

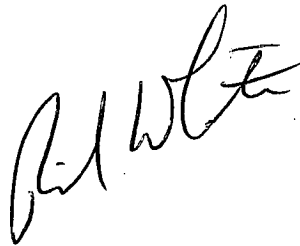
CHILDREN'S PROGRAMMING COMMERCIAL LIMIT COMPLIANCE
DISCREPANCY REPORT

CHILDREN'S PROGRAMMING COMPLIANCE

I, Rick White, in my capacity of Regional Program Coordinator of WSYX/ABC6, Columbus, OH, hereby certify that for the period from April 1, 2007 to June 30, 2007:

1. I am familiar with the commercial limits imposed by Section 73.760 of the FCC's rules (no more than 12 minutes per hour of commercial material may be broadcast during children's programming* during the week, and no more than 10 ½ minutes per hour on the weekends);

* 'Children's programming' when used here means programming originally produced and broadcast primarily for the audience of children 12 years old and under.

A handwritten signature in black ink, appearing to read "Rick White", is written in a cursive style.

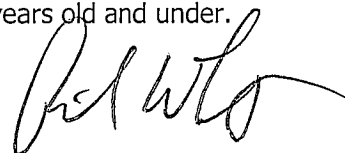
CHILDREN'S PROGRAMMING COMMERCIAL LIMIT COMPLIANCE
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* 'Children's programming' when used here means programming originally produced and broadcast primarily for the audience of children 12 years old and under.



WEBSITE CERTIFICATION

I, Rick White, in my capacity of Regional Program Coordinator hereby certify that for the period from April 1, 2007 to June 30, 2007, television broadcast station WSYX/ABC6 (Columbus, OH) has complied with the FCC's Website Rule relating to children's programming.

Rick White

Signature

Rick White

Print Name

7/9/07

Date

CERTIFICATION

FOLLOWING IS A LIST OF ALL ABC TELEVISION NETWORK PROGRAMS DESIGNED FOR CHILDREN TWELVE YEARS OLD AND YOUNGER WHICH WERE SCHEDULED FOR BROADCAST DURING THE SECOND QUARTER OF 2007, APRIL 1, 2007 THROUGH JUNE 30, 2007. THIS CERTIFIES THAT ALL OF THESE PROGRAMS WERE FORMATTED (IN THE ORDER AND AT THE TIMES INDICATED) TO ALLOW FOR NO MORE THAN 10.5 MINUTES OF TOTAL COMMERCIAL TIME PER CLOCK HOUR ON WEEKENDS AND 12 MINUTES OF TOTAL COMMERCIAL TIME PER CLOCK HOUR ON WEEKDAYS, OR HALF THAT ALLOTTED TIME FOR AN ISOLATED HALF HOUR OF CHILDREN'S PROGRAMMING.

IF THE NETWORK SCHEDULED A HALF-HOUR CHILDREN'S PROGRAM CONTAINING 5.5 COMMERCIAL MINUTES IN A CLOCK HOUR WITH A NON-CHILDREN'S PROGRAM, THE NUMBER OF NETWORK COMMERCIAL MINUTES IN THE CHILDREN'S PROGRAM WOULD HAVE BEEN DECREASED TO COMPLY WITH THE COMMERCIAL LIMITS.

Children's Weekend Programs (series)

1. Program: The Emperor's New School
Duration: Half-hour (Saturdays, 9:00-9:30 AM NYT)
Number of Network Commercial Minutes: 4:30

2. Program: The Replacements
Duration: Half-hour (Saturdays, 9:30-10:00 AM NYT)
Number of Network Commercial Minutes: 5:00

3. Program: That's So Raven
Duration: Half-hour (Saturdays, 10:00-10:30 AM NYT)
Number of Network Commercial Minutes: 4:30

4. Program: That's So Raven
Duration: Half-hour (Saturdays, 10:30-11:00 AM NYT)
Number of Network Commercial Minutes: 5:00

5. Program: Hannah Montana
Duration: Half-hour (Saturday, 11:00 AM-11:30 AM NYT)
Number of Network Commercial Minutes: 5:00

6. Program: The Suite Life of Zack and Cody
Duration: Half-hour (Saturdays, 11:30 AM-12:00 PM NYT)
Number of Network Commercial Minutes: 4:30

7. Program: Power Rangers: Operation Overdrive
Duration: Half-hour (Saturdays, 12:00-12:30 PM NYT)
Number of Network Commercial Minutes: 5:00

8. Program: Power Rangers: Operation Overdrive
Duration: Half-hour (Saturday, 12:30 PM-1:00 PM NYT)
Number of Network Commercial Minutes: 4:30

Children's Weekend Specials

None

Children's Weekday Programs

None

Children's Weekday Specials

None

Affiliate Relations

Date: _____



INSPECTOR GADGET'S FIELD TRIP

Curriculum Statement

- Target Audience: 8 – 11-year-olds
- Core topics: World geography (physical and cultural), history, and science
- Goal: To engage and stimulate interest in learning about the diverse regions, cultures, and histories that characterize today's world.

Curriculum Overview:

Class field trips – remember them? A chance for kids to see how some of the things they learn about in the classroom take form in the real world. And perhaps more important, a chance for good teachers to expose kids to new, exciting ideas – the kinds of ideas that not only excite kids, but that made the return to the classroom more engaging, more fun. Of course, for most kids most field trips stick relatively close to home. After all, everybody has to be back at school the next day. That is, unless they take one of Inspector Gadget's Field Trips. He can take kids anywhere in the world.

In this series, Inspector Gadget (and the voice of Don Adams), one of children's all-time favorite animated characters, leads 8 – 11-year-olds on field trips to some of the most interesting, exciting places in the world: London, China, the NASA Space Center, the Old West, and more. Combining animation with live-action footage, they are journeys filled with fascinating sights and exciting insights. We see how people live in other parts of the world (and sometimes in other historical eras). The shows reveal both differences and commonalities among various peoples, various cultures. Most trips contain some geography, some history, some science ... and a whole lot of social science.

Inspector Gadget's Field Trips, produced in cooperation with the National Education Association (NEA), exposes young viewers to some of the most interesting geographical and historical sights in the world. It is designed not only to teach about the larger world in which today's kids live, but more important, it is designed to engage their interest and stimulate their desire to learn more. By exposing young kids to the colorful facts, quirks, and interesting legends and lore associated with the places they visit, each episode is designed to spark viewers' imagination – to excite them with the idea of finding out more about their world. In short, the goal of *Inspector Gadget's Field Trips* is not only to

teach kids about distant places, but to promote the belief that knowing about our complex world is both interesting and fun.

Inspector Gadget Educational Issues and Log Lines

IGF101

Segment A:

Topic: NATIVE AMERICAN CULTURES (SOUTHWEST)

Fieldtrip Logline: Inspector Gadget explores Native-American culture, from the buffalo dance at the Indian Pueblo Cultural Center to pottery-making at the Zia Pueblo. He learns about *tipis*, ventures into an underground *Kiva*, and investigates old cliff dwellings at both Mesa Verde National Park and Canyon De Chelly in New Mexico.

Segment B:

Topic: PLYMOUTH PLANTATION -THE PILGRIMS

Fieldtrip Logline: At the Plymouth Plantation, the Inspector takes a look at the Mayflower Compact, watches a re-enactment of the First Thanksgiving Feast, and explores the contributions of Squanto and the Wampanoag Tribe. He then leaps forward to the Salem Witch Trials where he visits the cells of accused witches at the Salem Witch Dungeon Museum.

IGF102

Segment A:

Topic: VENICE, ITALY

Fieldtrip Logline: Inspector Gadget goes to Venice, Italy to check out St. Mark's Square, including the Campanile and the Winged Lion of St. Mark. He then takes off to the Leaning Tower of Pisa to find out why it leans, and along the way, he unravels the mystery of Galileo Galilei's Law of Falling Bodies.

Segment B:

Topic: SAN FRANCISCO, CA



Sabrina's Secret Life

Curriculum Statement

Mission: To support and promote positive social learning by providing engaging models of character development and life skills while entertaining 9 – 12-year-olds.

Need: Parents of grade school children (ages 7 - 12 years) consistently identify such characteristics as honesty, perseverance, independence, self-efficacy, respect for diversity, and such life skills as getting along with others, literacy, good study habits, helping, sharing, and general civility as critical to their children's development. Moreover, they as consistently complain about the difficulty of locating television programs that model positive attributes such as these for young viewers.

There is little question that children can benefit from such programming. Between the ages of eight and twelve, children's lives change dramatically. The years between the end of grade school and junior high mark a transition from relative dependence to relative independence – from a world in which most activities still revolve around the immediate family to one marked by growing mobility and contact with new people, new situations, new ideas. During these years, children face the task of figuring out how to continue to relate and interact in the family at the same time they begin to establish independence and to explore new information and respond to new demands from "outside" the family.

This is not an easy task. New situations confronting children as they approach junior high school create a good deal of uncertainty. These 'tweens' begin to experience a pull between the world of "my family" and the world of "me and my friends." They explore how to function as independent beings at almost the same moment their concern with the opinions and evaluations of others – particularly other kids – begins to grow. Small wonder that many find the world a scary place. Small wonder that so many parents and teachers bemoan the dearth of models and "scripts" that can help show children how to get along with others, develop self-reliance and good character, establish individuality and fit in at the same time. Small wonder parents call for more television programming portraying the kinds of values and behaviors that help promote children's successful navigation of these critical years.

Concept: Sabrina at fourteen...half mortal, half witch, struggling to master both roles as she enters the confusing world of junior high school. Sabrina's lessons in how to be a good witch are demanding, but no more so than what she must learn in order to be a good human. Witching lessons in levitation, incantation, and prestidigitation are tough, but

learning such human attributes as loyalty, honesty, self-efficacy, tolerance, perseverance, independence...these are true challenges. Each week, as Sabrina confronts her two sides, she discovers that the magic of becoming human is even more demanding and more powerful than the magic of the Netherworld.

Approach: Mix one fourteen-year-old witch in the making, one centuries old wizard trapped in the edgy persona of an urbane black cat, and two 400-year-old Netherworld aunts in the bodies of young adults. Add one junior high populated by a nasty full blooded witch named Cassandra, a dream-boat called Harvey, a best friend and confidant named Maritza, and assorted teachers, coaches, classmates, and hangers-on. Blend in some homework assignments, drama tryouts, cookie-selling competitions, and assorted junior high school catastrophes. Then and add an occasional warlock, dragon, bogeyman, or Attila the Hun. If you think newts and lizard tails make a potent potion, wait 'til you see the wild, wacky and wonderful prosocial lessons that bubble up from this brew!

Sabrina – thirteen years old, half mortal, half witch, and in love with life. She approaches school, friendship, and growing up with enthusiasm. No challenge is too big, but life can sometimes be terribly confusing. As she struggles to understand and master her human side, Sabrina provides an excellent role-model for the nine to twelve year old audience. She is young, enthusiastic, cool (what half witch wouldn't be?), and faces many of the same kinds of issues and problems that most contemporary tweens encounters. And she deals with these issues and problems in concrete ways that are relevant to the lives to today's kids.

Sabrina is positive, self-reliant, competent...and open to new ideas. She listens, learns from her mistakes, and does what is necessary to reinforce the lesson for others. With the help, guidance, and explicit comments of Salem (an ancient wizard turned into a sardonic but insightful cat) and Hilda and Zelda (four-hundred-year-old, "aunts" assigned to help Sabrina become a fully functioning witch), both Sabrina and the viewing audience confront engage important information about what it takes to become a positive human being.

Attractive characters; entertaining story lines that mirror the kinds of issues and situations that concern children in middle childhood; and stories that examine those issues in concrete, explicit terms that children can understand – all these make *Sabrina's Secret Life* a prime example of the power of combining entertainment and education.

E/I ISSUES & SYNOPSES

SAS111

AT THE HOP

Trying to help Sabrina, Maritza asks Harvey to a girl's choice dance in order to save him from Cassandra. When Sabrina finds out about her best friend "dating" Harvey, she gives Maritza no chance to explain. She accuses her best friend of betraying her, and even goes so far as to team with Cassandra to seek revenge on Maritza. Fortunately, Sabrina eventually discovers that good friends must trust each other, and her friendship is saved.

E/I Issue(s): friendship; trust

SAS112 **SCHOOL SPIRIT**

Because she is frustrated at continually coming in second best into Cassandra, Sabrina ignores Mr. Snipe's admonition that "doing one's best is far more important than being the best," and resolves to do whatever it takes to be best...to win at all costs. A contest to see who can sell the most cookies to raise money for the school turns into pandemonium because Sabrina uses forbidden magic to help her attain her goal. Ultimately she learns that one does not have to *be* the best to be a winner; the important thing is simply always to do one's best.

E/I Issue(s): doing one's best

SAS113 **I'M A SLAVE FOR WHO?**

Harvey is involved in so many activities that he has little time for Sabrina. If only her were different! Sabrina finally becomes so frustrated that she casts a spell that turns Harvey into her "love slave." But she finds that having Harvey fawning over her every minute of the day is no fun, and much more than she bargained for. But when she tries to turn him back into his old self, she messes up the spell, and Harvey becomes someone who loves himself more than anything in the world. Before things get straightened out, Sabrina learns how important it is to appreciate people for who they are, not who she would like them to be.

E/I Issue(s): accepting people as they are

SAS114 **PUTTING OFF**

Sabrina often puts things off until the last possible minute...cleaning her room, straightening her closet, and this time, writing an important history report on Attila the Hun. When it turns out that her assumption that Salem knew all about Attila is wrong, the only thing left to do is call the Hun back from history. Trouble is, he doesn't want to return to history, and neither does Ghengis Kahn, who also shows up. The two are on the verge of conquering Greendale. Sabrina must figure out how to get them to return to their own century – and she must face the fact that procrastination leads to all sorts of unfortunate consequences.

E/I Issue(s): Procrastination

SAS115 **JUST A RUMOR**

When Sabrina helps spread and then becomes a victim of a rumor, she decides to find out who is spreading them. It appears to be Cassandra, and in an attempt to teach her a lesson, Sabrina goes to the Rumor Mill, the source of all rumors. She tries to start one little, harmless rumor about Cassandra to teach her a lesson, but ends up letting hundreds of rumors free – so many that they threaten to take over Greendale. Before she figures out a way to get rid of them, Sabrina learns that there is no such thing as a harmless rumor – and that only the truth shall set you free.

E/I Issue(s): spreading rumors



Archie's Weird Mysteries

Curriculum Statement

Each week Archie and the gang negotiate their way through yet another "weird mystery." They encounter many of the same problems and issues confronting today's pre-teens: how to get along with others; how to build and maintain self-confidence; what kinds of values and behaviors lead to both self-respect and respect from others. Because Archie, Jughead, Betty, Veronica, and their classmates are engaging characters with whom young viewers easily identify, they serve as excellent role models. As they deal with such pro-social issues as honesty, perseverance, dependability diversity, self-reliance, and self-respect, their struggles and what they finally learn provide young viewers with the kinds of "life lessons" that study after study indicates parents and teachers value.

ARCHIE'S WEIRD MYSTERIES

Episode Synopses (w/educational focus)

AWM101 **THE JUGHEAD INCIDENT**

Government agents are convinced by Jughead's eccentric behavior that he is an advance scout for an alien invasion fleet. Will Archie be able to find the real alien before Earth is invaded and save Jughead from a dreaded Government interrogation?

E/I Issue(s): "Uniqueness is important in the world."

AWM102 **MONSTER IN THE NIGHT**

A monstrous man of incredible strength is making evening appearances in Riverdale. Smells like a weird mystery to Archie and he begins seeking out clues to discover the secret of this creature. Archie's investigation leads him to uncover the side effects of a new energy drink being tested on unsuspecting citizens of Riverdale. The truth of about these experiments leads to the most shocking discovery of all - the monster man of Riverdale is Archie himself!

E/I Issue(s): "Doing the right thing means that sometimes you have to give up what you want for the greater good."

AWM103 **THE DAY THE EARTH MOVED**

Giant, toothy-mawed worms the size of freight trains are plowing beneath the grounds of an old section of Riverdale, eating cars, buildings and anything they can detect moving on the surface. Archie and the gang must figure out how to stop these creatures before they move on to the rest of Riverdale.

E/I Issue(s): "History is worth preserving."

AWM104 **BRAIN OF TERROR**

Moose is close to being cut from the football team unless he is able to bring his grades up. Dilton zaps him with a "smart ray" that makes him instantly smart and soon Moose is passing all of his classes. He even gets invited to join the Academic decathlon team. In order to keep up, Moose zaps himself again. Soon he turns himself into a mad genius who must suck the psychic energy from Riverdalians in order to feed his growing brain. Archie and the gang must stop Moose's brain-feeding frenzy and bring him back to normal, and help him realize there are no shortcuts to learning

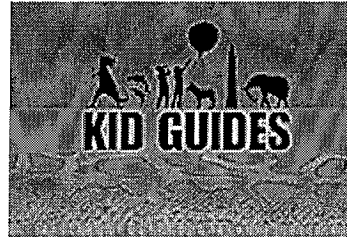
E/I Issue(s): "Taking shortcuts to learning only cheats ones self -- there are no shortcuts to learning."

AWM105 **ATTACK OF THE KILLER SPUDS**

An alien invasion turns Riverdale teenagers into zoned-out couch potatoes, while sentient space potatoes mutate to replace them as vegetable zombies. It's up to Archie and Dilton to free their friends from the spell of the Great Potato and save Riverdale from the killer Spuds!

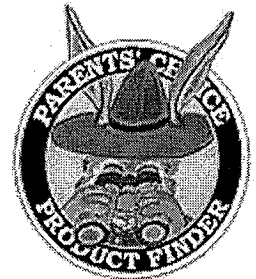
E/I Issue(s): "It's not good to watch too much TV"

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Kid Guides

Spring 2006 Television

Ages: 6 - 12 yrs.

Producer: Echo Entertainment

Network: syndicated to 70 stations

Show Description:

Kid Guides is an exciting, weekly television show where two kid hosts travel the world and visit the best zoos, museums, aquariums, and other family destinations. They tour the facilities like regular visitors and get behind the scenes to experience the locations in a way most kids can only dream of.

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MONDAY JULY 09TH , 2007



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National
Broadcast

Book Corner

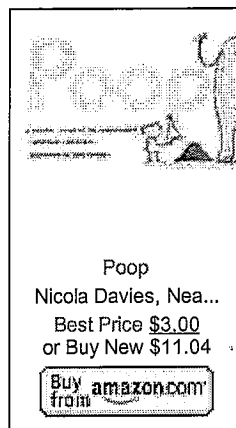
EPISODE 1

The National Zoo

Kid Guides' Book Corner highlights some of the best books and media that get you more information about the things you're most interested in. If you would like more information or to purchase these books and media, click on the images below.



We Are
Bears
by Molly
Grooms
and Lucia
Giarretto



Poop A



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