

# FCC 398

## Children's Television Programming Report

Report reflects information for the filing period ending: 06/30/2009 Filed on: 07/09/2009

Call Sign	Channel Numbers	Community of License			
		City	State	County	ZIP Code
<b>WPTA</b>	<i>(analog)</i> <b>24</b> <i>(digital)</i>	<b>FORT WAYNE</b>	<b>IN</b>	<b>ALLEN</b>	<b>46808-3811</b>
Licensee Name					
<b>MALARA BROADCAST GROUP OF FORT WAYNE LICENSEE LLC</b>					
Network Affiliation	Nielsen DMA	Licensee World Wide Web Home Page Address (if applicable)			
<b>ABC</b>	<b>Ft. Wayne</b>	<b>www.indianasnewscenter.com</b>			
Facility ID	Previous Call Sign (if applicable)	License Renewal Expiration Date			
<b>73905</b>		<b>2013-08-01</b>			

### Analog Core Programming

2. State the average number of hours of Core Programming per week broadcast by the station. See 47 C.F.R. §73.671(c).
3. (a) 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. §73.673?
- (b) Identify publishers who were sent information in 3(a).
4. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

*[There are no analog core program reports.]*

### Non-Core Educational and Informational Programming

5. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and informational program.

*[There are no analog non-core program reports.]*

### Sponsored Core Programming

6. List Core Programs, if any, aired by other analog stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.

*[There are no analog sponsored core program broadcast reports.]*

*[There are no analog sponsored core program detail reports.]*

### Digital Core Programming

7. (a) State the average number of hours of Core Programming per week broadcast by the station on its main program stream.
- (b) Did the Licensee broadcast on its main digital program stream the same Children's Core Programming provided on its analog channel?
- (c) If Yes to 7(b), the Licensee certifies that the representations and children's program information provided with respect to its analog channel apply equally with respect to its main digital program stream.  
If No to 7(c), submit as an Exhibit a Statement of Explanation.
8. (a) 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.
- (b) 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. §73.671.

<b>4.00 hours</b>
<b>Y</b>
<b>Y</b>
<i>(None Required)</i>
<b>336.00 hours</b>
<b>7.00 hours</b>

9. (a) 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. §73.673?

Y

(b) Identify publishers who were sent information in 9(a).

Local newspapers (The Journal-Gazette and The News-Sentinel), TV Guide, TV Data, Comcast Cablevision and Tribune Media Service.

10. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Digital Core Program #1		Origin	
<b>The Emperor's New School</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays/9-9:30 AM ET (24.1)</b>	<b>3</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>8 years</b>	<b>11 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Kuzco, a youth who is heir to the throne of a mythical Andean country, must graduate from Kuzco Academy before he can become Emperor of his land. He lives with a peasant foster family and faces the intellectual, physical and social challenges that all teens face, while also preparing to rule justly and well. Sometimes Kuzco wonders whether being Emperor for the rest of his days will be a pleasure or a trap. Kuzco thwarts attempts by the nefarious Yzma and her henchman, Kronk, to stop him from doing well in school. If Kuzco were to fail at his class work, Yzma would become Empress. Kuzco struggles to complete his assignments and stay on track. Only if he remains steadfast, studies hard, learns from his mistakes, and can relate to citizens at all levels of society, will he ascend the throne. His best friend Malina, an excellent student, attempts to help Kuzco stay out of trouble and achieve his goals. Series episodes explore issues such as coping with peer pressure, respecting authority, taking responsibility, adhering to family and school rules, accepting differences, building self-esteem and trust.</p>			

Title of Digital Core Program #2		Origin	
<b>The Replacements</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays/9:30-10:00 AM ET (24.1)</b>	<b>3</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>8 years</b>	<b>12 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Riley and Todd, siblings who were raised in an orphanage after the death of their parents, long to be adopted. They find a comic book advertisement for Fleemco, an agency that will provide "Replacement" parents or adults to substitute for certain individuals. Brother and sister decide to send in the \$1.98 fee in hopes of obtaining parents to replace their lost ones. They acquire an unorthodox pair of Replacement parents, Dick Daring and Agent K. Dick is a former daredevil stuntman and Agent K is a British super-spy. Neither seems to know much about parenting, although their intentions are good. Agent K's highly intelligent automobile, C.A.R., her former spy partner, also joins the household. Their attempts to forge a family and adjust to a new school are both touching and comedic. Riley and Todd discover that they can call Fleemco to request replacement of any adult whom they dislike, who is overly strict, or who is merely uninteresting. The temporary Replacements for teachers, neighbors or other community figures never prove to be as exciting or fun as the siblings had hoped, and are often immature and obnoxious. As things go awry, Riley and Todd learn that they need adult leadership, discipline, role models, order and structure. By the end of each story they are eager to return the Replacement and reinstate the original adult. Stories revolve around issues such as cooperating with household/family rules, taking responsibility, fairness, building self-esteem, and trust.</p>			

Title of Digital Core Program #3		Origin	
<b>That's So Raven</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>Saturdays/10:00-10:30 AM ET (24.1)</b>	<b>3</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>10 years</b>	<b>13 years</b>	<b>Y</b>

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

Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a normal, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Eddie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These premonitions often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.

Title of Digital Core Program #4		Origin
<b>That's So Raven</b>		<b>NETWORK</b>
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
<b>Saturdays/10:30-11:00 AM ET (24.1)</b>	<b>3</b>	<b>0</b>
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>10 years</b>	<b>13 years</b>
E/I Symbol Used As Required		
<b>Y</b>		

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

Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a normal, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Eddie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These premonitions often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.

Title of Digital Core Program #5		Origin
<b>Hannah Montana</b>		<b>NETWORK</b>
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
<b>Saturdays/11-11:30 AM ET (24.1)</b>	<b>3</b>	<b>0</b>
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>10 years</b>	<b>13 years</b>
E/I Symbol Used As Required		
<b>Y</b>		

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

Thirteen-year-old Miley Stewart, recently moved from Tennessee to Malibu, CA, leads a double life. By day she attends public high school, along with her older brother Jackson, but by night she is emerging pop star "Hannah Montana". Except for her family, only her two best friends, Oliver and Lilly, and her bodyguard know about Miley's career as a singer, and she strives to maintain privacy, fearing that her new classmates would treat her very differently if they knew of her stage identity. Miley wears blonde wigs while performing, and manages to escape being recognized. Miley's mother died three years before the story begins, so her dad is now a single parent. He has just begun dating again. Miley misses her mother very much. One of the songs that she writes and performs is about the pain of growing up without her mother. Unlike her brother, Miley is a dedicated student. At school, her enemies are Amber and Ashley, two girls who constantly bully Miley. Oliver and Lilly are fiercely protective of their friend. Miley has ordinary teenage insecurities, but remains true to herself, despite the allure of concert life, the limos, parties, and glamorous clothes. This is in no small part due to the solid values that her father, Miley's manager (Billy Rae Cyrus), has imparted. Tension and sibling rivalry do occur, especially when Jackson feels that his talented sister is getting all the attention. Stories examine social issues such as peer pressure, integrity, family rules, jealousy, friendship, loyalty, and issues related to bereavement.

Title of Digital Core Program #6	Origin
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<b>The Suite Life of Zack and Cody</b>		<b>NETWORK</b>
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
<b>Saturdays/11:30 AM-12 noon ET (24.1)</b>	<b>3</b>	<b>0</b>
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>11 years</b>	<b>13 years</b>
E/I Symbol Used As Required		
<b>Y</b>		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p>Those episodes of "The Suite Life of Zack and Cody" that air on ABC as Core Programming deliver life lessons tailored for the older child and "tween" audience. Stories take place in a luxury hotel in Boston, where twelve-year-old identical twins Zack and Cody live with their divorced mom, a lounge singer for the Tipton Hotel. The boys attend a local public middle school. One of the twins is polite and shy and excels in academics, while the other, athletic and extroverted, barely scrapes by in school, due to lack of effort. He often instigates wacky plans for outwitting hotel authorities, caregivers, and their mother. The boy's mother dates and would like to remarry. Their father is a professional rock musician who is on the road much of the year, but stays in touch with his sons. This sets up occasional parental conflicts about discipline and expectations. Parallel stories involve two teenage girls: heiress London Tipton, whose father owns the hotel, and Maddie, a girl who works after school at the hotel snack bar. Unlike London, Maddie attends a parochial girls' school and comes from a working class Boston family. Series episodes explore sibling rivalry, conflicts with parents, divorce, household and hotel rules, family budget limitations, responsibility, self-esteem, and peer pressure.</p>		

Title of Digital Core Program #7		Origin
<b>WILL &amp; DEWITT</b>		<b>NETWORK</b>
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
<b>SATURDAY, 7-7:30AM EST (24.2)</b>	<b>1</b>	<b>0</b>
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>3 years</b>	<b>7 years</b>
E/I Symbol Used As Required		
<b>Y</b>		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>WILL &amp; DEWITT</b> uses fantasy, fun, music and rhyme to provide young viewers with an enticing model for learning, growing and being. A little kid's world is apt to be replete with challenges and condundrums, as well as enjoyment and satisfaction. Along with the essential skill-based and pro-social education, the series also gives viewers an opportunity to learn and practice those primary knowledge-based understandings and skills on which much future learning is based. Along with Will and Dewitt, children work with the alphabet, language, numbers, directions, sequences, and colors.</p>		

Title of Digital Core Program #8		Origin
<b>GOGORIKI</b>		<b>NETWORK</b>
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
<b>SATURDAY, 8-8:30AM EST (24.2)</b>	<b>12</b>	<b>0</b>
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>4 years</b>	<b>9 years</b>
E/I Symbol Used As Required		
<b>Y</b>		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>GOGORIKI</b>, has overall educational goals and specific learning messages are integrated fully within the storylines, circumstances and personalities that comprise the <b>GOGORIKI</b> series. The core group of nine recognizable and relatable characters experience situations and face problems that are relevant to young viewers. The stories themselves do not feature a classic antagonist or pit good versus evil: instead, diverse topics are covered by placing the characters in a variety of situations and then viewers get to watch how they react based on their distinct backgrounds, knowledge and experience's or lack thereof. The series provides a non-threatening arena from which the target audience can observe and learn based on the actions and experiences of others. The presentation of the various life lessons in a comedy context makes the learning fun, natural and engaging, resulting in an overall immersive, organic and effective learning experience.</p>		

Title of Digital Core Program #9		Origin

<b>GOGORIKI</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptons	
<b>SATURDAY, 8:30-9AM EST (24.2)</b>	<b>13</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
<b>30 minutes</b>	From	To	<b>Y</b>
	<b>4 years</b>	<b>9 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>GOGORIKI, has overall educational goals and specific learning messages are integrated fully within the storylines, circumstances and personalities that comprise the GOGORIKI series. The core group of nine recognizable and relatable characters experience situations and face problems that are relevant to young viewers. The stories themselves do not feature a classic antagonist or pit good versus evil: instead, diverse topics are covered by placing the characters in a variety of situations and then viewers get to watch how they react based on their distinct backgrounds, knowledge and experience's or lack thereof. The series provides a non-threatening arena from which the target audience can observe and learn based on the actions and experiences of others. The presentation of the various life lessons in a comedy context makes the learning fun, natural and engaging, resulting in an overall immersive, organic and effective learning experience.</b></p>			

Title of Digital Core Program #10		Origin	
<b>GLADIATORS 2000</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptons	
<b>SUNDAY, 11-11:30AM EST (24.2)</b>	<b>13</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
<b>30 minutes</b>	From	To	<b>Y</b>
	<b>13 years</b>	<b>16 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>GLADIATORS 2000 is an entertaining and educational program targeted to teens, that is as fresh and on-trend. Co-ed teams compete in physical and intellectual challenges with the help of their Gladiator coaches. Educational information is communicated through fun interactive lesson segments and animated interstitials. The contestants are tested on their knowledge of a variety of health and fitness topics such as: nutrition, fitness, body knowledge and teamwork. Child Obesity is a serious issue for America. Gladiator 2000 encourages kids to embrace good nutrition and physical fitness in the face of a National Childhood Obesity Epidemic.</b></p>			

Title of Digital Core Program #11		Origin	
<b>DEGRASSI: THE NEXT GENERATION</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptons	
<b>SATURDAY, 12-12:30PM EST (24.2)</b>	<b>13</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
<b>30 minutes</b>	From	To	<b>Y</b>
	<b>13 years</b>	<b>16 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>DEGRASSI: THE NEXT GENERATION exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers.</b></p>			

Title of Digital Core Program #12		Origin	
<b>DEGRASSI: THE NEXT GENERATION</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptons	
<b>SATURDAY, 12:30-1PM EST (24.2)</b>	<b>13</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
<b>30 minutes</b>	From	To	<b>Y</b>
	<b>13 years</b>	<b>16 years</b>	

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

**DEGRASSI: THE NEXT GENERATION** exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers.

Title of Digital Core Program #13		Origin	
<b>DEGRASSI: THE NEXT GENERATION</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUNDAY, 11:30AM-12P EST (24.2)</b>	<b>13</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>DEGRASSI: THE NEXT GENERATION</b> exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers.			

Title of Digital Core Program #14		Origin	
<b>DEGRASSI: THE NEXT GENERATION</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUNDAY, 12-12:30PM EST (24.2)</b>	<b>13</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>DEGRASSI: THE NEXT GENERATION</b> exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers.			

Title of Digital Core Program #15		Origin	
<b>DEGRASSI: THE NEXT GENERATION</b>		<b>NETWORK</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUNDAY, 12:30-1PM EST (24.2)</b>	<b>13</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>DEGRASSI: THE NEXT GENERATION</b> exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers.			

Title of Digital Core Program #16		Origin	
<b>ANIMAL ATLAS</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	

<b>SATURDAY, 7-7:30AM EST (24.3)</b>		<b>13</b>		<b>0</b>
Length of Program		Age of Target Audience		E/I Symbol Used As Required
<b>30 minutes</b>		From	To	<b>Y</b>
		<b>13 years</b>	<b>16 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
<b>ANIMAL ATLAS explores the world of wildlife in a blend of education and entertainment. Some episodes focus solely on one animal, whereas others are organized in themes, including habitats, antics, locomotion and animal babies. Endangered species and conservation are also addressed.</b>				

Title of Digital Core Program #17			Origin	
<b>JANE SEW AND SO</b>			<b>SYNDICATED</b>	
Regular Schedule		Total Times Aired at Regularly Scheduled Time		Number of Pre-emptons
<b>SATURDAY, 7:30-8AM EST (24.3)</b>		<b>13</b>		<b>0</b>
Length of Program		Age of Target Audience		E/I Symbol Used As Required
<b>30 minutes</b>		From	To	<b>Y</b>
		<b>13 years</b>	<b>16 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
<b>JANE'S SEW AND SO - Teens everywhere are discovering their independence as Jane shows them how to create their own one-of-a-kind looks! You know how important it is to keep up with today's trends. But Jane knows that looking like a million bucks doesn't have to cost a fortune! Now you can refashion an old pair of jeans into a hip new skirt; or redecorate your entire room, and not break the piggy bank! So what are you waiting for? Grab your scissors, find some thread, and let the FUN begin. You won't believe how easy it is to Design It, Sew It, and Make It Your Own!</b>				

Title of Digital Core Program #18			Origin	
<b>ANIMAL EXPLORATION WITH JAROD MILLER</b>			<b>SYNDICATED</b>	
Regular Schedule		Total Times Aired at Regularly Scheduled Time		Number of Pre-emptons
<b>SATURDAY, 8-8:30AM EST (24.3)</b>		<b>13</b>		<b>0</b>
Length of Program		Age of Target Audience		E/I Symbol Used As Required
<b>30 minutes</b>		From	To	<b>Y</b>
		<b>13 years</b>	<b>16 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
<b>ANIMAL EXPLORATION WITH JAROD MILLER you have your own personal tour guide to the world of animals. From cheetahs to chimpanzees, from snakes to snails, from baboons to bears, Animal Exploration with Jarod Miller brings viewers up close and personal with the most fascinating members of the animal kingdom. Exciting, surprising, and fun, Animal Exploration entertains, informs and inspires viewers as Jarod interacts with creatures in unexpected ways. Jarod's unique perspective on creatures large and small is seen in each episode.</b>				

Title of Digital Core Program #19			Origin	
<b>ZODIAC ISLAND</b>			<b>SYNDICATED</b>	
Regular Schedule		Total Times Aired at Regularly Scheduled Time		Number of Pre-emptons
<b>SATURDAY, 8:30-9AM EST (24.3)</b>		<b>13</b>		<b>0</b>
Length of Program		Age of Target Audience		E/I Symbol Used As Required
<b>30 minutes</b>		From	To	<b>Y</b>
		<b>5 years</b>	<b>8 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
<b>ZODIAC ISLAND uses the technique of twelve animated animals to teach children about the earth and friendship. No two animals are alike but they all have the same basic needs. Real children from all over the world narrate and give a little commentary about working together. This combination is very effective in conveying to young children how important it is to be kind, work together and respect our planet earth.</b>				

Title of Digital Core Program #20		Origin
<b>ANIMAL ATLAS CLASSICS</b>		<b>SYNDICATED</b>
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
<b>SATURDAY, 9-9:30AM EST (24.3)</b>	<b>13</b>	<b>0</b>
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>13 years</b>	<b>16 years</b>
E/I Symbol Used As Required		
<b>Y</b>		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<b>ANIMAL ATLAS CLASSICS is a educational and informative television series that travels the globe to meet every kind of animal imaginable, from the familiar to the astounding. Learning about their lives, their history, and the adaptations that have allowed them to survive and thrive. But best of all, meet them face to face, whether ape or giant lizard, shark or tiger, or any other amazing animal from the Americas, Africa, Asia, Antarctica, the oceans, and everywhere in between. Ah, wildlife! Ah, the tame and the domesticated! Learning about animals is heartwarming, invigorating, and wildly entertaining all at the same time. Just spin the globe.</b>		

Title of Digital Core Program #21		Origin
<b>ANIMAL ATLAS</b>		<b>SYNDICATED</b>
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions
<b>SATURDAY, 9:30-10AM EST (24.3)</b>	<b>13</b>	<b>0</b>
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>13 years</b>	<b>16 years</b>
E/I Symbol Used As Required		
<b>Y</b>		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<b>ANIMAL ATLAS explores the world of wildlife in a blend of education and entertainment. Some episodes focus solely on one animal, whereas others are organized in themes, including habitats, antics, locomotion and animal babies. Endangered species and conservation are also addressed.</b>		

11. (a) 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 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?

**Y**

(b) If No, submit as an Exhibit a Statement of Explanation setting forth the number of repeats in excess of the repeat limit and the times and dates the episodes involved were aired.

*(None Required)*

## Non-Core Educational and Informational Programming

12. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and information program.

*[There are no digital non-core program reports.]*

## Sponsored Core Programming

13. List Core Programs, if any, aired by other stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.

*[There are no digital sponsored core program broadcast reports.]*

*[There are no digital sponsored core program detail reports.]*

## Other Matters

14. Complete the following for each analog and digital program that you plan to air for the next quarter that meets the definition of Core Programming. Complete chart below for each Core Program, identifying whether it is to be broadcast on the station's analog or digital channel or both channels.

Title of Planned Core Program #1	Origin
<b>The Emperor's New School</b>	<b>NETWORK</b>

Regular Schedule	Total Times to be Aired	
<b>Saturdays/9-9:30 AM ET (24.1)</b>	<b>13</b>	
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>8 years</b>	<b>11 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>Kuzco, a youth who is heir to the throne of a mythical Andean country, must graduate from Kuzco Academy before he can become Emperor of his land. He lives with a peasant foster family and faces the intellectual, physical and social challenges that all teens face, while also preparing to rule justly and well. Sometimes Kuzco wonders whether being Emperor for the rest of his days will be a pleasure or a trap. Kuzco thwarts attempts by the nefarious Yzma and her henchman, Kronk, to stop him from doing well in school. If Kuzco were to fail at his class work, Yzma would become Empress. Kuzco struggles to complete his assignments and stay on track. Only if he remains steadfast, studies hard, learns from his mistakes, and can relate to citizens at all levels of society, will he ascend the throne. His best friend Malina, an excellent student, attempts to help Kuzco stay out of trouble and achieve his goals. Series episodes explore issues such as coping with peer pressure, respecting authority, taking responsibility, adhering to family and school rules, accepting differences, building self-esteem and trust.</b></p>		

Title of Planned Core Program #2	Origin	
<b>The Replacements</b>	<b>NETWORK</b>	
Regular Schedule	Total Times to be Aired	
<b>Saturdays/9:30-10:00 AM ET (24.1)</b>	<b>13</b>	
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>8 years</b>	<b>12 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>Riley and Todd, siblings who were raised in an orphanage after the death of their parents, long to be adopted. They find a comic book advertisement for Fleemco, an agency that will provide "Replacement" parents or adults to substitute for certain individuals. Brother and sister decide to send in the \$1.98 fee in hopes of obtaining parents to replace their lost ones. They acquire an unorthodox pair of Replacement parents, Dick Daring and Agent K. Dick is a former daredevil stuntman and Agent K is a British super-spy. Neither seems to know much about parenting, although their intentions are good. Agent K's highly intelligent automobile, C.A.R., her former spy partner, also joins the household. Their attempts to forge a family and adjust to a new school are both touching and comedic. Riley and Todd discover that they can call Fleemco to request replacement of any adult whom they dislike, who is overly strict, or who is merely uninteresting. The temporary Replacements for teachers, neighbors or other community figures never prove to be as exciting or fun as the siblings had hoped, and are often immature and obnoxious. As things go awry, Riley and Todd learn that they need adult leadership, discipline, role models, order and structure. By the end of each story they are eager to return the Replacement and reinstate the original adult. Stories revolve around issues such as cooperating with household/family rules, taking responsibility, fairness, building self-esteem, and trust.</b></p>		

Title of Planned Core Program #3	Origin	
<b>That's So Raven</b>	<b>NETWORK</b>	
Regular Schedule	Total Times to be Aired	
<b>Saturdays/10:00-10:30 AM ET (24.1)</b>	<b>13</b>	
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>10 years</b>	<b>13 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a normal, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Eddie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These premonitions often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which</b></p>		

are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.

Title of Planned Core Program #4		Origin	
<b>That's So Raven</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays/10:30-11:00 AM ET (24.1)</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	
<b>30 minutes</b>	<b>10 years</b>	<b>13 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Raven Baxter, who has inherited her grandmother's gift of clairvoyance, is a normal, happy young woman. Nonetheless, Raven sometimes worries that she is a freak because of her clairvoyant abilities. She has a ten-year old brother, Cory. They are typical siblings, with the tension and rivalry that most siblings experience. Raven and Cory's mother is in law school, and their father owns a small restaurant. Raven attends an ethnically diverse San Francisco public high school. She is responsible for the after-school safety and activities of Cory. Her closest friends, Chelsea and Eddie, are fiercely committed to environmental issues and sports, respectively. Raven dreams of a career in fashion design, and the new season's episodes revolve around her internship with an eccentric fashion designer. Raven's parents and close friends know about her "visions". These premonitions often prompt her to intervene before trouble occurs. Sometimes her interventions backfire, and at other times the foreseen events occur, bringing embarrassment or sadness. She learns valuable lessons from her transgressions. "Visions" set up issues that the Core episodes of this series explore, among which are sibling rivalry, popularity, loyalty, self-acceptance, jealousy, dealing with authority, and consequences of lying or cheating.</p>			

Title of Planned Core Program #5		Origin	
<b>Hannah Montana</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays/11-11:30 AM ET (24.1)</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	
<b>30 minutes</b>	<b>10 years</b>	<b>13 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Thirteen-year-old Miley Stewart, recently moved from Tennessee to Malibu, CA, leads a double life. By day she attends public high school, along with her older brother Jackson, but by night she is emerging pop star "Hannah Montana". Except for her family, only her two best friends, Oliver and Lilly, and her bodyguard know about Miley's career as a singer, and she strives to maintain privacy, fearing that her new classmates would treat her very differently if they knew of her stage identity. Miley wears blonde wigs while performing, and manages to escape being recognized. Miley's mother died three years before the story begins, so her dad is now a single parent. He has just begun dating again. Miley misses her mother very much. One of the songs that she writes and performs is about the pain of growing up without her mother. Unlike her brother, Miley is a dedicated student. At school, her enemies are Amber and Ashley, two girls who constantly bully Miley. Oliver and Lilly are fiercely protective of their friend. Miley has ordinary teenage insecurities, but remains true to herself, despite the allure of concert life, the limos, parties, and glamorous clothes. This is in no small part due to the solid values that her father, Miley's manager (Billy Rae Cyrus), has imparted. Tension and sibling rivalry do occur, especially when Jackson feels that his talented sister is getting all the attention. Stories examine social issues such as peer pressure, integrity, family rules, jealousy, friendship, loyalty, and issues related to bereavement.</p>			

Title of Planned Core Program #6		Origin	
<b>The Suite Life of Zack and Cody</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>Saturdays/11:30 AM-12 noon ET (24.1)</b>		<b>13</b>	
Length of Program	Age of Target Audience		
	From	To	
<b>30 minutes</b>	<b>11 years</b>	<b>13 years</b>	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Those episodes of "The Suite Life of Zack and Cody" that air on ABC as Core Programming deliver life lessons</p>			

tailored for the older child and "tween" audience. Stories take place in a luxury hotel in Boston, where twelve-year-old identical twins Zack and Cody live with their divorced mom, a lounge singer for the Tipton Hotel. The boys attend a local public middle school. One of the twins is polite and shy and excels in academics, while the other, athletic and extroverted, barely scrapes by in school, due to lack of effort. He often instigates wacky plans for outwitting hotel authorities, caregivers, and their mother. The boy's mother dates and would like to remarry. Their father is a professional rock musician who is on the road much of the year, but stays in touch with his sons. This sets up occasional parental conflicts about discipline and expectations. Parallel stories involve two teenage girls: heiress London Tipton, whose father owns the hotel, and Maddie, a girl who works after school at the hotel snack bar. Unlike London, Maddie attends a parochial girls' school and comes from a working class Boston family. Series episodes explore sibling rivalry, conflicts with parents, divorce, household and hotel rules, family budget limitations, responsibility, self-esteem, and peer pressure.

Title of Planned Core Program #7		Origin	
<b>GOGORIKI</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>SATURDAY, 8-8:30AM EST (24.2)</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>4 years</b>	<b>9 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>GOGORIKI, has overall educational goals and specific learning messages are integrated fully within the storylines, circumstances and personalities that comprise the GOGORIKI series. The core group of nine recognizable and relatable characters experience situations and face problems that are relevant to young viewers. The stories themselves do not feature a classic antagonist or pit good versus evil: instead, diverse topics are covered by placing the characters in a variety of situations and then viewers get to watch how they react based on their distinct backgrounds, knowledge and experience's or lack thereof. The series provides a non-threatening arena from which the target audience can observe and learn based on the actions and experiences of others. The presentation of the various life lessons in a comedy context makes the learning fun, natural and engaging, resulting in an overall immersive, organic and effective learning experience.</b></p>			

Title of Planned Core Program #8		Origin	
<b>GOGORIKI</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>SATURDAY, 8:30-9AM EST (24.2)</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>4 years</b>	<b>9 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>GOGORIKI, has overall educational goals and specific learning messages are integrated fully within the storylines, circumstances and personalities that comprise the GOGORIKI series. The core group of nine recognizable and relatable characters experience situations and face problems that are relevant to young viewers. The stories themselves do not feature a classic antagonist or pit good versus evil: instead, diverse topics are covered by placing the characters in a variety of situations and then viewers get to watch how they react based on their distinct backgrounds, knowledge and experience's or lack thereof. The series provides a non-threatening arena from which the target audience can observe and learn based on the actions and experiences of others. The presentation of the various life lessons in a comedy context makes the learning fun, natural and engaging, resulting in an overall immersive, organic and effective learning experience.</b></p>			

Title of Planned Core Program #9		Origin	
<b>GLADIATORS 2000</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>SUNDAY, 11-11:30AM EST (24.2)</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>GLADIATORS 2000 is an entertaining and educational program targeted to teens, that is as fresh and on-trend.</b></p>			

Co-ed teams compete in physical and intellectual challenges with the help of their Gladiator coaches. Educational information is communicated through fun interactive lesson segments and animated interstitials. The contestants are tested on their knowledge of a variety of health and fitness topics such as: nutrition, fitness, body knowledge and teamwork. Child Obesity is a serious issue for America. Gladiator 2000 encourages kids to embrace good nutrition and physical fitness in the face of a National Childhood Obesity Epidemic.

Title of Planned Core Program #10		Origin	
<b>DEGRASSI: THE NEXT GENERATION</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>SATURDAY, 12-12:30PM EST (24.2)</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>DEGRASSI: THE NEXT GENERATION exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers.</b>			

Title of Planned Core Program #11		Origin	
<b>DEGRASSI: THE NEXT GENERATION</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>SATURDAY, 12:30-1PM EST (24.2)</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>DEGRASSI: THE NEXT GENERATION exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers.</b>			

Title of Planned Core Program #12		Origin	
<b>DEGRASSI: THE NEXT GENERATION</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>SUNDAY, 11:30AM-12PM EST (24.2)</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>DEGRASSI: THE NEXT GENERATION exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers.</b>			

Title of Planned Core Program #13		Origin	
<b>DEGRASSI: THE NEXT GENERATION</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>SUNDAY, 12-12:30PM EST (24.2)</b>		<b>13</b>	
Length of Program		Age of Target Audience	
		From	To

<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<b>DEGRASSI: THE NEXT GENERATION</b> exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers.		

Title of Planned Core Program #14		Origin	
<b>DEGRASSI: THE NEXT GENERATION</b>		<b>NETWORK</b>	
Regular Schedule		Total Times to be Aired	
<b>SUNDAY, 12:30-1PM EST (24.2)</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>DEGRASSI: THE NEXT GENERATION</b> exemplifies topics such as bullying, cliques, dating, conflicts between friends, relationships with teachers and parents, substance abuse, and school pressures both intellectual and social. All of these problems reflect concerns youth may encounter in the sometimes-tumultuous world of middle school and high school. The series also addresses the difficulties and opportunities for communication between adolescents and their parents and teachers.			

Title of Planned Core Program #15		Origin	
<b>ANIMAL ATLAS</b>		<b>SYNDICATED</b>	
Regular Schedule		Total Times to be Aired	
<b>SATURDAY, 7-7:30AM EST (24.3)</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>ANIMAL ATLAS</b> explores the world of wildlife in a blend of education and entertainment. Some episodes focus solely on one animal, whereas others are organized in themes, including habitats, antics, locomotion and animal babies. Endangered species and conservation are also addressed.			

Title of Planned Core Program #16		Origin	
<b>JANE SEW AND SO</b>		<b>SYNDICATED</b>	
Regular Schedule		Total Times to be Aired	
<b>SATURDAY, 7:30-8AM EST (24.3)</b>		<b>13</b>	
Length of Program		Age of Target Audience	
<b>30 minutes</b>		From	To
		<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>JANE'S SEW AND SO</b> - Teens everywhere are discovering their independence as Jane shows them how to create their own one-of-a-kind looks! You know how important it is to keep up with today's trends. But Jane knows that looking like a million bucks doesn't have to cost a fortune! Now you can refashion an old pair of jeans into a hip new skirt; or redecorate your entire room, and not break the piggy bank! So what are you waiting for? Grab your scissors, find some thread, and let the FUN begin. You won't believe how easy it is to Design It, Sew It, and Make It Your Own!			

Title of Planned Core Program #17		Origin	
<b>ANIMAL EXPLORATION WITH JAROD MILLER</b>		<b>SYNDICATED</b>	
Regular Schedule		Total Times to be Aired	
<b>SATURDAY, 8-8:30AM EST (24.3)</b>		<b>13</b>	

Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>ANIMAL EXPLORATION WITH JAROD MILLER</b> you have your own personal tour guide to the world of animals. From cheetahs to chimpanzees, from snakes to snails, from baboons to bears, Animal Exploration with Jarod Miller brings viewers up close and personal with the most fascinating members of the animal kingdom. Exciting, surprising, and fun, Animal Exploration entertains, informs and inspires viewers as Jarod interacts with creatures in unexpected ways. Jarod's unique perspective on creatures large and small is seen in each episode.</p>		

Title of Planned Core Program #18	Origin	
<b>ZODIAC ISLAND</b>	<b>SYNDICATED</b>	
Regular Schedule	Total Times to be Aired	
<b>SATURDAY, 8:30-9AM EST (24.3)</b>	<b>13</b>	
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>5 years</b>	<b>8 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>ZODIAC ISLAND</b> uses the technique of twelve animated animals to teach children about the earth and friendship. No two animals are alike but they all have the same basic needs. Real children from all over the world narrate and give a little commentary about working together. This combination is very effective in conveying to young children how important it is to be kind, work together and respect our planet earth.</p>		

Title of Planned Core Program #19	Origin	
<b>ANIMAL ATLAS CLASSIC</b>	<b>SYNDICATED</b>	
Regular Schedule	Total Times to be Aired	
<b>SATURDAY, 9-9:30AM EST (24.3)</b>	<b>13</b>	
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>ANIMAL ATLAS CLASSICS</b> is a educational and informative television series that travels the globe to meet every kind of animal imaginable, from the familiar to the astounding. Learning about their lives, their history, and the adaptations that have allowed them to survive and thrive. But best of all, meet them face to face, whether ape or giant lizard, shark or tiger, or any other amazing animal from the Americas, Africa, Asia, Antarctica, the oceans, and everywhere in between. Ah, wildlife! Ah, the tame and the domesticated! Learning about animals is heartwarming, invigorating, and wildly entertaining all at the same time. Just spin the globe.</p>		

Title of Planned Core Program #20	Origin	
<b>ANIMAL ATLAS</b>	<b>SYNDICATED</b>	
Regular Schedule	Total Times to be Aired	
<b>SATURDAY, 9:30-10AM EST (24.3)</b>	<b>13</b>	
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>ANIMAL ATLAS</b> explores the world of wildlife in a blend of education and entertainment. Some episodes focus solely on one animal, whereas others are organized in themes, including habitats, antics, locomotion and animal babies. Endangered species and conservation are also addressed.</p>		

15. 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. §73.3526(e)(11)(iii)?

Y

16. Identify the licensee's children's programming liaison.

Name		Telephone Number
<b>DOUGLAS BARROW</b>		<b>(260) 483-0854</b>
Address		E-mail Address
<b>3401 BUTLER ROAD</b>		<b>dougb@incnow.tv</b>
City	State	ZIP Code
<b>FORT WAYNE</b>	<b>IN</b>	<b>46808</b>

17. 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 non-core 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. §73.671, NOTES 2 and 3.

**Non broadcast efforts of the station include the following - APRIL through JUNE: Golden Apple Award-encourage students to write letters, which nominates a teacher for an award each month. One of a Kind-honoring the top students at area high schools. Golden Arts is a program recognizing area youth grades 6-12 that are gifted in the areas of voice, instrumental work, visual art, dance or acting.**

WILLFUL FALSE STATEMENTS MADE ON THIS FORM ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. CODE, TITLE 18, SECTION 1001), AND/OR REVOCATION OF ANY STATION LICENSE OR CONSTRUCTION PERMIT (U.S. CODE, TITLE 47, SECTION 312(a)(1)), AND/OR FORFEITURE (U.S. CODE, TITLE 47, SECTION 503).

I certify that the statements in this application are true, complete, and correct to the best of my knowledge and belief, and are made in good faith.

Name of Licensee	Signature
<b>MALARA BROADCAST GROUP OF FORT WAYNE LICENSEE LLC</b>	
Date	
<b>07/09/2009</b>	