

An omission was made when filing the 2016 3rd Qtr Children's Television Programming Report and so, after several failed attempts to amend the original report, we are filing this document to reflect the changes in our station's programming. On August 3, 2016, Telemundo replaced Estrella TV on this station. The Telemundo Children's Programming is listed below.

FCC 398 Children's Television Programming Report

Report reflects information for quarter:

3rd Quarter

2016

Digital Core Programming Summary

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	
<i>Noodle & Doodle</i> (Telemundo Network) 14.1		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Sat 8:00am	8	0	
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	2	5	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>NOODLE AND DOODLE is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show will be enjoyed by preschoolers, the projects are also very practical and engaging to implement for children ages 5-8. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal.</p>			

Title of Digital Core Program #2			Origin
El Show de Chica (Telemundo Network) 14.1			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		Number of Pre-emptptions
Sat 8:30am Sat 9:00am	16		0
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	2	5	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>EL SHOW DE CHICA features a five-year-old “baby” chick who spends her days with her parents in their costume shop, the Coop. The shop’s one employee, Kelly, doubles as Chica’s nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure—a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.</p>			

Title of Digital Core Program #3			Origin
Nina’s World (Telemundo Network) 14.1			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		Number of Pre-emptptions
Sat 9:30am Sat 10:00am	16		0
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	2	5	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Nina’s World is an animated show based on a six-year-old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela (grandmother). Her Tio (Uncle) Javier lives nearby and there are lots of different children and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina’s best friend is Star, a stuffed starfish pillow character brought to life by Nina’s imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her work, take responsibility for her actions, and correct her mistakes.</p>			

Title of Digital Core Program #4		Origin	
Lazytown (Telemundo Network) 14.1		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Sat 10:30am	8	0	
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	2	5	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>LAZYTOWN promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, LazyTown, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in LazyTown, where her uncle is Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of LazyTown is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete, who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of LazyTown is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games and holding athletic competitions, to building forts and play structures.</p>			

Other Matters

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	
Noodle and Doodle (Telemundo Network)	Network	
Regular Schedule	Total Times to be Aired	
Sat 8:00am	14	
Length of Program	Age of Target Audience	
30 minutes	From	To
	2	5
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p>NOODLE AND DOODLE is an instructional series that features creating art projects and cooking projects around a specific theme. The show is hosted by Sean, who drives around in a double-decker bus fully equipped with art supplies, and a kitchen, all ready for any assignment. The projects encourage parent engagement and often feature families working together to make something for display in the child's home. Sean is accompanied by Doggity, an every-faithful Beagle dog, who transforms into an animated character during interstitial trips to a parallel universe and kitchen full of prank playing animated characters. While the show will be enjoyed by preschoolers, the projects are also very practical and engaging to implement for children ages 5-8. The art projects typically feature lessons on recycling materials for re-use in making art and always demonstrate that creativity can transform something intended for one purpose into something useful to achieve a completely different goal.</p>		

Title of Planned Core Program #2	Origin	
El Show de Chica (Telemundo Network)	Network	
Regular Schedule	Total Times to be Aired	
Sat 8:30am Sat 9:00am	28	
Length of Program	Age of Target Audience	
30 minutes	From	To
	2	5
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p>EL SHOW DE CHICA features a five-year-old “baby” chick who spends her days with her parents in their costume shop, the Coop. The shop’s one employee, Kelly, doubles as Chica’s nanny and the ensemble is rounded out with Bunji, a large floppy eared rabbit and Stitches, a straw mannequin that sits in the window. In each episode Chica develops or encounters a problem that she cannot immediately resolve. Usually her issues involve impulse control, distractibility, judgment, and inter-personal behaviors. She and Kelly usually work on the problem through an adventure—a fantasy transformation to animation-- where Bunji and Stitches come alive and join Chica and Kelly for the problem solving process. The core educational content is primarily socio-emotional development, and Chica learns how to express herself properly, think before she acts, and interact with others effectively. She often learns that it takes hard work and practice to become proficient at different skills.</p>		

Title of Planned Core Program #3	Origin	
Nina’s World (Telemundo Network)	Network	
Regular Schedule	Total Times to be Aired	
Sat 9:30am Sat 10:00am	28	
Length of Program	Age of Target Audience	
30 minutes	From	To
	2	5
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p>Nina’s World is an animated show based on a six-year-old Latina, who lives in San Antonio, Texas with her parents, who own the local bakery, and her Abuela (grandmother). Her Tio (Uncle) Javier lives nearby and there are lots of different children and adults from several different cultures in the apartment complex and neighborhood where she lives. Nina’s best friend is Star, a stuffed starfish pillow character brought to life by Nina’s imagination. Each episode features Nina taking on a challenge, solving a problem, or finding a way to help others. She is very confident about her abilities, which sometimes gets her into trouble. However, with encouragement and chiding from Abuela, Nina learns about how to plan her work, take responsibility for her actions, and correct her mistakes.</p>		

Title of Planned Core Program #4	Origin	
LazyTown (Telemundo Network)	Network	
Regular Schedule	Total Times to be Aired	
Sat 10:30am	14	
Length of Program	Age of Target Audience	
30 minutes	From	To
	2	5
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p>LAZYTOWN promotes fitness and healthful habits for children of preschool and primary grades. It takes place in an imaginary setting, LazyTown, and most episodes relate children's eating and fitness habits to problem solving in their "real world." The lead character, Stephanie, guides the audience through the story. She and her best friends, a group of "human" puppets reside in LazyTown, where her uncle is Mayor Milford Meanswell. The underground spy and influencer who defines the ethos of LazyTown is Robbie Rotten, and he is determined to ruin the health and fitness practices of Stephanie and her friends. When the kids get into difficulties with Robbie Rotten, it is Sportacus, gymnast/athlete, who comes to the rescue from his home in a spaceship that hovers over earth, prepared to answer to any call for help. The ever-present theme of LazyTown is to eat "sports candy" which consists of fruits and vegetables, get sufficient sleep, and go outside and engage in a wide range of physical activities, from playing games and holding athletic competitions, to building forts and play structures.</p>		