Children's Television Information

Section	Question	Response
Station Type	Station Type	
	Affiliated network	Univision
	Nielsen DMA	
	Web Home Page Address	

Digital Core Programming

Question	Response
State the average number of hours of Core Programming per week broadcast by the station on its main program stream	3.0
State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream	
State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. Section 73.671:	
Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. Section 73.673?	Yes
Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main Yes No program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?	Yes

Digital Core Programs(4)	Digital Core Program (1 of 4)	Response
	Program Title	Pocoyo
	Origination	Network
	Days/Times Program Regularly Scheduled	SA, 8:00AM
	Total times aired at regularly scheduled time	13
	Number of Preemptions	0
	Total times aired	13
	Number of Preemptions Rescheduled	0
	Number of Preemptions for other than Breaking News	
	Length of Program	30 mins
	Age of Target Child Audience	2 years to 4 years
	Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.
	Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	
List date and time rescheduled	
Is the rescheduled date the second home?	
Were promotional efforts made to notify the public of rescheduled date and time?	
Date Preempted	
Episode #	
Reason for Preemption	

Digital Core Program (2 of 4)	Response
Program Title	Sesame Amigos
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:30AM
Total times aired at regularly scheduled time	13
Number of Preemptions	0
Total times aired	13
Number of Preemptions Rescheduled	0
Number of Preemptions for other than Breaking News	
Length of Program	30 mins
Age of Target Child Audience	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Sesame Amigos, is designed for Spanish-speaking families living in the U.S., where kids will learn with Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In each episode, kids will build their inner strength, develop their moral compass and learn important educational lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical shapes, good manners, good eating habits and they will dance. Young viewers will travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. They will also explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." Finally they'll laugh-out-loud with Cookie Monster, the star of "Cookie's Crumby Pictures," who proves that patience takes practice. Sesame Amigos will help kids grow smarter, stronger and kinder.
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Preemption Programs #1

Questions	Response

Title of Program	
List date and time rescheduled	
Is the rescheduled date the second home?	
Were promotional efforts made to notify the public of rescheduled date and time?	
Date Preempted	
Episode #	
Reason for Preemption	

Digital Core Program (3 of 4)	Response
Program Title	Mickey Mouse Clubhouse
Origination	Network
Days/Times Program Regularly Scheduled	SA, 9:00AM & 9:30AM
Total times aired at regularly scheduled time	26
Number of Preemptions	0
Total times aired	26
Number of Preemptions Rescheduled	0
Number of Preemptions for other than Breaking News	
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand.

Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	
List date and time rescheduled	
Is the rescheduled date the second home?	
Were promotional efforts made to notify the public of rescheduled date and time?	
Date Preempted	
Episode #	
Reason for Preemption	

Digital Core Program (4 of 4)	Response
Program Title	Handy Manny
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00AM & 10:30AM
Total times aired at regularly scheduled time	26
Number of Preemptions	0
Total times aired	26
Number of Preemptions Rescheduled	0
Number of Preemptions for other than Breaking News	
Length of Program	30 mins

Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers!
Does the Licensee identify the program by displaying throughout the program the symbol E /I?	Yes

Digital Preemption Programs #1

Questions	Response
Title of Program	
List date and time rescheduled	
Is the rescheduled date the second home?	
Were promotional efforts made to notify the public of rescheduled date and time?	
Date Preempted	
Episode #	
Reason for Preemption	

Non-Core Educational and Informational Programming (4)	Non-Core Educational and Informational Programming (1 of 4)	Response
	Program Title	Sesame Amigos
	Origination	Network
	Days/Times Program Regularly Scheduled:	SA, 7:00AM & 7:30AM ON 3/26
	Total times aired at regularly scheduled time:	2
	Number of Preemptions	0
	Length of Program	30 mins
	Age of Target Child Audience	2 years to 4 years
	Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Sesame Amigos is designed for Spanish-speaking families living in the U.S., where kids will learn with Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In each episode, kids will build their inner strength, develop their moral compass and learn important educational lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical shapes, good manners, good eating habits and they will dance. Young viewers will travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookies Monster, and new friends that teaches creative problem-solving and working together. They will also explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." Finally they'll laugh-out-loud with Cookie Monster, the star of "Cookie's Crumby Pictures," who proves that patience takes practice. Sesame Amigos will help kids grow smarter, stronger and kinder.
	Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
	Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes

Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

Non-Core Educational and Informational Programming (2 of 4)	Response
Program Title	Handy Manny
Origination	Network
Days/Times Program Regularly Scheduled:	SU, 7:00AM & 7:30AM ON 3/27
Total times aired at regularly scheduled time:	2
Number of Preemptions	0
Length of Program	30 mins
Age of Target Child Audience	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers!

Questions		
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes	
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes	
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes	

Date and Time Aired:

Questions	Response
Date Time	

Non-Core Educational and Informational Programming (3 of 4)	Response
Program Title	Pocoyo
Origination	Network
Days/Times Program Regularly Scheduled:	SA, 12:00PM ON 2/13
Total times aired at regularly scheduled time:	1
Number of Preemptions	0
Length of Program	30 mins
Age of Target Child Audience	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.

Question	Response
Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

Non-Core Educational and Informational Programming (4 of 4)	Response
Program Title	Sesame Amigos
Origination	Network
Days/Times Program Regularly Scheduled:	SA, 12:30PM ON 2/13
Total times aired at regularly scheduled time:	1
Number of Preemptions	0
Length of Program	30 mins
Age of Target Child Audience	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Sesame Amigos is designed for Spanish-speaking families living in the U.S., where kids will learn with Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In each episode, kids will build their inner strength, develop their moral compass and learn important educational lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical shapes, good manners, good eating habits and they will dance. Young viewers will travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookies Monster, and new friends that teaches creative problem-solving and working together. They will also explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." Finally they'll laugh-out-loud with Cookie Monster, the star of "Cookie's Crumby Pictures," who proves that patience takes practice. Sesame Amigos will help kids grow smarter, stronger and kinder.

Does the program have educating and informing children ages 16 and under as a significant purpose?	Yes
Does the Licensee identify the program by displaying throughout the program the symbol E/I?	Yes
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. Section 73.673?	Yes

Date and Time Aired:

Questions	Response
Date Time	

**Sponsored Core
Programming (0)**

Liaison Contact

Question	Response
Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. Section 73.3526(e)(11)(iii)?	۱
Name of children's programming liaison	
Address	
City	
State	
Zip	
Telephone Number	(
Email Address	
Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other noncore educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F. R. Section 73.671, NOTES 2 and 3.	On Saturday, February 13, Univision Network preempted all E/I core programs for the breaking news coverage of Pope Francis' historic trip to Mexico. Out of an abundance of caution, the Network aired Pocoyo at 12:00 PM and Sesame Amigos at 12:30 PM and additional episodes of Sesame Amigos and Handy Manny on March 26 and March 27. These airings are listed as non-core offerings in this 1st Quarter report.

Other Matters (4)

Program Title	Pocoyo
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:00AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	This educational program is a series for pre-schoolers featuring Pocoyo a curious, fun-loving friendly little boy who, along with his inseparable friends explores the world by learning and discovering their surroundings in each story. The show's philosophy is "learning through laughter," and in each episode "inquiry learning" is utilized. The show is designed with pre-schoolers in mind as the situations, explorations, humor, sounds, and visuals are enticing to them and the learning process they utilize and understand.

Other Matters (2 of 4)	Response
Program Title	Sesame Amigos
Origination	Network
Days/Times Program Regularly Scheduled	SA, 8:30AM
Total times aired at regularly scheduled time	13
Length of Program	30 mins
Age of Target Child Audience from	2 years to 4 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Sesame Amigos, is designed for Spanish-speaking families living in the U.S., where kids will learn with Elmo, Cookie Monster, and lots of other friends in ways that reflect their language and culture. In each episode, kids will build their inner strength, develop their moral compass and learn important educational lessons. Elmo will encourage kids to participate throughout the show they will learn colors, geometrical shapes, good manners, good eating habits and they will dance. Young viewers will travel to "The Furchester Hotel," a hilarious segment featuring Elmo, Cookie Monster, and new friends that teaches creative problem-solving and working together. They will also explore far off lands and learn about cooperation in "Bert and Ernie's Great Adventures." Finally they'll laugh-out-loud with Cookie Monster, the star of "Cookie's Crumby Pictures," who proves that patience takes practice. Sesame Amigos will help kids grow smarter, stronger and kinder.

Other Matters (3 of 4)

Other Matters (3 of 4)	Response
Program Title	Mickey Mouse Clubhouse
Origination	Network
Days/Times Program Regularly Scheduled	SA, 9:00AM & 9:30AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming.	Mickey Mouse Clubhouse is a lively preschool series featuring classic Disney characters including Mickey and Minnie Mouse, Donald and Daisy Duck, Goofy, and Pluto. In each episode, viewers are invited to help the characters solve a problem using age-appropriate critical thinking, problem solving, and mathematical skills. Once the problem is explained, Mickey and friends embark on entertaining adventures, working together to solve the problem with the help of various "Mouseketools" everyday objects that turn out to be useful tools for problem solving. The series uses engaging stories, physical and verbal humor, and music to keep viewers interested and invested in helping Mickey and friends solve the problems at hand.

Other Matters (4 of 4)

Other Matters (4 of 4)	Response
Program Title	Handy Manny
Origination	Network
Days/Times Program Regularly Scheduled	SA, 10:00AM & 10:30AM
Total times aired at regularly scheduled time	26
Length of Program	30 mins
Age of Target Child Audience from	3 years to 5 years

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

Handy Manny introduces concepts related to construction, building, engineering, and technology to preschool audiences through engaging, relatable stories about Sheetrock Hills' lovable handyman, Manny and his neighbors and friends. In each episode, one of Manny's neighbors calls with a problem. Manny is always willing to help! With the help of his tools a lively bunch of friends, each with strengths and challenges of their own Manny is able to assess problems, ask questions, come up with solutions, and make any repairs necessary to help his neighbors. Whether the problems is a broken scooter or a clogged sink, Manny is able to find a solution using his knowledge of construction principles and how machines work. Manny's neighborhood is a multicultural community with a rich Latino heritage. Manny and his neighbors participate in a number of Latino traditions, festivals and holidays. Spending time with Manny and his neighbors in Sheetrock Hills is guaranteed to be both fun and informative for viewers!