Federal Communications Commission Washington, DC 20554 Approved by OMB 3060-0754

FCC 398 Children's Television Programming Report

Report reflects information for the filing period ending: 12/31/2014

Call Sign	Channel N	umbers		Community of License					
KHMF-CA 14 14			City		State	County	ZIP Code		
			Bentonville		AR	Benton	72712		
Licensee Name									
Kaleidoscope Foundation, Inc.									
Network Affiliation		Nielsen DMA		Licensee World Wide We	b Home Page Addres	s (if applicable)			
Network Mundo		Ft. Smith	1						
Facility ID	Facility ID Previous Call Sign (if applicable) License Renewal Expiration Date								
52420			06/01/2013						

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.]

Title of Anolog Core Program #1					Origination	
Wibbly Pig				Ne	Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time N			Nun	Number of Pre-emptions	
Sunday 8 & 8:30 am	26				0	
Length of Program		Age of Target Audience			E/I Symbol Used As	
30 minutes		From	То		Required	
		2 years	6 years		Y	

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

Wibbly Pig is an animated preschool comedy series that takes the daily routine of a young child and finds humor and fun in every part of it. Wibbly simply does what children do. From day to day activities like getting into bed, wrapping a present or climbing a tree, to fantasy play like meeting a giant or going to the moon. Wibbly moves seamlessly in and out of fantasy play echoing the way children really interact and play. Wibbly turns the simplest tasks into a comedy routine, sharing it with his very best friend - the viewer. Wibbly engages the viewer by talking directly to the camera. This makes the viewer feel safe, included, involved and most of all, important. With highly regarded Creative and Educational Consultants onboard to ensure age appropriate learning in every episode, preschoolers will gain a variety of skills including: - Early Academics: colors, shapes, numbers via preschool activities. - Social Skills: interactivity with the viewer and friends - Imaginative Play: springboards and inspirational ideas to fire-up children's play and imaginations Learning will also be reinforced through song in every episode. The program is 30 minutes in length, and is identified as an educational and informational show, targeted to 2

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4/8/2010

to 6 year olds, at the beginning an throughout each broadcast and in listings provided to publishers of program guides.

		Origination
		Network
Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
26		0
Age of Target Audience		E/I Symbol Used As
From	То	Required
6 years	9 years	Y
	26 Age of Targ From	2 6 Age of Target Audience From To

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

A half hour series blending live action and animation to show kids that art is everywhere and that there is an artist in each one of them! Targeting kids 6 - 9, Artzooka! provides audiences with traditional techniques in unconventional ways and teaches children to draw outside the lines and create their own masterpieces. The works created represent a broad spectrum of art including digital movies, silk-screened t-shirts and lamps made from oranges?! What will you Artzooka! today? Meet Jeremie! He leads the Artzooka! charge in each and every episode...and has a really great time doing it. Like the cooler older brother you always wanted, Jeremie shows kids how to create things they never thought they could, and using things they never thought of...like creating your own gift wrap with shaving cream, or a mask made out of egg shell...even a lamp made of orange slices! The program is regularly scheduled and airs between the hours of 7:00 am and 10:00 pm. The program is 30 minutes in length, and is identified as an educational and informational show, targeted to 6 to 9 year olds, at the beginning and throughout each broadcast and in listings provided to publishers of program guides.

Title of Analog Core Program #3					Origination	
Making Stuff					Network	
Regular Schedule	egular Schedule Total Times Aired at Regularly Scheduled Time			Nun	nber of Pre-emptions	
Sunday 10 & 10:30 am	26		1	0		
Length of Program		Age of Target Audience			E/I Symbol Used As	
		From	То		Required	
30 minutes		4 years	7 years		Y	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming						
The main objective of the 104 live action and 2D digital segments is to show curious young viewers how everyday objects they encounter are designed and made. The series was filmed on location in Europe and North America in factories, workshops, and food plants. Each segment						

opens with an item to be investigated, followed by the two hosts, "Gear" and "Wiz," taking off on a voyage of discovery to understand the workings of the item and reveal the secrets behind how it is made. For ages 4-7, the series key educational and informational goals are to: 1) educate children about the workings of everyday objects and how they are made and 2) to introduce children to the many fascinating objects around them and spark curiosity and the desire to learn more about those objects.

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

				1
7.	(a) S	tate the average number of hours of Core Programming per week broadcast by the station on its main program stream.	5.0 hours	
	(b)	Did the Licensee broadcast on its main digital program stream the same Children's Core Programming provided on its analog channel?	Y	
	(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	Y	
		with respect to its main digital program stream.		
		If No to 7(c), submit as an Exhibit a Statement of Explanation.		
8.	(a) S	tate 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.	0.0 hours	
	(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.	5.0 hours	
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).		
		TV Guide and Tribune		

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

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Title of Digital Core Program #1				Orig	ination
Wibbly Pig				Ne	twork
Regular Schedule	Total Tin	nes Aired at Regularly Schedul	ed Time	Number of Pre-emptions	
Sunday 8 & 8:30 am		26			0
Length of Program		Age of Targ	et Audience		E/I Symbol Used As
30 minutes		From	То		Required
SU MINULES		2years	6 years		Y
Describe the educational and informational objective of the program and how it meets the definition	on of Core	Programming			
Wibbly Pig is an animated preschool comedy series that takes the daily routine of a young child and finds humor and fun in every part of it. Wibbly simply does what children do. From day to day activities like getting into bed, wrapping a present or climbing a tree, to fantasy play like meeting a giant or going to the moon. Wibbly moves seamlessly in and out of fantasy play echoing the way children really interact and play. Wibbly turns the simplest tasks into a comedy routine, sharing it with his very best friend - the viewer. Wibbly engages the viewer by talking directly to the camera. This makes the viewer feel safe, included, involved and most of all, important. With highly regarded Creative and Educational Consultants onboard to ensure age appropriate learning in every episode, preschoolers will gain a variety of skills including: - Early Academics: colors, shapes, numbers via preschool activities Social Skills: interactivity with the viewer and friends - Imaginative Play: springboards and inspirational ideas to fire-up children's play and imaginations. Learning will also be reinforced through song in every episode. The program is regularly scheduled and airs between the hours of 7:00 am and 10:00 pm. The program is 30 minutes in length, and is identified as an educational and informational show, targeted to 2 to 6 year olds, at the beginning an throughout each broadcast and in listings provided to publishers of program quides.					en do. tree, to n and out he iewer. feel and e, hapes, nd friends y and program gram is 30 geted to 2
Title of Digital Core Program #2					Drigination
Artzooka					Network
Regular Schedule		Total Times Aired at Regular	ly Scheduled Time	1	Number of Pre-emptions
Sunday 9 & 9:30 am	Sunday 9 & 9:30 am 26 0				
ength of Program Age of Target Audience E/I Symbol Used As					
30 minutes		From	То		Required
30 minutes		4 years	7 years		Y
Describe the educational and informational objective of the program and how it meets the definition	on of Core	Programming			
A half hour series blending live action and animation to show kids that art is everywhere and that there is an artist in each one of them! Targeting kids 6 - 9, Artzooka! provides audiences with traditional techniques in unconventional ways and teaches children to draw outside the lines and create their own masterpieces. The works created represent a broad					

outside the lines and create their own masterpieces. The works created represent a broad spectrum of art including digital movies, silk-screened t-shirts and lamps made from oranges?! What will you Artzooka! today? Meet Jeremie! He leads the Artzooka! charge in each and every episode...and has a really great time doing it. Like the cooler older brother you always wanted, Jeremie shows kids how to create things they never thought they could, and using things they never thought of...like creating your own gift wrap with shaving cream, or a mask made out of egg shell...even a lamp made of orange slices! The program is regularly scheduled and airs between the hours of 7:00 am and 10:00 pm. The program is 30 minutes in length, and is identified as an educational and informational show, targeted to 6 to 9 year olds, at the beginning and throughout each broadcast and in listings provided to publishers of program guides.

Title of Digital Core Program #3					Origination	
Making Stuff					Network	
Regular Schedule Total Times Aired at Regularly Scheduled Time			Number of Pre-emptions			
Sunday 10 & 10:30 am		26			D	
Length of Program	1	Age of Target Audience			E/I Symbol Used As	
30 minutes		From	То		Required	
		4 years	7 years		Y	
Describe the educational and informational objective of the program and how it meets the definit	ion of Core I	Programming	-			

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The main objective of the 104 live action and 2D digital segments is to show curious young viewers how everyday objects they encounter are designed and made. The series was filmed on location in Europe and North America in factories, workshops, and food plants. Each segment opens with an item to be investigated, followed by the two hosts, "Gear" and "Wiz," taking off on a voyage of discovery to understand the workings of the item and reveal the secrets behind how it is made. For ages 4-7, the series key educational and informational goals are to: 1) educate children about the workings of everyday objects and how they are made and 2) to introduce children to the many fascinating objects around them and spark curiosity and the desire to learn more about those objects.

11. 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 stream

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.

Y

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		Origination			
TURBO DOGS	URBO DOGS				
Regular Schedule		Total Times to be Aired			
Saturdays/10:00)AM (digital 1)	13			
Length of Program		Age of Targ	et Audience		
		From	То		
30 minutes		4 years	8 years		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming					
TURBO DOGS is an animated show based on the books "Racer Dogs" by Bob Kolar. The series follows a group of six dogs from Racerville who love to compete with one another in races. In each story, one or more of the dogs encounter and solve problems that teach them social- emotional lessons on good sportsmanship, teamwork, cooperation, playing fair, and friendship. The show also imparts information on the mechanics of racing like directionality and the concepts of distance & time. The social-emotional messages are embedded through the stories using action and humor. The tags at the end of each episode reiterate and establish the educational message learned by the dogs.					
Title of Planned Core Program #2 Ori					
SHELLDON		NETWORK			

 Regular Schedule
 Total Times to be Aired

 Saturdays/10:30AM (digital 1)
 13

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Length of Program	Age of Targ	et Audience			
	From	То			
30 minutes	4 years	8 years			
Describe the educational and informational objective of the program and how it meets the definition of Core Programming					
SHELLDON is an animated series that takes place in Shell Land, a mythical undersea world populated by characters from a wide array of water-dwelling species. The main character is an orphaned yoka shell mollusk adopted by the Clam family and living with them in the family-owned					

Charming Clam Inn. Shelldon and his buddies always work together to solve problems they face in school and in the community. In each episode, they learn a significant social-emotional lesson and also share information relating to their ocean habitat and environmental protection.

Title of Planned Core Program #3	Origination			
3-2-1 Penguins!	NETWORK			
Regular Schedule	Total Times to be Aired			
Saturdays/11:00AM (digital 1)	13			
Length of Program	Age of Target Audience			
	From	То		
30 minutes	4 years	8 years		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				

3-2-1 PENGUINS! draws upon characters from a story to provide socio-emotional messages to children. The show features two children -- Jason and Michelle -- whose vacation at their grandmother's cottage ends up being more adventure than they expect when their toy spaceship with four toy penguins comes to life. The children are sucked into the spaceship, where they meet the now-live penguins and journey through space to solve an inter-galactic disaster threatening the penguins and their friends. Each story begins with a problem and ends after the children have learned an important socio-emotional through their adventure with the penguins.

Title of Planned Core Program #4	Origination		
BABAR	NETWORK		
Regular Schedule	Total Times to be Aired		
Saturdays/11:30AM (digital 1)	13		
Length of Program	Age of Targ	et Audience	
	From	То	
30 minutes	4 years	8 years	

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

Based on the books by Laurent de Brunhoff, BABAR is an animated show about a young orphaned elephant who finds the strength to rise above the challenges he faces, including the deaths of his parents, as he journeys through life. Each episode of the show develops a socio-emotional message such as taking responsibility, being patient and persistent in hard work, respecting people's privacy, learning to cope with unforeseen changes, and being honest. These messages emerge from the needs to resolve a dilemma that is faced by Babar, one of his friends, or a family member.

Title of Planned Core Program #5	Origination				
WILLA'S WILD LIFE	NETWORK				
Regular Schedule	Total Times to be Aired				
Sundays/10:30AM (digital 1)	13				
Length of Program	Age of Targe	et Audience			
	From	То			
30 minutes	4 years	8 years			
Describe the educational and informational objective of the program and how it meets the definition of Core Programming					
WILLA'S WILD LIFE centers on a six-year-old girl and her menagerie of animals. Willa lives at home with her father and pets - an elephant, a giraffe, a pair of performing seals, a bear, penguins, and lots of rabbits. In each episode, Willa faces a challenge at home, in school, or in her neighborhood. With her animals and best friend, Dooley, as key elements of her team, Willa works on solutions to overcome her challenges. Together they find ways to maintain healthy friendships, experience success, develop competence, and become altruistic. With help					

from her animal friends, Willa figures out how to earn the things she wants by helping others. She learns to appreciate the friends that she has, rather than trying to change to fit in with the "cool" group. She realizes that asking questions is better than jumping to conclusions. Whether at school, home, or in the neighborhood, Willa finds a way to analyze her situation and learn from experience.

Title of Planned Core Program #6	Or	Origination		
JANE AND THE DRAGON	N	NETWORK		
Regular Schedule	То	Total Times to be Aired		
Sundays/11:00AM (digital 1)	1	13		
Length of Program		Age of Target Audience		
		From	То	
30 minutes		4 years	8 years	

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

Set in medieval times, JANE AND THE DRAGON is an animated show that hails from Martin Baynton's best-selling books about a middle-class 13-year-old girl named Jane. She is raised in the Royal Court as a Knight-in-Training after she demonstrates her courage by leaving the castle to conquer the local dragon. The giant green Dragon, whose sense of humor exceeds his ferocity, instead becomes Jane's best friend and a part of the castle community. In each episode, Jane encounters a challenge that tests her problem-solving skills and requires her to demonstrate her strength of character as a Knight of the King's Guard. Sometimes Jane learns a moral lesson, and other times she uses analytical ability to illustrate how a problem can be made less complicated and consequently solved.

Title of Planned Core Program #7	Origination		
DRAGONFLY TV	SYNDICATED		
Regular Schedule	Total Times to be Aired		
Saturdays/1:00PM (digital 1)	13		
Length of Program	Age of Targ	et Audience	
	From	То	
30 minutes	13 years	16 years	

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

DRAGONFLY TV is an Emmy Award winning science education program. Originally produced for public television, Dragonfly TV engages children, parents and teachers in accessible, hands-on science activities. The programs highlight children ?doing? projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own. By modeling and celebrating children's science capabilities, Dragonfly TV shows that if kids can dream it, they can do it!

Origination	of Planned Core Program #8			
SYNDICATED	SSING	SYNDICATED		
Total Times to be Aired	ılar Schedule	Total Times to be Aired		
13	turdays/1:30PM (digital 1)	13		
- Age of Targe	ath of Program	Age of Target Audience		
From		То		
13 years	30 minutes			
rogram and how it meets the definition of Core Programming				
13 Age of Targe From 13 years	turdays/1:30PM (digital 1) gth of Program	-		

MISSING is a nationally-syndicated weekly television series featuring actual cases of missing persons, both children and adults, from across North America. Working with local, state and federal law enforcement agencies, including the FBI, and missing persons organizations such as The National Center for Missing and Exploited Children, our goal is to provide viewers with vital facts about missing individuals and to increase public awareness.

Title of Planned Core Program #9	Origination		
MAGICAL DOREMI	NETWORK		
Regular Schedule	Total Times to be Aired		
Saturdays/7:00AM (digital 1)	13		
Length of Program	Age of Target Audience		
	From	То	
30 minutes	3 years	7 years	

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

A magical, musical odyssey through the secret world of witches-in-training, MAGICAL DOREMI is the story of three 3rd graders and best friends (Dorie, Reanne and Mirabelle) who?armed with the power of music and the desire to make the world a better place?embark on a journey to become full-fledged witches. These Witchlings, as they are known in the Lunaverse, must go through eight stages of apprenticeship which take them on endless adventures and introduce them to a cast of colorful characters.

Title of Planned Core Program #10	Origination		
WINX CLUB	NETWORK		
Regular Schedule	Total Times to be Aired		
Saturdays/7:30AM (digital 1)	13		
Length of Program	Age of Target Audience		
	From	То	
30 minutes	6 years	11 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
WINX CLUB utilizes fairy castles, magical caverns and timeless vil coming-of-age lessons, group problem-solving, cooperative investig social and emotional learning opportunities that children need to	ations and the i	mportant	

coming-of-age lessons, group problem-solving, cooperative investigations and the important social and emotional learning opportunities that children need to develop the valuable emotional competencies of resilience, empathy and self-confidence. In each episode, as a conflict arises, the fairies pool their unique capabilities to find a solution comprised of the sum total of their special talents. Life scenarios that commonly worry children, from feeling vulnerable and powerless to being lost or separated from loved ones, are enacted throughout the series and a variety of practical behavioral solutions are presented. WINX CLUB promotes the development of social skills, with actions such as speaking kindly to others, doing good for one's community, and managing anger appropriately, integrated into the show's humor.

Title of Planned Core Program #11		Origination	
EDGEMONT		NETWORK	
Regular Schedule		Total Times to be Aired	
Saturdays/12:30PM; Sundays/11:30AM, 12:00N & 12:30PM (all digital 1)	52		
Length of Program Age of Target Audience		rrget Audience	
	From	То	
30 minutes	13 years	16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
EDGEMONT is designed to inform and educate its viewers about issues that arise in school and at home. The storylines focus on social and emotional challenges faced by all secondary school			

students, from forming and maintaining family, friendship and romantic relationships, to ethical and moral choices. The objective of the series is to demonstrate models of behavior for teen viewers, allowing them to consider choices that they themselves may face, to witness the potential outcomes of these choices and gain positive tools that they can use to resolve issues and conflicts in a constructive way. Each episode advances a few specific storylines based on particular social or emotional issues and takes them to a new conclusion. Characters act out behaviors that bring these issues to the forefront, and they solve problems, generally without intervention by adults but through communication with peers and direct action, which leads to a better understanding of each situation and each other. At the same time, actions do lead to consequences, and the outcomes provide a ?life lesson? that is plainly evident but conveyed to the viewer in a natural way.

Title of Planned Core Program #12	Orig	Origination		
DOG TALES	SY	SYNDICATED		
Regular Schedule	Tota	Total Times to be Aired		
Sundays/7:00AM (digital 1)	13	13		
Length of Program	Age of Target Audience			
		From	То	
30 minutes		13 years	16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				

DOG TALES showcases dogs and dog lovers of all types, providing valuable information about canine health, training, grooming and overall dog care.

Title of Planned Core Program #13	Origin	Origination		
ANIMAL RESCUE	SYN	SYNDICATED		
Regular Schedule	Total 7	Total Times to be Aired		
Sundays/7:30AM (digital 1)	13	13		
Length of Program		Age of Target Audience		
30 minutes		From	То	
		13 years	16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
Emmy-nominated ANIMAL RESCUE is a weekly half-hour television series showcasing the heroic efforts of people helping animals. Host Alex Paen and his cameras travel around the world capturing these dramatic rescues and teaching the importance of mindful stewardship on behalf of the animal kingdom.				
Title of Planned Core Program #14	Origi	ination		
SWAP TV	SYI	NDICATED		

Regular Schedule	Total Times to be Aired

Sundays/10:00AM (digital 1)	13	3		
Length of Program	Age of Targ	Age of Target Audience		
30 minutes	From	То		
	13 years	16 years		
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				

SWAP TV lets kids spend two days in each other's lives. Watch as kids swap across the country, swap schools and swap cultures. They try new foods, learn new sports and even try new jobs. When kids swap lives and leave their regular routines, they always learn a lot about how other kids live and often discover new hobbies that they never knew even existed. They also learn a little about themselves. Young viewers are exposed to the special interests of the ?swapping? youngsters and what adjustments they make to a different life situation. The program teaches tolerance of various races, creeds and backgrounds while exposing an appreciation to someone else?s way of life. Each episode is informative, entertaining and promotes good social values and respect.

Title of Planned Core Program #15	0	rigination		
SAVED BY THE BELL	S	SYNDICATED		
Regular Schedule	Т	Total Times to be Aired		
Sundays/10:30AM (digital 1)	1	13		
Length of Program	I	Age of Target Audience		
		From	То	
30 minutes		13 years	16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				

SAVED BY THE BELL features six enterprising, adventurous teenage students with inventive schemes and mischievous dreams. The series follows the teens throughout their fun-filled days at Bayside school and their antic-filled nights at their favorite hangout, The Max. Told from the kids' point of view, the series presents the conflicts and chuckles that teen romances inevitably deliver. Show themes deal with topical issues like peer pressure, self esteem, tolerance and acceptance.

Title of Planned Core Program #16	Origination		
GLADIATORS 2000	NETWORK		
Regular Schedule	Total Times to be Aired		
Sundays/11:00AM (digital 1)	13		
Length of Program	Age of Target Audience		
	From	То	
30 minutes	13 years	16 years	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
GLADIATORS 2000 encourages kids to embrace good nutrition & physical fitness in the face of a national childhood obesity epidemic. 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.			

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)?

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

Name			Telephone Number	_
Jessica Betterton			501-492-8202	
Address			E-mail Address	-
14524 Cantrell Road, Ste. 140			jbetterton@duo-media.com	
City		State	ZIP Code	
Little Rock		AR	72223	

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.

Y

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
Kaleidoscope Foundation, Inc.	
Date	
01/08/2015	
	I

FCC Form 398 March 2006