

## 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.

### ION Television – QUBO BLOCK

*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:     3 Hours**

Title of Digital Core Program #1		Origin	
The Choo Choo Bob Show E/I (ION Television)		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Wednesdays 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT	26	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.			
Title of Digital Core Program #2		Origin	
Raggs E/I (ION Television)		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	
Thursdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT	26	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 #3		Origin	
Doki E/I (ION Television)		Network	
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>	<b>Number of Pre-emptions</b>	

Fridays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT	26	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.			

**Other Matters**

**NEXT QUARTER – Q2 2017**

<b>Title of Digital Core Program #1</b>			<b>Origin</b>
The Choo Choo Bob Show E/I (ION Television)			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Wednesdays 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT	26		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	4	11	
<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 #2</b>			<b>Origin</b>
Raggs E/I (ION Television)			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Thursdays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT	26		
<b>Length of Program</b>	<b>Age of Target Audience</b>		
	<b>From</b>	<b>To</b>	
30 minutes	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 #3</b>			<b>Origin</b>
Doki E/I (ION Television)			Network
<b>Regular Schedule</b>	<b>Total Times Aired at Regularly Scheduled Time</b>		
Fridays / 8:00 am and 8:30 am ET/PT or 7:00 am and 7:30 am CT/MT	26		
<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>			
<p>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.</p>			

