squad
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:00-11:30 am (aired on Secondary Channel
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 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Mission: Dino Squad is designed to promote and reinforce cooperation, teamwork, and related interpersonal social skills and positive character development via the portrayal of the actions and experiences of a group of attractive and appearing high school students in the context of highly entertaining and engaging stories.</p> <p>Target age range: 9 - 11 years. Need: Surveys consistently find that U.S. parents would like their children to acquire a range of positive interpersonal abilities and intrapersonal attributes. National surveys (e.g. The General Social Survey) consistently reveal that parents value such social skills and attitudes as cooperation, teamwork, getting along with a respecting others, and friendliness, and such personal characteristics as honesty, perseverance, independence, self-confidence, and good judgment. Many parents also complain that it is difficult to find engaging television programming (that is, programming that attracts and holds the attention of children) that promotes such values and behaviors, particularly for children in middle childhood (i.e., 7 - 12 years). Dino Squad attempts to meet this need. Concept and approach: Dino Squad promotes positive social learning using the principles of social learning theory. It portrays attractive and engaging young role-models enacting the kinds of positive social behavior and values we would like our audience to adopt. The series combines children's fascination with dinosaurs, their attraction to science-fiction or superhero characters who have the ability to "morph" from human status into super beings, and the appeal of a group of five, highly individualistic and appealing teens, to attract and engage young viewers. Each episode portrays these teens facing and finding solutions to problems that are relevant to contemporary youngsters. In so doing, each episode provides young viewers templates and/or standards that they can employ to navigate issues they typically encounter in their own, daily lives. Each week five, highly disparate teenagers, who have been thrown together because they have accidentally acquired the power to morph into dinosaurs, must fend off the efforts of a mad scientist (actually a prehistoric dinosaur in human disguise) who plots to return the world to his own kind...the dinosaurs! If not for the accident, our five teens are not likely ever to have become friends, let alone a close-knit team of secret heroes who must learn to work together in order to save earth and humankind. Their problem is how to stop the plot to return the world to its prehistoric state, while keeping their identity and morphing capabilities secret, getting along with each other, and leading the lives that any "normal" teenager dreams of. They must deal not only with finding a way to keep a mad scientist from mutating earth's present-day animals into new forms of dinosaurs (imagine an earth swarming with chickenasauruses, cockroachasauruses, and sharkasauruses), while they also struggle with such interpersonal questions as how and why to work with people they do not really understand and confront issues such as sharing credit, using each person's strengths while ignoring weaknesses, and getting along in highly frustrating situations. And this while simultaneously dealing with such intrapersonal issues as the meaning and value of honesty, perseverance, self-confidence and over-confidence, and myriad other challenges so common to young adolescents. On the one hand, the world of our Dino Squad is highly fantastic; it is populated with teens who become dinosaurs, dinosaurs who become rich and powerful businessmen, and kittens who become mutant kittanosauruses. On the other hand, it is a familiar world; one in which adolescents confront many of the same issues that most of our young people must deal with every day - issues such as how to be positive, effective individuals and members of society. By portraying highly appealing young models confronting questions that are impo</p>
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	Dino Squad
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:30am-12:00pm (aired on Secondary Channel)

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 11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Mission: Dino Squad is designed to promote and reinforce cooperation, teamwork, and related interpersonal social skills and positive character development via the portrayal of the actions and experiences of a group of attractive and appearing high school students in the context of highly entertaining and engaging stories.</p> <p>Target age range: 9 - 11 years. Need: Surveys consistently find that U.S. parents would like their children to acquire a range of positive interpersonal abilities and intrapersonal attributes. National surveys (e.g. The General Social Survey) consistently reveal that parents value such social skills and attitudes as cooperation, teamwork, getting along with a respecting others, and friendliness, and such personal characteristics as honesty, perseverance, independence, self-confidence, and good judgment. Many parents also complain that it is difficult to find engaging television programming (that is, programming that attracts and holds the attention of children) that promotes such values and behaviors, particularly for children in middle childhood (i.e., 7 - 12 years). Dino Squad attempts to meet this need. Concept and approach: Dino Squad promotes positive social learning using the principles of social learning theory. It portrays attractive and engaging young role-models enacting the kinds of positive social behavior and values we would like our audience to adopt. The series combines children's fascination with dinosaurs, their attraction to science-fiction or superhero characters who have the ability to "morph" from human status into super beings, and the appeal of a group of five, highly individualistic and appealing teens, to attract and engage young viewers. Each episode portrays these teens facing and finding solutions to problems that are relevant to contemporary youngsters. In so doing, each episode provides young viewers templates and/or standards that they can employ to navigate issues they typically encounter in their own, daily lives. Each week five, highly disparate teenagers, who have been thrown together because they have accidentally acquired the power to morph into dinosaurs, must fend off the efforts of a mad scientist (actually a prehistoric dinosaur in human disguise) who plots to return the world to his own kind...the dinosaurs! If not for the accident, our five teens are not likely ever to have become friends, let alone a close-knit team of secret heroes who must learn to work together in order to save earth and humankind. Their problem is how to stop the plot to return the world to its prehistoric state, while keeping their identity and morphing capabilities secret, getting along with each other, and leading the lives that any "normal" teenager dreams of. They must deal not only with finding a way to keep a mad scientist from mutating earth's present-day animals into new forms of dinosaurs (imagine an earth swarming with chickenasauruses, cockroachasauruses, and sharkasauruses), while they also struggle with such interpersonal questions as how and why to work with people they do not really understand and confront issues such as sharing credit, using each person's strengths while ignoring weaknesses, and getting along in highly frustrating situations. And this while simultaneously dealing with such intrapersonal issues as the meaning and value of honesty, perseverance, self-confidence and over-confidence, and myriad other challenges so common to young adolescents. On the one hand, the world of our Dino Squad is highly fantastic; it is populated with teens who become dinosaurs, dinosaurs who become rich and powerful businessmen, and kittens who become mutant kittanosauruses. On the other hand, it is a familiar world; one in which adolescents confront many of the same issues that most of our young people must deal with every day - issues such as how to be positive, effective individuals and members of society. By portraying highly appealing young models confronting questions that are impo</p>

Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes
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Digital Core Program (15 of 16)	Response
Program Title	Doodlebops Rockin' Road Show
Origination	Network
Days/Times Program Regularly Scheduled	Sun. 9:00-9:30 am (aired on Secondary Channel)
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 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The target audience for "Doodlebops Rockin Road Show" is made up of eighteen-month to five year-old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. The level of educational content is varied so as to be meaningful to children throughout the age range - enticing younger viewers and reinforcing learning for older ones. GENERAL EDUCATIONAL GOAL: "Doodlebops Rockin' Road Show" is intended to promote academic and social readiness in order to help young viewers toward ultimate competence and success in their future school and extracurricular environments. By means of fantasy, fun, music and adventure, the Doodlebops Band teaches kids about their world and gives them the vital understanding and behavioral tools to explore it. The show's major educational goals lie in the all-important psycho-social arena. Largely through targeted modeling, the show aids in the enhancement of viewers' personal character and pro-social behavior. Viewers come to see the value of honesty, integrity, the joy that can come from sharing, and so much more. The show's focus on feelings and emotions gives viewers an opportunity to make gains in their own emotional intelligence. They learn to effectively express themselves and "read" the expressions of others. The show also provides a template that youngsters can use to face situations and solve problems with the use of courage, inventiveness, and logical reasoning. The series secondarily addresses complementary core-knowledge goals. The show encourages an understanding and appreciation of music, leading to creative development and gains in multiple other subject areas; and provides practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, colors, vocabulary, sequences, and directions. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Doodlebops Rockin Road Show" furthermore helps to engage kids in new learning, and gives them a chance to hone and develop their burgeoning sense of humor. SPECIFIC EDUCATIONAL OBJECTIVES: To encourage viewers to develop positive personal qualities and pro-social behaviors, including honesty, kindness, initiative, earnestness, compassion, cooperation, helpfulness, sharing and leadership. To aid viewers to comprehend their own feelings and emotions and "read" the emotions of others, leading to gains in emotional intelligence and an understanding of the vital relationship between emotion and response. To assist viewers to generate techniques associated with critical thinking in goal-setting, decision-making and problem-solving, bringing them to an appropriate sense of self-reliance and an understanding of the consequences of their actions. To help viewers to gain meaningful life skills and behaviors, such as following directions, being a member of a team, and making new friends - intended to better equip them to take on a functional role in school and at home To provide viewers with a basic understanding of the elements of music and an appreciation of music itself. This learning is geared to foster creativity and enhance learning in a number of other subject areas, notably including mathematics, language and literature. To teach and provide practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, vocabulary, colors, sequences, and directions. To spark and broaden viewers' burgeoning sense of humor in order to promote intellectual development, enhance resilience, and help them see the fun of new learning. EDUCATIONAL FORMAT: The general educational goal and discrete educational objectives are fully integrated with "Doodlebops Rockin' Road Show" characters, settings, storylines and music. By focusing on the zany exploits of the world's most fun band, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn from the actions of others. Learning is engaging, natural</p>
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Core Program (16 of 16)	Response
Program Title	Doodlebops Rockin' Road Show
Origination	Network
Days/Times Program Regularly Scheduled	Sun. 9:30-10:00 am (aired on Secondary Channel)

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 5 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>The target audience for "Doodlebops Rockin Road Show" is made up of eighteen-month to five year-old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. The level of educational content is varied so as to be meaningful to children throughout the age range - enticing younger viewers and reinforcing learning for older ones. GENERAL EDUCATIONAL GOAL: "Doodlebops Rockin' Road Show" is intended to promote academic and social readiness in order to help young viewers toward ultimate competence and success in their future school and extracurricular environments. By means of fantasy, fun, music and adventure, the Doodlebops Band teaches kids about their world and gives them the vital understanding and behavioral tools to explore it. The show's major educational goals lie in the all-important psycho-social arena. Largely through targeted modeling, the show aids in the enhancement of viewers' personal character and pro-social behavior. Viewers come to see the value of honesty, integrity, the joy that can come from sharing, and so much more. The show's focus on feelings and emotions gives viewers an opportunity to make gains in their own emotional intelligence. They learn to effectively express themselves and "read" the expressions of others. The show also provides a template that youngsters can use to face situations and solve problems with the use of courage, inventiveness, and logical reasoning. The series secondarily addresses complementary core-knowledge goals. The show encourages an understanding and appreciation of music, leading to creative development and gains in multiple other subject areas; and provides practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, colors, vocabulary, sequences, and directions. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Doodlebops Rockin Road Show" furthermore helps to engage kids in new learning, and gives them a chance to hone and develop their burgeoning sense of humor. SPECIFIC EDUCATIONAL OBJECTIVES: To encourage viewers to develop positive personal qualities and pro-social behaviors, including honesty, kindness, initiative, earnestness, compassion, cooperation, helpfulness, sharing and leadership. To aid viewers to comprehend their own feelings and emotions and "read" the emotions of others, leading to gains in emotional intelligence and an understanding of the vital relationship between emotion and response. To assist viewers to generate techniques associated with critical thinking in goal-setting, decision-making and problem-solving, bringing them to an appropriate sense of self-reliance and an understanding of the consequences of their actions. To help viewers to gain meaningful life skills and behaviors, such as following directions, being a member of a team, and making new friends - intended to better equip them to take on a functional role in school and at home To provide viewers with a basic understanding of the elements of music and an appreciation of music itself. This learning is geared to foster creativity and enhance learning in a number of other subject areas, notably including mathematics, language and literature. To teach and provide practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, vocabulary, colors, sequences, and directions. To spark and broaden viewers' burgeoning sense of humor in order to promote intellectual development, enhance resilience, and help them see the fun of new learning. EDUCATIONAL FORMAT: The general educational goal and discrete educational objectives are fully integrated with "Doodlebops Rockin' Road Show" characters, settings, storylines and music. By focusing on the zany exploits of the world's most fun band, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn from the actions of others. Learning is engaging, natural</p>
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	Carmen Tawil
Address	1402 West Avenue
City	Austin
State	TX
Zip	78701
Telephone Number	512-391-0641
Email Address	ctawil@kcwx.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)

Other Matters (1 of 16)	Response
Program Title	Passport To Explore
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 7:00-7:30am
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.	Passport to Explore provides CORE programming in the area of geography and prevailing local customs related to the areas visited by the teen "explorers". Not only does the series present geographical morays about the areas visited but it aims to enrich children's lives by making them aware of the differences that exist and how enriching those differences can be to their own lives. Each episode provides information related to the specific area visited and gives an educational approach to its history.

Other Matters (2 of 16)	Response
Program Title	Virus Attack
Origination	Syndicated
Days/Times Program Regularly Scheduled	Saturday 7:30-8:00am
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.	Virus Attack is a series that depicts pollution as DNA infected by viruses, which are infecting a city with the sole purpose of destroying it. The three main characters, David, Alice, and George represent the anti-viruses who are trying to help. David has become the power to ward off the evil viruses. His father, Professor Amaldi, has devoted his life to finding a solution to the evil gene of wickedness. It is an interesting metaphor for pollution. The series shows elements of courage, friendship, and problem solving. Although the concept is far-fetched, it brings enough science concepts to make it plausible. This would be an excellent venue to discuss the issues of pollution in our modern world. Concepts of what is causing pollution and how students can help to solve some of these problems are the issues young people face today. They very often feel powerless and this show's characters give them great role models to try and problem solve the issues of pollution. There are no mixed messages in this series.

Other Matters (3 of 16)	Response
Program Title	Angel's Friends
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 8:00-8:30 a.m.
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.	<p>The young Angels of this story, Raf, Uriie, Sweet, and Miki, have come from Angie Town and moved to Earth, where they attend the Golden School, studying hard in the hopes of becoming 100% Guardian Angels. They are each given an "earthly" teenager who they must try to influence to do "the right thing" with their lives. With each episode, the Angels learn lessons of: responsibility, integrity, honesty, cooperation, and selflessness. Then, they must "teach" those lessons to their Earthly charge. The Angels won't be alone in their mission on the Earth: they'll be supported by winged mascots (bugs endowed with magical powers) but they will also be opposed by Devils who are also on Earth, studying at the same Golden School learning to become 100% Guardian Devils. Each Angel and Devil contend for the same kid ("protected" or tempted). The aspiring Guardians face each other in the Challenge-Classroom in order to establish who will have the "first move" with their Earthly charge - in the hopes of influencing their Earthly's behavior. This is very important because Angels and Devils can't act simultaneously according to the V.E.T.O. (Vetoed (forbidden) to Expose, Touch, Obstruct). If this rule is broken, it would only confuse Humans, who must have the opportunity to choose their behavior freely. The Challenge-Room can be turned into any environment imaginable. Therefore, the Angels and Devils challenge each other with different contexts, in competitions characterized by a lot of action, where they show their special powers given by their winged mascots. The V. E.T.O. also forbids any physical contact between Angels and Devils: it's an old and strict rule whose infraction can provoke serious consequences. However sometimes, even an Angel and a Devil can feel emotions stronger than their sense of duty. Ultimately, the Angel Raf, through whom we understand what Angels "think", confronts these emotions, and discovers something she never expected: a forbidden love for a young Devil. The Angels have more to deal with than just the Devils. They also have to fight against a cold, smart and powerful enemy: the ex-Human Malachia, "the hooded man", even though we soon discover that he himself is not the real enemy. In fact Malachia is the devoted servant of Reina, the most wicked and pitiless creature of the Universe. Reina, an eternal prisoner trapped in Limbo, is a Neutral, motivated only by the thirst of revenge on Angels and Devils - and by the desire to rule over the Humans. The struggle goes on, and with each episode we see the pendulum of victory swing back and forth. Who will emerge victorious in the final challenge between good and evil?</p>

Other Matters (4 of 16)	Response
Program Title	Ariel & Zoey & Eli, Too
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 8:30-9:00 a.m.

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.	AZE2 provides CORE programming in the areas of music, art and history. For example, AZE2 introduces the viewer to people who have accomplished great things and have a positive message for kids such as legendary Judge Damon J. Keith who shares important lessons he has learned over the past 87 years. The kids also visit Dominos Chief Executive Officer, David Brandon, who offers important advice before teaching AZE2 how to make the perfect pizza. Another interview is with teen idol, David Archuleta. Of course, there is plenty of music in AZE2. In the pilot, AZE2 pays tribute to the men and women in our military by singing the songs of the branches of the military. Eli, who plays drums and guitar, performs original songs and Ariel & Zoey end the show signing before an audience of youngsters. Music on the show is produced by Emmy Winner David Barrett. He and Brian Brill (another Emmy winner), make certain all music is tailored perfectly for the kids. All songs have a positive message about life. Along with David and Brian, Broadway's Gary Adler writes many numbers for 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. AZE2 brings in musicians, artists and others at the top of their field who share their life lessons with the audience.

Other Matters (5 of 16)	Response
Program Title	Wild About Animals
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 9:00-9:30 a.m.
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.	"Wild About Animals" is a half-hour animal E/I magazine series that airs 52 weeks each year. The show is hosted by Emmy-award winning actress Mariette Hartley. Mariette has committed herself to fighting for the rights of animals for over 20 years. This series is produced for children 16 and under (specific target audience is 13-16). As the producers of "Wild About Animals", it is the objective of Steve Rotfeld Productions, Inc. to educate and inform children, specifically in the target age group, by bringing them entertaining and interesting stories about the world's most fascinating animals. Each episode will consist of four (4) different stories designed to teach children about both exotic and unique animals, as well as to educate them further about animals they see everyday.

Other Matters (6 of 16)	Response
Program Title	Aqua Kids
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 9:30-10:00 am
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.	Aqua Kids provides CORE programming in the area of biology and specifically the ecosystem related to the ocean, its tributaries and estuaries. Children can learn about the resources of the oceans and how protection of oceans is necessary to present and future generations. Not only does the show teach biological topics, but it aims to enrich children's lives by making them aware of future generations, the role they play now, and for generations into the future, with the biggest ecosystem on earth-the oceans. Each episode provides information related to a specific topic and gives an educational approach to understand the topic related to the entire ecosystem of the earth. Aqua Kids provides kids with a way to learn about the diversity of marine animals around the world and the importance of preserving their fragile aquatic habitats. Through the use of hands-on collaboration between kids and science researchers and educators, Aqua Kids encourages children to take an active role in protecting the future of their communities and the world.

Other Matters (7 of 16)	Response
Program Title	Beta Records TV
Origination	Syndicated
Days/Times Program Regularly Scheduled	Sat. 10:00-10:30 am
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.	Each segment of Beta Records TV delivers an educational and informational message that supports current social, intellectual and emotional aspects of children ages 13 and up. Attributes and advice emphasized by the hosts and their guests instill a grounded balance of priorities, commitment, and perseverance Teens can apply to their lives. SOME OF THE E/I ISSUES COVERED IN VARIOUS EPISODES The search for identity Controlling One's Emotions and Bullying and Control Divorce Social Issues Morality and Values Using peer group feedback to evaluate one's positions Coming face to face with real world considerations of self-sufficiency Attitudes about sexism and objectifying women Racism and accepting others who are different Learning to collaborate and work well with others Dealing with rivalry and competition and its pressures Anger management and how lack of control over one's anger can have serious consequences Learning how to collaborate to utilize the talents of many to achieve a shared goal Rivalry, competition and potential outcomes
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Other Matters (8 of 16)	Response
Program Title	Liberty's Kids
Origination	Network
Days/Times Program Regularly Scheduled	Mon.-Fri. 8:30-9:00 a.m. (to be aired on Secondary Channel)
Total times aired at regularly scheduled time	65
Length of Program	30 mins
Age of Target Child Audience from	7 years to 12 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	To teach the history of the American Revolution (the period from 1773-1789 in age-appropriate manner and specifically to assist our target audience of young people in putting historical concepts into a context perspective that is consistent with their developmental ability to comprehend, integrat and retain the information and ideas. Liberty's Kids is designed to enable viewers to experience, in fresh and exciting ways, the extradordinary period of 1773-1789 in American history, as the thirteen colonies, led by a group of courages and brilliant individuals fought for freedom from Britain and established a new nation. It uses powerful storytelling to address the educational goals.

Other Matters (9 of 16)	Response
Program Title	Green Screen Adventures
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 9:00-9:30 a.m. (to be aired on Secondary Channel)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	7 years to 13 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Green Screen Adventures sparks enthusiasm for writing through age appropriate sketch comedy, original songs, puppetry, and story theatre. The stories are based on the writing of elementary school students, ages 7-13. Children get the message that their words have power, that their voices are being heard. Our diverse Green Screen company of performers and writers reinforce critical writing skills and share positive social messages. Our educational mission emphasizes the four "C"s as well as the three "R"s - Curiosity, Confidence, Citizenship, Compassion.
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Other Matters (10 of 16)	Response
Program Title	Busytown Mysteries
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 9:30-10:00 a.m. (to be aired on Secondary Channel)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	3 years to 7 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>"Busytown Mysteries" is an investigative learning show for young children - based on the questions and conundrums relevant to this "ready-to-learn" target audience and geared to their unique level of understanding. The show's educational content includes a range of meaningful metacognitive, social-emotional and core-knowledge learning goals aimed at promoting school readiness. The series gives youngsters an understanding and appreciation of the critical thinking skills involved in scientific inquiry. It brings them a broad base of interesting knowledge on which to practice these burgeoning skills, as well as the psycho-social abilities to effectively do so. METACOGNITIVE LEARNING Metacognitive learning involves the development of sound critical thinking and problem solving skills - intended to better equip young viewers to become active and effective learners and doers. Metacognitive educational objectives encompass all aspects of the scientific method, including the development of inquiry, observation, analysis, and evaluation skills. In the course of making their discoveries, the Busytown gang shows viewers how to gain new knowledge of importance to them and how to put it to use to accomplish their aims and solve the mysteries with which they are faced. SOCIAL-EMOTIONAL LEARNING Valuable social and emotional learning objectives are geared toward aiding youngsters to develop those positive personal qualities and pro-social behaviors associated with discovery, learning and problem solving. Largely by means of observation of modeled behavior, viewers learn the importance of open-mindedness, curiosity, courage, confidence, optimism, initiative, creativity, perceptiveness, and perseverance. CORE-KNOWLEDGE LEARNING Viewers are also given the opportunity to practice and gain new core-knowledge learning primarily in the areas of language, mathematics, and science. They come to understand relevant vocabulary and word usage. They learn the power of numbers. They learn to understand basic scientific phenomena. They grow in their ability to assess size, dimension, scope, direction, and so much more. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Busytown Mysteries" also aids in engaging kids in new learning, and gives them a chance to hone and develop their growing sense of humor. In his 1973 and 1979 studies, respected developmental psychologist, Anthony J. Chapman, found evidence that humor can be encouraged and taught through observation and modeling. There is indication too that a sense of humor fulfills meaningful purposes for young children - helping them to cope with difficult and challenging situations, to understand language, and to develop social skills. DISCRETE EDUCATIONAL OBJECTIVES: To teach and provide practice for viewers on the vital inquiry, discovery and "learning to learn" skills that are essential for learning across subject areas. These skills include questioning, observation, and fact-finding. To help viewers learn to exercise logic, judgment and analysis in order to assess the veracity, value and applicability of new knowledge presented; and extrapolation and construction skills to determine ways to appropriately use new knowledge gleaned. To encourage viewers to develop positive personal qualities and pro-social behaviors associated with discovery and problem-solving, including open-mindedness, curiosity, courage, confidence, optimism, initiative, creativity, perceptiveness, and perseverance. To aid viewers to develop general core-knowledge learning, foundational for knowledge acquisition across subject areas. This general learning involves language and vocabulary, mathematics, science, and sequences, directions, colors, and more. To spark and broaden viewers' burgeoning sense of humor in order to promote intellectual development, enhance resilience, and help them to see the fun of new learning. TARGET AUDIENCE: The target audience for "Busytown Mysteries" is mad</p>
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Other Matters (11 of 16)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:00-10:30 a.m. (to be aired on Secondary Channel)
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.	<p>The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: attention, language, memory, active processing of a story, interest in reading. Children will learn - that friends and neighbors are nice to each other, share, cooperate, say supportive things, compliment each other, take pleasure in each others' accomplishments, that friends are accepting of each others' foibles - clumsiness, silliness, forgetfulness, fearfulness, etc. - that a community is made up of grown-ups, children, helpful authority figures, people of many occupations: police, storekeepers, farmers, baker, butcher, repair persons of many kinds, doctors, nurses, firefighters, road workers, busdrivers, photographers, etc. - That the world is full of interesting things to see and do. - That there are far away countries to learn about and travel to, where people have different customs, dress, food, etc. It is our intention that all segments will-</p> <p>1. Counteract gender stereotypes (both in roles and interactional style). 2. Use language appropriate to the target age. 3. Model standard grammar. 4. Refrain from zapping, crashing, and smashing animated characters. (pre-schoolers have trouble distinguishing between animation and reality). 5. Model safe and responsible behavior. 6. Keep humor at child's level. 7. Encourage parental watching with occasional humor aimed at the adult. There is good evidence that the educational value of any program is enhanced when an adult is there to talk with the child about it. 8. Encourage active rather than passive viewing - story elements that allow viewer to generate hypotheses and make predictions about outcome. 9. Use well-established attention getters for this age range: animation, children's voices, and music. 10. Captivate children with different learning styles: - For those who rely on visual stimulation there will be plenty to look at. Every Scarry scene is full of visual excitement. For those who are predominantly tuned to the auditory and verbal, there will be interesting characters and story lines, conversation, music, and song. Those attuned to movement will be captured by animation, action, the ever-present vehicles - bikes, motorcycles, trains, trucks, boats, tractors, road-graders, planes, etc. Language principles: - Keep dialogue simple - Avoid hard-to-process sentences (e.g. complex relative clauses, sentences with too many unpredictable elements - names, numbers, and unfamiliar words) - Avoid words with multiple meanings - Avoid ambiguous grammatical structures - Reduce the number of modifiers - Use positive words (taller rather than shorter), adverbial phrases, rather than adverbs (e.g. in an angry way, rather angrily) - Introduce unfamiliar words where context, visual elements, redundancy, and repetitions help to make meaning clear. The series curriculum is not sequential, but care has gone into the grouping of stories and interstitials that comprise each segment. Each story has a simple plot line, enough continuity to facilitate understanding, but includes scene changes that allow children to develop early</p>
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Other Matters (12 of 16)	Response
Program Title	The Busy World of Richard Scarry
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 10:30-11:00 a.m. (to be aired on Secondary Channel
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.	<p>The Busy World of Richard Scarry is designed for two to five year olds. Like the Scarry books themselves the TV series uses themes that are congruent with the interests of pre-school and early elementary school children. These include - love of parents - mastery (of all the motor, language and social skills that they see in the world around them) - power (who calls the shots) - possession, (It's mine!) - personal routines - eating, dressing, sleeping - family living - cooking, recreation, celebration. The aim of the series is to make television a positive force in the lives of these children: - to stimulate imagination and foster vicarious play. - to teach pro-social behavior: generosity, friendliness, persistence, altruism, understanding of others' points of view, empathy, acceptance of others' idiosyncrasies - to help children move beyond family attachments to the world of friendships and community. - To help children develop skills on which academic learning depends: attention, language, memory, active processing of a story, interest in reading. Children will learn - that friends and neighbors are nice to each other, share, cooperate, say supportive things, compliment each other, take pleasure in each others' accomplishments, that friends are accepting of each others' foibles - clumsiness, silliness, forgetfulness, fearfulness, etc. - that a community is made up of grown-ups, children, helpful authority figures, people of many occupations: police, storekeepers, farmers, baker, butcher, repair persons of many kinds, doctors, nurses, firefighters, road workers, busdrivers, photographers, etc. - That the world is full of interesting things to see and do. - That there are far away countries to learn about and travel to, where people have different customs, dress, food, etc. It is our intention that all segments will-</p> <p>1. Counteract gender stereotypes (both in roles and interactional style). 2. Use language appropriate to the target age. 3. Model standard grammar. 4. Refrain from zapping, crashing, and smashing animated characters. (pre-schoolers have trouble distinguishing between animation and reality). 5. Model safe and responsible behavior. 6. Keep humor at child's level. 7. Encourage parental watching with occasional humor aimed at the adult. There is good evidence that the educational value of any program is enhanced when an adult is there to talk with the child about it. 8. Encourage active rather than passive viewing - story elements that allow viewer to generate hypotheses and make predictions about outcome. 9. Use well-established attention getters for this age range: animation, children's voices, and music. 10. Captivate children with different learning styles: - For those who rely on visual stimulation there will be plenty to look at. Every Scarry scene is full of visual excitement. For those who are predominantly tuned to the auditory and verbal, there will be interesting characters and story lines, conversation, music, and song. Those attuned to movement will be captured by animation, action, the ever-present vehicles - bikes, motorcycles, trains, trucks, boats, tractors, road-graders, planes, etc. Language principles: - Keep dialogue simple - Avoid hard-to-process sentences (e.g. complex relative clauses, sentences with too many unpredictable elements - names, numbers, and unfamiliar words) - Avoid words with multiple meanings - Avoid ambiguous grammatical structures - Reduce the number of modifiers - Use positive words (taller rather than shorter), adverbial phrases, rather than adverbs (e.g. in an angry way, rather angrily) - Introduce unfamiliar words where context, visual elements, redundancy, and repetitions help to make meaning clear. The series curriculum is not sequential, but care has gone into the grouping of stories and interstitials that comprise each segment. Each story has a simple plot line, enough continuity to facilitate understanding, but includes scene changes that allow children to develop early</p>
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Other Matters (13 of 16)	Response
Program Title	Dino Squad
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:00-11:30 am (to be aired on Secondary Channel
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Mission: Dino Squad is designed to promote and reinforce cooperation, teamwork, and related interpersonal social skills and positive character development via the portrayal of the actions and experiences of a group of attractive and appearing high school students in the context of highly entertaining and engaging stories.</p> <p>Target age range: 9 - 11 years. Need: Surveys consistently find that U.S. parents would like their children to acquire a range of positive interpersonal abilities and intrapersonal attributes. National surveys (e.g. The General Social Survey) consistently reveal that parents value such social skills and attitudes as cooperation, teamwork, getting along with a respecting others, and friendliness, and such personal characteristics as honesty, perseverance, independence, self-confidence, and good judgment. Many parents also complain that it is difficult to find engaging television programming (that is, programming that attracts and holds the attention of children) that promotes such values and behaviors, particularly for children in middle childhood (i.e., 7 - 12 years). Dino Squad attempts to meet this need.</p> <p>Concept and approach: Dino Squad promotes positive social learning using the principles of social learning theory. It portrays attractive and engaging young role-models enacting the kinds of positive social behavior and values we would like our audience to adopt. The series combines children's fascination with dinosaurs, their attraction to science-fiction or superhero characters who have the ability to "morph" from human status into super beings, and the appeal of a group of five, highly individualistic and appealing teens, to attract and engage young viewers. Each episode portrays these teens facing and finding solutions to problems that are relevant to contemporary youngsters. In so doing, each episode provides young viewers templates and/or standards that they can employ to navigate issues they typically encounter in their own, daily lives. Each week five, highly disparate teenagers, who have been thrown together because they have accidentally acquired the power to morph into dinosaurs, must fend off the efforts of a mad scientist (actually a prehistoric dinosaur in human disguise) who plots to return the world to his own kind...the dinosaurs! If not for the accident, our five teens are not likely ever to have become friends, let alone a close-knit team of secret heroes who must learn to work together in order to save earth and humankind. Their problem is how to stop the plot to return the world to its prehistoric state, while keeping their identity and morphing capabilities secret, getting along with each other, and leading the lives that any "normal" teenager dreams of. They must deal not only with finding a way to keep a mad scientist from mutating earth's present-day animals into new forms of dinosaurs (imagine an earth swarming with chickenasauruses, cockroachasauruses, and sharkasauruses), while they also struggle with such interpersonal questions as how and why to work with people they do not really understand and confront issues such as sharing credit, using each person's strengths while ignoring weaknesses, and getting along in highly frustrating situations. And this while simultaneously dealing with such intrapersonal issues as the meaning and value of honesty, perseverance, self-confidence and over-confidence, and myriad other challenges so common to young adolescents. On the one hand, the world of our Dino Squad is highly fantastic; it is populated with teens who become dinosaurs, dinosaurs who become rich and powerful businessmen, and kittens who become mutant kittanosauruses. On the other hand, it is a familiar world; one in which adolescents confront many of the same issues that most of our young people must deal with every day - issues such as how to be positive, effective individuals and members of society. By portraying highly appealing young models confronting questions that are im</p>
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Other Matters (14 of 16)	Response
Program Title	Dino Squad
Origination	Network
Days/Times Program Regularly Scheduled	Sat. 11:30am-12:00pm (to be aired on Secondary Channel)
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	9 years to 11 years

Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	<p>Mission: Dino Squad is designed to promote and reinforce cooperation, teamwork, and related interpersonal social skills and positive character development via the portrayal of the actions and experiences of a group of attractive and appearing high school students in the context of highly entertaining and engaging stories.</p> <p>Target age range: 9 - 11 years. Need: Surveys consistently find that U.S. parents would like their children to acquire a range of positive interpersonal abilities and intrapersonal attributes. National surveys (e.g. The General Social Survey) consistently reveal that parents value such social skills and attitudes as cooperation, teamwork, getting along with a respecting others, and friendliness, and such personal characteristics as honesty, perseverance, independence, self-confidence, and good judgment. Many parents also complain that it is difficult to find engaging television programming (that is, programming that attracts and holds the attention of children) that promotes such values and behaviors, particularly for children in middle childhood (i.e., 7 - 12 years). Dino Squad attempts to meet this need. Concept and approach: Dino Squad promotes positive social learning using the principles of social learning theory. It portrays attractive and engaging young role-models enacting the kinds of positive social behavior and values we would like our audience to adopt. The series combines children's fascination with dinosaurs, their attraction to science-fiction or superhero characters who have the ability to "morph" from human status into super beings, and the appeal of a group of five, highly individualistic and appealing teens, to attract and engage young viewers. Each episode portrays these teens facing and finding solutions to problems that are relevant to contemporary youngsters. In so doing, each episode provides young viewers templates and/or standards that they can employ to navigate issues they typically encounter in their own, daily lives. Each week five, highly disparate teenagers, who have been thrown together because they have accidentally acquired the power to morph into dinosaurs, must fend off the efforts of a mad scientist (actually a prehistoric dinosaur in human disguise) who plots to return the world to his own kind...the dinosaurs! If not for the accident, our five teens are not likely ever to have become friends, let alone a close-knit team of secret heroes who must learn to work together in order to save earth and humankind. Their problem is how to stop the plot to return the world to its prehistoric state, while keeping their identity and morphing capabilities secret, getting along with each other, and leading the lives that any "normal" teenager dreams of. They must deal not only with finding a way to keep a mad scientist from mutating earth's present-day animals into new forms of dinosaurs (imagine an earth swarming with chickenasauruses, cockroachasauruses, and sharkasauruses), while they also struggle with such interpersonal questions as how and why to work with people they do not really understand and confront issues such as sharing credit, using each person's strengths while ignoring weaknesses, and getting along in highly frustrating situations. And this while simultaneously dealing with such intrapersonal issues as the meaning and value of honesty, perseverance, self-confidence and over-confidence, and myriad other challenges so common to young adolescents. On the one hand, the world of our Dino Squad is highly fantastic; it is populated with teens who become dinosaurs, dinosaurs who become rich and powerful businessmen, and kittens who become mutant kittanosauruses. On the other hand, it is a familiar world; one in which adolescents confront many of the same issues that most of our young people must deal with every day - issues such as how to be positive, effective individuals and members of society. By portraying highly appealing young models confronting questions that are impo</p>
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Other Matters (15 of 16)	Response
Program Title	Doodlebops Rockin' Road Show
Origination	Network
Days/Times Program Regularly Scheduled	Sun. 9:00-9:30 am (to be aired on Secondary Channel)
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.	<p>The target audience for "Doodlebops Rockin Road Show" is made up of eighteen-month to five year-old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. The level of educational content is varied so as to be meaningful to children throughout the age range - enticing younger viewers and reinforcing learning for older ones. GENERAL EDUCATIONAL GOAL: "Doodlebops Rockin' Road Show" is intended to promote academic and social readiness in order to help young viewers toward ultimate competence and success in their future school and extracurricular environments. By means of fantasy, fun, music and adventure, the Doodlebops Band teaches kids about their world and gives them the vital understanding and behavioral tools to explore it. The show's major educational goals lie in the all-important psycho-social arena. Largely through targeted modeling, the show aids in the enhancement of viewers' personal character and pro-social behavior. Viewers come to see the value of honesty, integrity, the joy that can come from sharing, and so much more. The show's focus on feelings and emotions gives viewers an opportunity to make gains in their own emotional intelligence. They learn to effectively express themselves and "read" the expressions of others. The show also provides a template that youngsters can use to face situations and solve problems with the use of courage, inventiveness, and logical reasoning. The series secondarily addresses complementary core-knowledge goals. The show encourages an understanding and appreciation of music, leading to creative development and gains in multiple other subject areas; and provides practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, colors, vocabulary, sequences, and directions. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Doodlebops Rockin Road Show" furthermore helps to engage kids in new learning, and gives them a chance to hone and develop their burgeoning sense of humor. SPECIFIC EDUCATIONAL OBJECTIVES: To encourage viewers to develop positive personal qualities and pro-social behaviors, including honesty, kindness, initiative, earnestness, compassion, cooperation, helpfulness, sharing and leadership. To aid viewers to comprehend their own feelings and emotions and "read" the emotions of others, leading to gains in emotional intelligence and an understanding of the vital relationship between emotion and response. To assist viewers to generate techniques associated with critical thinking in goal-setting, decision-making and problem-solving, bringing them to an appropriate sense of self-reliance and an understanding of the consequences of their actions. To help viewers to gain meaningful life skills and behaviors, such as following directions, being a member of a team, and making new friends - intended to better equip them to take on a functional role in school and at home To provide viewers with a basic understanding of the elements of music and an appreciation of music itself. This learning is geared to foster creativity and enhance learning in a number of other subject areas, notably including mathematics, language and literature. To teach and provide practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, vocabulary, colors, sequences, and directions. To spark and broaden viewers' burgeoning sense of humor in order to promote intellectual development, enhance resilience, and help them see the fun of new learning. EDUCATIONAL FORMAT: The general educational goal and discrete educational objectives are fully integrated with "Doodlebops Rockin' Road Show" characters, settings, storylines and music. By focusing on the zany exploits of the world's most fun band, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn from the actions of others. Learning is engaging, natural</p>
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Other Matters (16 of 16)	Response
Program Title	Doodlebops Rockin' Road Show
Origination	Network
Days/Times Program Regularly Scheduled	Sun. 9:30-10:00 am (to be aired on Secondary Channel)
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.	<p>The target audience for "Doodlebops Rockin Road Show" is made up of eighteen-month to five year-old boys and girls across a broad spectrum of racial, ethnic, and socio-economic categories. The level of educational content is varied so as to be meaningful to children throughout the age range - enticing younger viewers and reinforcing learning for older ones. GENERAL EDUCATIONAL GOAL: "Doodlebops Rockin' Road Show" is intended to promote academic and social readiness in order to help young viewers toward ultimate competence and success in their future school and extracurricular environments. By means of fantasy, fun, music and adventure, the Doodlebops Band teaches kids about their world and gives them the vital understanding and behavioral tools to explore it. The show's major educational goals lie in the all-important psycho-social arena. Largely through targeted modeling, the show aids in the enhancement of viewers' personal character and pro-social behavior. Viewers come to see the value of honesty, integrity, the joy that can come from sharing, and so much more. The show's focus on feelings and emotions gives viewers an opportunity to make gains in their own emotional intelligence. They learn to effectively express themselves and "read" the expressions of others. The show also provides a template that youngsters can use to face situations and solve problems with the use of courage, inventiveness, and logical reasoning. The series secondarily addresses complementary core-knowledge goals. The show encourages an understanding and appreciation of music, leading to creative development and gains in multiple other subject areas; and provides practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, colors, vocabulary, sequences, and directions. By incorporating the series' multi-faceted educational goal in the context of fun and laughter, "Doodlebops Rockin Road Show" furthermore helps to engage kids in new learning, and gives them a chance to hone and develop their burgeoning sense of humor. SPECIFIC EDUCATIONAL OBJECTIVES: To encourage viewers to develop positive personal qualities and pro-social behaviors, including honesty, kindness, initiative, earnestness, compassion, cooperation, helpfulness, sharing and leadership. To aid viewers to comprehend their own feelings and emotions and "read" the emotions of others, leading to gains in emotional intelligence and an understanding of the vital relationship between emotion and response. To assist viewers to generate techniques associated with critical thinking in goal-setting, decision-making and problem-solving, bringing them to an appropriate sense of self-reliance and an understanding of the consequences of their actions. To help viewers to gain meaningful life skills and behaviors, such as following directions, being a member of a team, and making new friends - intended to better equip them to take on a functional role in school and at home. To provide viewers with a basic understanding of the elements of music and an appreciation of music itself. This learning is geared to foster creativity and enhance learning in a number of other subject areas, notably including mathematics, language and literature. To teach and provide practice on fundamental knowledge-based learning and skills, including numbers, the alphabet, vocabulary, colors, sequences, and directions. To spark and broaden viewers' burgeoning sense of humor in order to promote intellectual development, enhance resilience, and help them see the fun of new learning. EDUCATIONAL FORMAT: The general educational goal and discrete educational objectives are fully integrated with "Doodlebops Rockin' Road Show" characters, settings, storylines and music. By focusing on the zany exploits of the world's most fun band, the series provides the young viewing audience with a non-threatening and relatable arena from which to observe and learn from the actions of others. Learning is engaging, natural</p>
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Certification

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

Attachments

No Attachments.