

Children's Television Programming Report

Report reflects information for quarter:

2nd Quarter

2017

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

QUBO 24-HR CHANNEL

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 – 65 hours
- Central – 65 hours
- Mountain – 60 hours
- Pacific – 58 hours

Title of Digital Core Program #1		Origin	
Mickey's Farm E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Mondays - Fridays / 7:00 am and 7:30 am ET	120	0	
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	2	6	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
Mondays - Fridays / 8:00 am and 8:30 am ET Mondays - Fridays / 7:00 am and 7:30 am CT	120	0	
Length of Program	Age of Target Audience		

	From	To	E/I Symbol Used as Required
30 minutes	3	5	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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
Regular Schedule	Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
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
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	3	6	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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 #4			Origin
Harry and his Bucket Full of Dinosaurs E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
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
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			
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.			
Title of Digital Core Program #5			Origin
Doki E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
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	120		0

Mondays - Fridays / 8:00 am and 8:30 am PT				
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				
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.				
Title of Digital Core Program #6				Origin
Nutri Ventures 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	8	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
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.				
Title of Digital Core Program #7				Origin
Dive Olly Dive 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 11:00 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 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.				

Title of Digital Core Program #8		Origin	
Zoo Clues E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
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	
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	13	16	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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.			
Title of Digital Core Program #9		Origin	
Animal Atlas E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
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	
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	13	16	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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.			
Title of Digital Core Program #10		Origin	
Animal Science E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
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	120	0	
Length of Program	Age of Target Audience		

	From	To	E/I Symbol Used as Required
30 minutes	13	16	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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.			
Title of Digital Core Program #11			Origin
Safari Tracks E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
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
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	13	16	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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 programs concluding segment contains a sardonically toned mock quiz that serves as reinforcement and review of the material covered in the program.			
Title of Digital Core Program #12			Origin
Thomas Edison's Secret Lab E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
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
Length of Program	Age of Target Audience		E/I Symbol Used as Required
	From	To	
30 minutes	8	11	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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.			
Title of Digital Core Program #13			Origin
Secret Millionaire's Club E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
Mondays - Fridays / 9:00 pm and 9:30 pm PT	120		0

Length of Program		Age of Target Audience		E/I Symbol Used as Required
		From	To	
30 minutes		8	12	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
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.				
Title of Digital Core Program #14				Origin
Fishronaut E/I Qubo				Network
Regular Schedule		Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
Saturdays and Sundays / 7:00 am and 7:30 am ET		120		0
Length of Program		Age of Target Audience		E/I Symbol Used as Required
		From	To	
30 minutes		3	6	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
Fishronaut 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.				
Title of Digital Core Program #15				Origin
Timothy Goes to School E/I Qubo				Network
Regular Schedule		Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
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		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				
The programs 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.				
Title of Digital Core Program #16				Origin
Jacob Two-Two E/I Qubo				Network
Regular Schedule		Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
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		0
Length of Program		Age of Target Audience		

	From	To	E/I Symbol Used as Required
30 minutes	4	8	Y
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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.			
Title of Digital Core Program #17			Origin
Pearlie E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
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		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			
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.			
Title of Digital Core Program #18			Origin
Marvin and the Tap Dancing Horse E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		Number of Pre-emptions
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		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			
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.			
Title of Digital Core Program #19			Origin
Jacob Two Two 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	52		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			
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.			
Title of Digital Core Program #20			Origin
Jane and the Dragon 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	52		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			
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.			
Title of Digital Core Program #21			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 CT Saturdays and Sundays / 8:00 pm and 8:30 pm MT	52		0

Saturdays and Sundays / 7:00 pm and 7:30 pm PT			
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			
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.			

Other Matters

NEXT QUARTER – Q3 2017

Title of Digital Core Program #1			Origin
Doki E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
Mondays - Fridays / 7:00 am and 7:30 am ET	130		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	2	5	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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.			
Title of Digital Core Program #2			Origin
Harry and His Bucket Full of Dinosaurs E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
Mondays - Fridays / 8:00 am and 8:30 am ET Mondays - Fridays / 7:00 am and 7:30 am CT	130		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	2	5	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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.			

Title of Digital Core Program #3		Origin	
Fishtronaut E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
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		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	3	6	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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.			
Title of Digital Core Program #4		Origin	
Meteor and the Mighty Monster Trucks E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
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		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	3	5	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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 #5		Origin	
Nutri Ventures E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
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		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	4	8	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			

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.			
Title of Digital Core Program #6			Origin
Dive Olly Dive E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
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		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	4	7	
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 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.			
Title of Digital Core Program #7			Origin
Animal Science E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
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		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	13	16	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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.			
Title of Digital Core Program #8			Origin
Animal Atlas E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
Mondays - Fridays / 6:00 pm and 6:30 pm ET Mondays - Fridays / 5:00 pm and 5:30 pm CT	130		

Mondays - Fridays / 4:00 pm and 4:30 pm MT Mondays - Fridays / 3:00 pm and 3:30 pm PT				
Length of Program		Age of Target Audience		
		From	To	
30 minutes		13	16	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
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.				
Title of Digital Core Program #9				Origin
Safari Tracks E/I Qubo				Network
Regular Schedule		Total Times Aired at Regularly Scheduled Time		
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 MT Mondays - Fridays / 4:00 pm and 4:30 pm PT		130		
Length of Program		Age of Target Audience		
30 minutes		From	To	
		13	16	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
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 programs concluding segment contains a sardonically toned mock quiz that serves as reinforcement and review of the material covered in the program.				
Title of Digital Core Program #10				Origin
Jakers E/I Qubo				Network
Regular Schedule		Total Times Aired at Regularly Scheduled Time		
Mondays - Fridays / 9:00 pm and 9:30 pm CT Mondays - Fridays / 8:30 pm and 8:30 pm MT Mondays - Fridays / 7:00 pm and 7:30 pm PT		130		
Length of Program		Age of Target Audience		
30 minutes		From	To	
		4	8	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
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.				

Title of Digital Core Program #11		Origin	
Raggs E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
Saturdays and Sundays / 7:00 am and 7:30 am ET	130		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	3	6	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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 #12		Origin	
Timothy Goes to School E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
Saturdays and Sundays / 8:00 am and 8:30 am ET Saturdays and Sundays / 7:00 am and 7:30 am CT	130		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	2	5	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
The programs 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.			
Title of Digital Core Program #13		Origin	
Mickey's Farm E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
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	130		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	2	6	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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 #14		Origin	
Marvin and the Tap Dancing Horse E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
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		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	4	8	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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.			
Title of Digital Core Program #15		Origin	
Adventures from the Book of Virtues E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
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	52		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	4	8	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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 #16		Origin	
Zoo Clues E/I Qubo		Network	
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
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		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	13	16	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			

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.			
Title of Digital Core Program #17			Origin
Secret Millionaire's Club E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
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		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	8	12	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
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.			
Title of Digital Core Program #18			Origin
Thomas Edison's Secret Lab E/I Qubo E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
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		
Length of Program	Age of Target Audience		
	From	To	
30 minutes	8	11	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
Thomas Edison's Secret Lab 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.			
Title of Digital Core Program #19			Origin
Nutri Ventures E/I Qubo E/I Qubo			Network
Regular Schedule	Total Times Aired at Regularly Scheduled Time		
Saturdays and Sundays / 6:00 pm and 6:30 pm ET Saturdays and Sundays / 5:00 pm and 5:30 pm CT Saturdays and Sundays / 4:00 pm and 4:30 pm MT Saturdays and Sundays / 3:00 pm and 3:30 pm PT	52		

Length of Program		Age of Target Audience		
		From	To	
30 minutes		4	8	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
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.				
Title of Digital Core Program #20				Origin
Jacob Two-Two E/I Qubo E/I Qubo				Network
Regular Schedule		Total Times Aired at Regularly Scheduled Time		
Saturdays and Sundays / 7:00 pm and 7:30 pm ET Saturdays and Sundays / 6:00 pm and 6:30 pm CT Saturdays and Sundays / 5:00 pm and 5:30 pm MT Saturdays and Sundays / 4:30 pm and 4:30 pm PT		52		
Length of Program		Age of Target Audience		
		From	To	
30 minutes		4	8	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
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.				
Title of Digital Core Program #21				Origin
Sherlock Holmes in the 22nd Century E/I Qubo				Network
Regular Schedule		Total Times Aired at Regularly Scheduled Time		
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		
Length of Program		Age of Target Audience		
		From	To	
30 minutes		6	11	
Describe the educational and informational objective of the program and how it meets the definition of Core Programming				
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.				