

## Children's Television Programming Report

Report reflects information for quarter:

1<sup>st</sup> Quarter

2017

**Digital Core Programming** that aired during the past three months that meets the definition of Core Programming.

### QUBO 24-HR CHANNEL (January 1<sup>st</sup> - March 26<sup>th</sup>)

*The core programs listed in the Digital Core Programming section of this report that aired on the Qubo channel were regularly scheduled for 13 consecutive weeks beginning the final week of the prior quarter through the period depicted in this report.*

*The attached programming information includes descriptions and air dates/times for regularly-scheduled core programming between the hours of 7:00 am and 10:00 pm. You will need to supplement this information with information about any local preemptions, as applicable, and any other changes made by your station.*

**Average number of hours per week of Core Programming:**

- Eastern - 75 hours
- Central - 75 hours
- Mountain - 71 hours
- Pacific - 66 hours

Title of Digital Core Program #1		Origin	
Raggs E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Mondays - Fridays / 7:00 am and 7:30 am ET	120	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	3	6	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics.			
Title of Digital Core Program #2		Origin	
Harry and his Bucket Full of Dinosaurs E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Mondays - Fridays / 8:00 am and 8:30 am ET Mondays - Fridays / 7:00 am and 7:30 am CT	120	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	2	5	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemma or challenge and finds his answers in Dinoworld. It is here far from the			

real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being part of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal.			
<b>Title of Digital Core Program #3</b>			<b>Origin</b>
Todd World E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		<b>Number of Pre-emptions</b>
Mondays - Fridays / 9:00 am and 9:30 am ET Mondays - Fridays / 8:00 am and 8:30 am CT Mondays - Fridays / 7:00 am and 7:30 am MT	120		0
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	2	5	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Todd World uses the real-life experiences of a preschool-aged boy and his friends to offer lessons of acceptance, tolerance and diversity to the child-at-home. It is a program perfect for the pre-school and early elementary age group (2-5 years) and an excellent use of the television medium to support the social/emotional development of kids.			
<b>Title of Digital Core Program #4</b>			<b>Origin</b>
Fishtronaut E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		<b>Number of Pre-emptions</b>
Mondays - Fridays / 10:00 am and 10:30 am ET Mondays - Fridays / 9:00 am and 9:30 am CT Mondays - Fridays / 8:00 am and 8:30 am MT Mondays - Fridays / 7:00 am and 7:30 am PT	120		0
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	3	6	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Fishtronaut is a secret agent fish that wears a spacesuit so he can leave his home in Quiet Lake and explore the world outside the water in Smiling Trees Park. All sorts of environmental and nature-related mysteries pop up. With his friends, Marina (an 8 year old girl) and Zeek (a pre-teen monkey), the mysteries are always solved. In each episode, viewers are invited to clap and dance along with the cast to help reveal clues locked inside a magical multicolored ball.			
<b>Title of Digital Core Program #5</b>			<b>Origin</b>
Meteor and the Mighty Monster Trucks E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		<b>Number of Pre-emptions</b>
Mondays - Fridays / 11:00 am and 11:30 am ET Mondays - Fridays / 10:00 am and 10:30 am CT Mondays - Fridays / 9:00 am and 9:00 am MT Mondays - Fridays / 8:00 am and 8:30 am PT	120		0
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	3	5	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
A group of trucks that live/go to school in a monster truck arena called Crushington Park deal with winning and losing graciously and overcoming obstacles. Narrator brings us into the action and tells us what's going on during the episode in the voice of a sports announcer. Characters repeat from episode to episode and are predominantly male. However, all characters look very different and have different abilities.			

Title of Digital Core Program #6		Origin	
Dive Olly Dive E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Mondays - Fridays / 12:00 pm and 12:30 pm ET Mondays - Fridays / 11:00 am and 11:30 am CT Mondays - Fridays / 10:00 am and 10:30 am MT Mondays - Fridays / 9:00 am and 9:30 am PT	120	0	
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	4	7	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics and strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The team is supportive of one another and lessons of predicting, considering and discovering are cleverly interwoven into an entertaining storyline. Although the series is standard in terms of storytelling, that is, it does not incorporate some of the elements that we know extend a series' power in terms of teaching, Dive Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting a child's learning. In particular this series supports a child's social development and problem solving skills.			
Title of Digital Core Program #7		Origin	
Choo Choo Bob Show E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Mondays - Fridays / 1:00 pm and 1:30 pm ET Mondays - Fridays / 12:00 pm and 12:30 pm CT Mondays - Fridays / 11:00 am and 11:30 am MT Mondays - Fridays / 10:00 am and 10:30 am PT	120	0	
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	4	11	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land" where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situations that require thoughtful choices and provides resolution geared to the unique concerns and abilities of young children.			
Title of Digital Core Program #8		Origin	
Artzooka E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Mondays - Fridays / 2:00 pm and 2:30 pm ET Mondays - Fridays / 1:00 pm and 1:30 pm CT Mondays - Fridays / 12:00 pm and 12:30 pm MT Mondays - Fridays / 11:00 am and 11:30 am PT	120	0	
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	4	8	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
A live action program which takes place primarily in the craft room of the host. The focus of each episode is finding everyday items and using them to make fun creative art projects. The series encourages creative thinking and imagination produced in a positive manner to support a child's use of imagination and a love of art.			

<b>Title of Digital Core Program #9</b>		<b>Origin</b>	
Thomas Edison's Secret E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Mondays - Fridays / 4:00 pm and 4:30 pm ET Mondays - Fridays / 3:00 pm and 3:30 pm CT Mondays - Fridays / 2:00 pm and 2:30 pm MT Mondays - Fridays / 1:00 pm and 1:30 pm PT	120	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	8	11	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Thomas Edison's Secret presents accurate, age appropriate scientific principles and concepts by portraying appealing young role models with whom young viewers can easily identify, in clever, comedic and wildly visual science based problem situations. It explores in the context of can do enthusiasm that characterized Thomas Edison's life and experiences. It invites young viewers to join in the adventure of science by making it interesting, challenging, and fun.			
<b>Title of Digital Core Program #10</b>		<b>Origin</b>	
Secret Millionaire's Club E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Mondays - Fridays / 5:00 pm and 5:30 pm ET Mondays - Fridays / 4:00 pm and 4:30 pm CT Mondays - Fridays / 3:00 pm and 3:30 pm MT Mondays - Fridays / 2:00 pm and 2:30 pm PT	120	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	8	12	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Secret Millionaire's Club is a series that attracts and engages young viewers, between the ages of 8-12, as they follow the exciting and often comedic adventures of four attractive role models, in narratives designed to introduce children to basic concepts in business, financial literacy, and responsible money management, as well as important practical life lessons.			
<b>Title of Digital Core Program #11</b>		<b>Origin</b>	
Nutri Ventures E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Mondays - Fridays / 7:00 pm and 7:30 pm ET Mondays - Fridays / 6:00 pm and 6:30 pm CT Mondays - Fridays / 5:00 pm and 5:30 pm PT Mondays - Fridays / 4:00 pm and 4:30 pm MT	120	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	4	8	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
A series designed to promote healthy eating and impart information about each food group in an entertaining context which also contains other educational and informational objectives. The program highlights the distinct personalities of the four young heroes, who are between the ages of 4 and 10, in the episodes in a manner that utilizes how to engage in cooperative behavior and the need to do so. In addition, the series promotes strategic thinking and problem solving as the heroes must devise methods to get past the various creatures standing in the way of their mission.			
<b>Title of Digital Core Program #12</b>		<b>Origin</b>	

Zoo Clues E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Mondays - Fridays / 8:00 pm and 8:30 pm ET Mondays - Fridays / 7:00 pm and 7:30 pm CT Mondays - Fridays / 6:00 pm and 6:30 pm MT Mondays - Fridays / 5:00 pm and 5:30 pm PT	120	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	13	16	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Zoo Clues is a 30 minute program specifically created for young people between the ages of 13 and 16. The program's presentation mix of narration, visuals, and very well chosen topics delivers education and information while it entertains. Zoo Clues will leave viewers with a meaningful perspective about animas and meaningful comparison to their own human characteristics. The show's clever narration links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world.			
<b>Title of Digital Core Program #13</b>		<b>Origin</b>	
Animal Science E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Mondays - Fridays / 9:00 pm and 9:30 pm ET Mondays - Fridays / 8:00 pm and 8:30 pm CT Mondays - Fridays / 7:00 pm and 7:30 pm MT Mondays - Fridays / 6:00 pm and 6:30 pm PT	120	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	13	16	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Animal Science is a half hour educational and informational program that provides interesting factoids about a variety of animals. It is specifically produced for the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience, in particular younger children ages 8 to 12. The program's quick moving segments, and cool graphics is sure to capture the interest of the intended audience.			
<b>Title of Digital Core Program #14</b>		<b>Origin</b>	
Animal Atlas E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Mondays - Fridays / 9:00 pm and 9:30 pm CT Mondays - Fridays / 8:00 pm and 8:30 pm MT Mondays - Fridays / 7:00 pm and 7:30 pm PT	120	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	13	16	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Animal Atlas provides visual information from original and detailed footage of animals. The fast moving clips of a variety of species allows viewers to compare and contrast differing physiologies and habitats. The animal subjects are presented as they move informally and comfortably through their living activities, and the narration is well informed and unobtrusive. The program uses an interactive segment with multiple choice questions about the animals covered. The questions have just the right level of engagement and are a worthwhile component of the program. The program's constant reinforcement of species differentiation will facilitate learning for young people between the ages of 13 to 16.			
<b>Title of Digital Core Program #15</b>		<b>Origin</b>	

Doki E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Saturdays and Sundays / 8:00 am and 8:30 am ET Saturdays and Sundays / 7:00 am and 7:30 am CT	50	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	2	5	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning.			
<b>Title of Digital Core Program #16</b>			<b>Origin</b>
Jacob Two-Two E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Saturdays and Sundays / 11:00 am and 11:30 am ET Saturdays and Sundays / 10:00 am and 10:30 am CT Saturdays and Sundays / 9:00 am and 9:30 am MT Saturdays and Sundays / 8:00 am and 8:30 am PT	50	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	4	8	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Based on Mordecai Richler's books, Jacob Two-Two is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer.			
<b>Title of Digital Core Program #17</b>			<b>Origin</b>
Jakers E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Saturdays and Sundays / 12:00 pm and 12:30 pm ET Saturdays and Sundays / 11:00 am and 11:30 am CT Saturdays and Sundays / 10:00 am and 10:30 am MT Saturdays and Sundays / 9:00 am and 9:30 am PT	50	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	4	8	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
An animated program for children 4 thru 7 with its primary focus on instruction. The program series mantra is knowing stuff in our power. The title character tells stories of his childhood to his grandchildren to show them the importance of play and imagination. Ultimately, imagination helps to solve problems and work together. Each episode will focus on educating and entertaining through stories of adventure and imagination. Included as plot points are struggles between imaginary play and electronic toys illustrating that the program is truly speaking to today's children.			

<b>Title of Digital Core Program #18</b>		<b>Origin</b>	
My Friend Rabbit E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Saturdays and Sundays / 1:00 pm and 1:30 pm ET Saturdays and Sundays / 12:00 pm and 12:30 pm CT Saturdays and Sundays / 11:00 am and 11:30 am MT Saturdays and Sundays / 10:00 am and 10:00 am PT	50	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	4	8	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
My Friend Rabbit is an animated show with two lead characters, Rabbit and Mouse, who work together to tackle challenges that are characteristic of the childhood experience. With each episode, Rabbit and Mouse, along with other friends, face a unique dilemma that compels them to think creatively about how to approach and solve their problem by trying out different solutions and persisting with new ideas when one fails.			
<b>Title of Digital Core Program #19</b>		<b>Origin</b>	
Choo Choo Bob Show E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Saturdays and Sundays / 2:00 pm and 2:30 pm ET Saturdays and Sundays / 1:00 pm and 1:30 pm CT Saturdays and Sundays / 12:00 pm and 12:30 pm MT Saturdays and Sundays / 11:00 am and 11:30 am PT	50	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	4	11	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
The Choo Choo Bob Show is a 30-minute program specifically created for children ages 4-11. Each program features a diverse community of people and puppets who share a love of trains, adventure and music. Viewers are introduced to a fantasy location called "Tiny Land" where a miniaturized environment of model trains and people encourage exploration as well as pro-social behaviors such as courtesy, compromise and patience. The program series proposes situations that require thoughtful choices and provides resolution geared to the unique concerns and abilities of young children.			
<b>Title of Digital Core Program #20</b>		<b>Origin</b>	
Adventures from the Book of Virtues E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Saturdays and Sundays / 3:00 pm and 3:30 pm ET Saturdays and Sundays / 2:00 pm and 2:30 pm CT Saturdays and Sundays / 1:00 pm and 1:30 pm MT Saturdays and Sundays / 12:00 pm and 12:30 pm PT	50	0	
<b>Length of Program</b>	<b>Age of Target Audience</b>		<b>E/I Symbol Used as Required</b>
	<b>From</b>	<b>To</b>	
30 minutes	4	8	Y
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
The Adventures from the Book of Virtues is based on the best seller book of the same title, this award winning series is designed to enlighten, inspire and spark the imagination of families everywhere. The classic stories illuminate the core virtues of honesty, work, compassion, responsibility, courage, self discipline, friendship, loyalty, and perseverance.			

Title of Digital Core Program #21		Origin	
Willa's Wild Life E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays and Sundays / 4:00 pm and 4:30 pm ET Saturdays and Sundays / 3:00 pm and 3:30 pm CT Saturdays and Sundays / 2:00 pm and 2:30 pm MT Saturdays and Sundays / 1:00 pm and 1:30 pm PT	50	0	
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	6	10	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Willa is an animated series centered 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 challenge. Together they find way 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 realized 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.</p>			
Title of Digital Core Program #22		Origin	
Zula Patrol E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays and Sundays / 5:00 pm and 5:30 pm ET Saturdays and Sundays / 4:00 pm and 4:30 pm CT Saturdays and Sundays / 3:00 pm and 3:30 pm MT Saturdays and Sundays / 2:00 pm and 2:30 pm PT	50	0	
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	6	10	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Based on the book series by Deborah Manchester, the Zula Patrol teaches science and astronomy facts to a target audience of children 6 to 10 years of age. The Zula Patrol is a group of six animated aliens, headed by Captain Bula, who carry out a variety of scientific space missions. During their missions, Captain Bula and his crew often encounter their foe, Dark Truder, and his minion, Traxie, who are trying to take over the universe. Over the course of the story, the audience learns different facts about specific space topics such as stars, planets, orbits, moons, asteroids, comets, gravity, and space probes. The information is then highlighted during a segment where crew member Professor Multo delivers his Multo Moments or summary of scientific facts from the story. Typically, the stories also provide a social emotional tag based on tolerance and non violent conflict resolution.</p>			
Title of Digital Core Program #23		Origin	
Sherlock Holmes in the 22nd Century E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Saturdays and Sundays / 9:00 pm and 9:30 pm MT Saturdays and Sundays / 8:00 pm and 8:30 pm PT	50	0	
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	6	11	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Using the well known elements of the Sherlock Holmes character as created by Sir Arthur Conan Doyle, this series adapts those elements for today's youths. The series while entertaining also focuses on engaging viewers in two wide ranging themes Building</p>			



invaluable problem solving and information management skills, and Modeling the pro social values and behaviors associated with lasting friendships and effect teamwork. Through the characters' relationships and adventures including Holmes passion for problem solving, positive attitudes and behaviors are developed for teamwork and healthy competition.

### Other Matters

#### NEXT QUARTER – Q2 2017

Title of Digital Core Program #1		Origin	
Mickey's Farm E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Mondays - Fridays / 7:00 am and 7:30 am ET	130		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
30 minutes	<b>From</b>	<b>To</b>	
	2	6	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Mickey, a curious and adventurous Shetland Sheepdog, is a city dog who has just moved to a farm with his best friend, 14 year old Megan. Each episode follows Mickey as he experiences new things on the farm. Often Mickey gets confused or into a bind, but with the help of Megan, his friends Guy, a wise goat, and Fiona, an energetic ferret, and their Magic Book, a solution is always found and Mickey learns something new. The show is narrated by Sunny, the sun, who is always watching over the activities on the farm. Episodes end with an original song, which reiterates new things learned. The show is intended to motivate children to explore new things, ask questions, problem solve and make new friends.			
Title of Digital Core Program #2		Origin	
Meteor and the Mighty Monster Trucks E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Mondays - Fridays / 8:00 am and 8:30 am ET Mondays - Fridays / 7:00 am and 7:30 am CT	130		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
30 minutes	<b>From</b>	<b>To</b>	
	3	5	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
A group of trucks that live/go to school in a monster truck arena called Crushington Park deal with winning and losing graciously and overcoming obstacles. Narrator brings us into the action and tells us what's going on during the episode in the voice of a sports announcer. Characters repeat from episode to episode and are predominantly male. However, all characters look very different and have different abilities.			
Title of Digital Core Program #3		Origin	
Raggs E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Mondays - Fridays / 9:00 am and 9:30 am ET Mondays - Fridays / 8:00 am and 8:30 am CT Mondays - Fridays / 7:00 am and 7:30 am MT	130		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
30 minutes	<b>From</b>	<b>To</b>	
	3	6	

<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
This 30-minute program stars five canine characters who are talented musicians. Their chemistry and friendship help them through creative and humorous challenges. Each program centers on a main theme that promotes social and academic readiness while addressing specific pre-school curriculum topics.			
<b>Title of Digital Core Program #4</b>			<b>Origin</b>
Harry and his Bucket Full of Dinosaurs E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Mondays - Fridays / 10:00 am and 10:30 am ET Mondays - Fridays / 9:00 am and 9:30 am CT Mondays - Fridays / 8:00 am and 8:30 am MT Mondays - Fridays / 7:00 am and 7:30 am PT	130		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	2	5	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
This is an animated series about a 5 year old boy whose best friends are a bucket filled with dinosaur toys. No one except the boy can hear them. In each episode Harry encounters a dilemma or challenge and finds his answers in Dinoworld. It is here far from the real world that Harry learns to conquer challenges in a positive way and the importance of team work and friendship. Being part of a team means exchanging ideas and actions and working thru problems together which is the series main learning goal.			
<b>Title of Digital Core Program #5</b>			<b>Origin</b>
Doki E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Mondays - Fridays / 11:00 am and 11:30 am ET Mondays - Fridays / 10:00 am and 10:30 am CT Mondays - Fridays / 9:00 am and 9:30 am MT Mondays - Fridays / 8:00 am and 8:30 am PT	130		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	2	5	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Doki offers fun characters each with their own strengths and weaknesses (therefore offering a broad representation of possible at-home-viewers). The team is supportive of one another and the "world" of Doki and its characters reflects the media landscape of today's child. Although the most supportive programming involves the audience through presentation of material in a way that demands intellectual interaction on the part of the viewer (i.e., encouraging the viewer to assist on screen characters to solve problems), and this series might benefit from this type of "interaction," Doki does offer enthusiastic characters, real questions, and an "arguably" realist presentation of discovery. Combined, these elements will keep children engaged and support their learning.			
<b>Title of Digital Core Program #6</b>			<b>Origin</b>
Nutri Ventures E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Mondays - Fridays / 1:00 pm and 1:30 pm ET Mondays - Fridays / 12:00 pm and 12:30 pm CT Mondays - Fridays / 11:00 am and 11:30 am MT Mondays - Fridays / 10:00 am and 10:30 am PT	130		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	4	8	

<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
A series designed to promote healthy eating and impart information about each food group in an entertaining context which also contains other educational and informational objectives. The program highlights the distinct personalities of the four young heroes, who are between the ages of 4 and 10, in the episodes in a manner that utilizes how to engage in cooperative behavior and the need to do so. In addition, the series promotes strategic thinking and problem solving as the heroes must devise methods to get past the various creatures standing in the way of their mission.			
<b>Title of Digital Core Program #7</b>			<b>Origin</b>
Dive Olly Dive E/I Qubo			Network
<b>Regular Schedule</b>		<b>Total Times Aired at Regularly Scheduled Time</b>	
Mondays - Fridays / 2:00 pm and 2:30 pm ET Mondays - Fridays / 1:00 pm and 1:30 pm CT Mondays - Fridays / 12:00 pm and 12:30 pm MT Mondays - Fridays / 11:00 am and 11:30 am PT		130	
<b>Length of Program</b>		<b>Age of Target Audience</b>	
30 minutes		<b>From</b>	<b>To</b>
		4	7
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Dive Olly Dive offers a collection of boy and girl characters each with their own unique characteristics and strengths. Skid, although something of a bully, comes around in each episode and is never cruel. The team is supportive of one another and lessons of predicting, considering and discovering are cleverly interwoven into an entertaining storyline. Although the series is standard in terms of story telling, that is, it does not incorporate some of the elements that we know extend a series' power in terms of teaching, Dive Olly Dive offers relatable characters and episodes that are clearly created with the intention of supporting a child's learning. In particular this series supports a child's social development and problem solving skills.			
<b>Title of Digital Core Program #8</b>			<b>Origin</b>
Zoo Clues E/I Qubo			Network
<b>Regular Schedule</b>		<b>Total Times Aired at Regularly Scheduled Time</b>	
Mondays - Fridays / 4:00 pm and 4:30 pm ET Mondays - Fridays / 3:00 pm and 3:30 pm CT Mondays - Fridays / 2:00 pm and 2:30 pm MT Mondays - Fridays / 1:00 pm and 1:30 pm PT		130	
<b>Length of Program</b>		<b>Age of Target Audience</b>	
30 minutes		<b>From</b>	<b>To</b>
		13	16
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Zoo Clues is a 30 minute program specifically created for young people between the ages of 13 and 16. The program's presentation mix of narration, visuals, and very well chosen topics delivers education and information while it entertains. Zoo Clues will leave viewers with a meaningful perspective about animas and meaningful comparison to their own human characteristics. The show's clever narration links disparate information together in a way that always makes clear that what viewers see is real, natural, and relates to their own life in the real world.			
<b>Title of Digital Core Program #9</b>			<b>Origin</b>
Animal Atlas E/I Qubo			Network
<b>Regular Schedule</b>		<b>Total Times Aired at Regularly Scheduled Time</b>	
Mondays - Fridays / 5:00 pm and 5:30 pm ET Mondays - Fridays / 4:00 pm and 4:30 pm CT Mondays - Fridays / 3:00 pm and 3:30 pm MT Mondays - Fridays / 2:00 pm and 2:30 pm PT		130	
<b>Length of Program</b>		<b>Age of Target Audience</b>	

	<b>From</b>	<b>To</b>	
30 minutes	13	16	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Animal Atlas provides visual information from original and detailed footage of animals. The fast moving clips of a variety of species allows viewers to compare and contrast differing physiologies and habitats. The animal subjects are presented as they move informally and comfortably through their living activities, and the narration is well informed and unobtrusive. The program uses an interactive segment with multiple choice questions about the animals covered. The questions have just the right level of engagement and are a worthwhile component of the program. The program's constant reinforcement of species differentiation will facilitate learning for young people between the ages of 13 to 16.			
<b>Title of Digital Core Program #10</b>			<b>Origin</b>
Animal Science E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Mondays - Fridays / 6:00 pm and 6:30 pm ET Mondays - Fridays / 5:00 pm and 5:30 pm CT Mondays - Fridays / 4:00 pm and 4:30 pm MT Mondays - Fridays / 3:00 pm and 3:30 pm PT	130		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	13	16	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Animal Science is a half hour educational and informational program that provides interesting factoids about a variety of animals. It is specifically produced for the 13 to 16 year old age group, but is also a highly entertaining program for a more general audience, in particular younger children ages 8 to 12. The program's quick moving segments, and cool graphics is sure to capture the interest of the intended audience.			
<b>Title of Digital Core Program #11</b>			<b>Origin</b>
Safari Tracks E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Mondays - Fridays / 9:00 pm and 9:30 pm ET Mondays - Fridays / 8:00 pm and 8:30 pm CT Mondays - Fridays / 7:00 pm and 7:30 pm MT Mondays - Fridays / 6:00 pm and 6:30 pm PT	130		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	13	16	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Safari Tracks is a thirty minute program designed for a young audience range of 13 to 16 year olds that highlights the informational and educational aspects of the animal kingdom in the given environment of Africa. The series lends itself respect to the natural world and initiates discussion of issues relating to that world and encourages drawing of conclusions based upon information presented. The program's concluding segment contains a sardonically toned mock quiz that serves as reinforcement and review of the material covered in the program.			
<b>Title of Digital Core Program #12</b>			<b>Origin</b>
Thomas Edison's Secret Lab E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Mondays - Fridays / 9:00 pm and 9:30 pm CT Mondays - Fridays / 8:00 pm and 8:30 pm MT Mondays - Fridays / 7:00 pm and 7:30 pm PT	130		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	

	<b>From</b>	<b>To</b>	
30 minutes	8	11	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Thomas Edison's Secret presents accurate, age appropriate scientific principles and concepts by portraying appealing young role models with whom young viewers can easily identify, in clever, comedic and wildly visual science based problem situations. It explores in the context of can do enthusiasm that characterized Thomas Edison's life and experiences. It invites young viewers to join in the adventure of science by making it interesting, challenging, and fun.			
<b>Title of Digital Core Program #13</b>			<b>Origin</b>
Secret Millionaire's Club E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Mondays - Fridays / 9:00 pm and 9:30 pm PT	130		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	8	12	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Secret Millionaire's Club is a series that attracts and engages young viewers, between the ages of 8-12, as they follow the exciting and often comedic adventures of four attractive role models, in narratives designed to introduce children to basic concepts in business, financial literacy, and responsible money management, as well as important practical life lessons.			
<b>Title of Digital Core Program #14</b>			<b>Origin</b>
Fishtronaut E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Saturdays and Sundays / 7:00 am and 7:30 am ET	52		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	2	5	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Fishtronaut is a secret agent fish that wears a spacesuit so he can leave his home in Quiet Lake and explore the world outside the water in Smiling Trees Park. All sorts of environmental and nature-related mysteries pop up. With his friends, Marina (an 8 year old girl) and Zeek (a pre-teen monkey), the mysteries are always solved. In each episode, viewers are invited to clap and dance along with the cast to help reveal clues locked inside a magical multicolored ball.			
<b>Title of Digital Core Program #15</b>			<b>Origin</b>
Timothy Goes to School E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Saturdays and Sundays / 9:00 am and 9:30 am ET Saturdays and Sundays / 8:00 am and 8:30 am CT Saturdays and Sundays / 7:00 am and 7:30 am MT	52		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	2	5	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
The program's primary focus is on events at an elementary school filled with animal children and their teachers. The title character and his classmates are a recurring group of diverse creatures. The challenges in each episode are usually social or ethical dilemma with viewers learning about honesty, responsibility, friendship and other prosocial behavior. The programs illustrate that children can overcome new obstacles, accept the difference of others, become aware of their responsibilities and support and help those in need.			
<b>Title of Digital Core Program #16</b>			<b>Origin</b>

Jacob Two Two E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Saturdays and Sundays / 11:00 am and 11:30 am ET Saturdays and Sundays / 10:00 am and 10:30 am CT Saturdays and Sundays / 9:00 am and 9:30 am MT Saturdays and Sundays / 8:00 am and 8:30 am PT	52		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	4	8	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Based on Mordecai Richler's books, Jacob Two-Two is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer.			
<b>Title of Digital Core Program #17</b>		<b>Origin</b>	
Pearlie E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Saturdays and Sundays / 1:00 pm and 1:30 pm ET Saturdays and Sundays / 12:00 pm and 12:30 pm CT Saturdays and Sundays / 11:00 am and 11:30 am MT Saturdays and Sundays / 10:00 am and 10:30 am PT	52		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	6	10	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Pearlie is an animated comedy series based on the children's book series, Pearlle the Park Fairy by Wendy Harmer. Pearlle is an optimistic, light hearted fairy who sees the good in everybody, but often gets into situations because her desire to help is larger than her capacity to deliver. Aimed for an audience within the 6 to 10 year old range, episodes focus on the importance of following the rules, using good judgment and learning how to avoid getting into trouble. Since Pearlle was appointed by Fairy Head Quarters to keep Jubilee Park in sparkling order, she has constant challenges with her basic goal of keeping everyone happy and making sure the park functions smoothly. Pearlle's nemesis and cousin, Saphira, often takes advantage of Pearlle's good nature which requires that Pearlle must also frequently outwit the park bully. In each episode, Pearlle approaches new tasks and problems with a great deal of enthusiasm, but without the organization required to get the job done. Through plot developments and with the assistance of her friends, Opal and Jasper, she learns what to do and what not to do in each situation so the park can be restored to order.			
<b>Title of Digital Core Program #18</b>		<b>Origin</b>	
Marvin and the Tap Dancing Horse E/I Qubo		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Saturdays and Sundays / 3:00 pm and 3:30 pm ET Saturdays and Sundays / 2:00 pm and 2:30 pm CT Saturdays and Sundays / 1:00 pm and 1:30 pm MT Saturdays and Sundays / 12:00 pm and 12:30 pm PT	52		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	4	8	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			

Marvin the Tap Dancing Horse captures the hearts of kids with its charming tales of life in the carnival. Created by Betty and Michael Paraskevas, the series looks at nine year-old Eddy Largo's adventures after he lands a summer job at the local carnival. He soon meets the stars of the show Marvin the Tap-Dancing Horse, Diamonds the Elephant, Elizabeth the Pig and Stripes the Tiger, and discovers that they can communicate with one another. Together, they overcome many obstacles while enjoying the excitement of carnival life. Children learn the valuable lessons of friendship and family, and believing in themselves.			
<b>Title of Digital Core Program #19</b>			<b>Origin</b>
Jacob Two Two E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Saturdays and Sundays / 4:00 pm and 4:30 pm ET Saturdays and Sundays / 3:00 pm and 3:30 pm CT Saturdays and Sundays / 2:00 pm and 2:30 pm MT Saturdays and Sundays / 1:00 pm and 1:30 pm PT	52		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	4	8	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Based on Mordecai Richler's books, Jacob Two-Two is an animated show about the challenges of a little boy, the youngest of five siblings. Jacob is so small for his age he often repeats himself just so he can be heard. His parents are compassionate, but his siblings are not, and Jacob has to be resourceful and inventive in learning how to assert himself, overcome his fears, get along with others, and still enjoy his childhood. He manages to turn even the most inconsequential events into adventures with his friends, Buford and Renee. Every adventure teaches him a life lesson, from learning how to be responsible to figuring out how to manage a bully. In addition, there are implicit lessons that promote a love for learning and language development usually conveyed through Jacob's father, a full-time writer.			
<b>Title of Digital Core Program #20</b>			<b>Origin</b>
Jane and the Dragon E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Saturdays and Sundays / 5:00 pm and 5:30 pm ET Saturdays and Sundays / 4:00 pm and 4:30 pm CT Saturdays and Sundays / 3:00 pm and 3:30 pm MT Saturdays and Sundays / 2:00 pm and 2:30 pm PT	52		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	6	10	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Set in medieval times, Jane and the Dragon is an animated show based on Martin Baynton's best selling book about a middle class medieval girl named Jane. Jane 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 her 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 her analytical ability to illustrate how a problem can be made less complicated and easily solved.			
<b>Title of Digital Core Program #21</b>			<b>Origin</b>
Sherlock Holmes in the 22nd Century E/I Qubo			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Saturdays and Sundays / 9:00 pm and 9:30 pm CT Saturdays and Sundays / 8:00 pm and 8:30 pm MT Saturdays and Sundays / 7:00 pm and 7:30 pm PT	52		
<b>Length of Program</b>	<b>Age of Target Audience</b>		

	<b>From</b>	<b>To</b>	
30 minutes	6	11	
<b>Describe the educational and informational objective of the program and how it meets the definition of Core Programming</b>			
Using the well known elements of the Sherlock Holmes character as created by Sir Arthur Conan Doyle, this series adapts those elements for today's youths. The series while entertaining also focuses on engaging viewers in two wide ranging themes Building invaluable problem solving and information management skills, and Modeling the pro social values and behaviors associated with lasting friendships and effect teamwork. Through the characters' relationships and adventures including Holmes passion for problem solving, positive attitudes and behaviors are developed for teamwork and healthy competition.			