

Federal Communications Commission  
Washington, DC 20554

Approved by OMB  
3060-0754

## FCC 398 Children's Television Programming Report

Report reflects information for the filing period ending: 09/30/2010 Filed on: 10/12/2010

Call Sign	Channel Numbers	Community of License			
		City	State	County	ZIP Code
<b>KASW</b>	(analog)	<b>PHOENIX</b>	<b>AZ</b>	<b>MARICOPA</b>	<b>85013</b>
	<b>61</b> (digital)				
Licensee Name					
<b>KASW, INC.</b>					
Network Affiliation		Nielsen DMA	Licensee World Wide Web Home Page Address (if applicable)		
<b>CW</b>		<b>Phoenix</b>	<b>www.azfamily.com/cw6</b>		
Facility ID	Previous Call Sign (if applicable)			License Renewal Expiration Date	
<b>7143</b>				<b>2014-10-01</b>	

### Analog Core Programming

2. State the average number of hours of Core Programming per week broadcast by the station. See 47 C.F.R. §73.671(c).
3. (a) Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.673?  
(b) Identify publishers who were sent information in 3(a).
4. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

*[There are no analog core program reports.]*

### Non-Core Educational and Informational Programming

5. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and informational program.  
*[There are no analog non-core program reports.]*

### Sponsored Core Programming

6. List Core Programs, if any, aired by other analog stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.  
*[There are no analog sponsored core program broadcast reports.]*  
*[There are no analog sponsored core program detail reports.]*

### Digital Core Programming

7. (a) State the average number of hours of Core Programming per week broadcast by the station on its main program stream. **3.00 hours**
- (b) Did the Licensee broadcast on its main digital program stream the same Children's Core Programming provided on its analog channel? **N**

- (c) If Yes to 7(b), the Licensee certifies that the representations and children's program information provided with respect to its analog channel apply equally with respect to its main digital program stream.  
If No to 7(c), submit as an Exhibit a Statement of Explanation.

N
<a href="#">View Statement of Explanation</a>
168.00 hours
3.00 hours
Y

- 8. (a) State the average number of hours per week of free over-the-air digital video programming broadcast by the station on other than its main program stream.
- (b) State the average number of hours per week of Core Programming broadcast by the station on other than its main program stream. See 47 C.F.R. §73.671.
- 9. (a) Does the Licensee provide information identifying each Core Program aired on its station, including an indication of the target child audience, to publishers of program guides as required by 47 C.F.R. §73.673?
- (b) Identify publishers who were sent information in 9(a).

**ARIZONA REPUBLIC NEWSPAPER, DISPLAY SYSTEMS INTERNATIONAL, FYI TELEVISION, TITAN TV, TV GUIDE, TV GUIDE CHANNEL, TV MEDIA AND TRIBUNE MEDIA SERVICES**

- 10. Complete the following for each program that you aired during the past three months that meets the definition of Core Programming. Complete chart below for each Core Program.

Title of Digital Core Program #1		Origin	
<b>MAGICAL DOREMI</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SAT 7:00AM 7/03/10 - 07/17/10</b>	<b>3</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>3 years</b>	<b>7 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>MAGICAL DOREMI encourages children to develop healthy attitudes and social awareness. However the creative imaginary situations depicted provide children with safe environments to practice and rehearse prosocial behaviors. The non threatening Witchlings address situations that children encounter at school, playground and home. Characters Dorie, Reanne and Mirabelle are empowered by their unique talents and personal courage to explore the challenges of emerging friendships and group cooperation. The girls all share a core set of positive values and ideals: tolerance, respect, friendship, loyalty and compassion. The target age are children 3-7.</b>			

Title of Digital Core Program #2		Origin	
<b>CUBIX: ROBOTS FOR EVERYONE</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SAT 7:00AM 07/24/10 - 09/25/10</b>	<b>10</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>6 years</b>	<b>11 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<b>The year is 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs evil world and Connor and the Botties learn lessons of right and wrong. teamwork, courage and problem solving during their adventures to thwart Dr. Ks evil schemes to take control of Bubble Towns robots. Each member of the Botties face life scenrios that commonly affect children today; feeling alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. The target age children 6-11.</b>			

Title of Digital Core Program #3		Origin	
<b>WINX CLUB</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SAT 7:30AM 07/03/10 - 07/17/10</b>	<b>3</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>6 years</b>	<b>11 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>WINX CLUB utilizes fairy castles, magical caverns and timeless villages as a backdrop for coming-of-age lessons, group problem-solving, cooperative investigations and the important social and emotional learning opportunities that children need to develop the valuable emotional competencies of resilience, empathy and self-confidence. In each episode, as a conflict arises, the fairies pool their unique capabilities to find a solution comprised of the sum total of their special talents. Life scenarios that commonly worry children, from feeling vulnerable and powerless to being lost or separated from loved ones, are enacted throughout the series and a variety of practical behavioral solutions are presented. WINX CLUB promotes the development of social skills, with actions such as speaking kindly to others, doing good for ones community, and managing anger appropriately, integrated into the shows humor. These social competencies are now considered legitimate and necessary objectives of school curricula. The program is regularly scheduled and airs between the hours of 7:00am and 10:00 pm. The program is 30 minutes in length, and is identified as an educational and informational show, targeted to 6 - 11 year olds, at the beginning and through each broadcast and in listings provided to publishers of program guides.</b></p>			

Title of Digital Core Program #4		Origin	
<b>CUBIX: ROBOTS FOR EVERYONE</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SAT 7:30AM 07/24/10 - 09/25/10</b>	<b>10</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>6 years</b>	<b>11 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>The year is 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs evil world and Connor and the Botties learn lessons of right and wrong. teamwork, courage and problem solving during their adventures to thwart Dr. Ks evil schemes to take control of Bubble Towns robots. Each member of the Botties face life scenrios that commonly affect children today; feeling alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. The target age children 6-11.</b></p>			

Title of Digital Core Program #5		Origin	
<b>WHAT'S UP QUE PASA</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUN 8:00AM 07/04/10 - 09/05/10</b>	<b>10</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>

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

**WHAT'S UP QUE PASA is a fast-paced bilingual, multicultural show with an emphasis on language development, cross-cultural awareness and positive health choices. Each week the show theme is introduced through a hip combination of rap and humor.**

Title of Digital Core Program #6		Origin	
<b>M@D ABOUT...</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUN 8:00AM 09/12/10 - 09/26/10</b>	<b>3</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>

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

**M@d About is a weekly, half-hour sketch comedy/variety show aimed at educating and entertaining kids. Episodes use a creative mixture of humor, improv, animation, and viewer generated video. Mad About conveys important messages about Life Skills such as personal finance, health & nutrition, fitness, conservation and decision making in a fun and entertaining way. Each TV episode relies on a small company of skilled comedic actors to explore significant topics within a subject area. It incorporates comic monologues, sketch and improv comedy, eye catching animation, music videos, humorous man on the street interviews, and viewer created questions about lifes issues. Targets teens 13-16**

Title of Digital Core Program #7		Origin	
<b>B IN TUNE</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUN 8:30AM 07/04/10 - 09/05/10</b>	<b>10</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>

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

**Provides teen audiences with insight into all aspects of the music industry: songwriting, publishing, management, producing, recording studios, manufacturing, publicity, touring, and merchandising. B In Tune TV is supported by the United states Congress-Department of Education. An entertaining approach to keeping today's youth informed about what's happening in the world of music while being FCC-safe programming (E/I 13-16). Each story teaches a new and creative musical lesson with relevance in the musical world for traditional curriculum. Younger viewers learn about instruments, experiment with computers to encourage them to further pursue music in college or careers.**

Title of Digital Core Program #8		Origin	
<b>DRAGONFLY TV</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUN 8:30AM 09/12/10 - 09/26/10</b>	<b>3</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>

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

Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCCs Childrens Programming requirements for children ages 13-16. The programs highlight children doing projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own.

Title of Digital Core Program #9		Origin	
<b>DRAGONFLY TV</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUN 9:00AM 07/04/10 - 09/05/10</b>	<b>10</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCCs Childrens Programming requirements for children ages 13-16. The programs highlight children doing projects with real hands-on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own.</p>			

Title of Digital Core Program #10		Origin	
<b>9TH PERIOD</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUN 9:00AM 09/12/10 - 09/26/10</b>	<b>3</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>9th PERIOD is a series for teens that teaches positive consequences of thought and action when combined with friendships effective influences. This series is comprised of three friends who meet every day after school to discuss the days events. Their exchanges are witty and on par with the subject matter of the social interaction that todays children experience. These three friends are more than friends, they are amateur sleuths. Each show presents a mystery that the children solve by the end of that show. Problem solving, working together toward a common goal, ethics, and morals are conveyed through the thoughts, words, and actions of these three characters: Peyton, Connor, and Meg. Every child will see him/herself in these characters. Peyton, Connor, and Meg share their daily trials and triumphs as they face the following together: bullies-both cyberspace and in your face; thievery, learning difficulties, family conflicts, adversity in and out of the classroom, homelessness, hidden agendas in places as small as the schoolyard to their favorite restaurant, and as large as the town itself. Children will see their worlds mirrored on the small screen. They will also observe alternative ways to handle stress, learning difficulties, and the variety of endless manners that the group mentality, when positively united, can spread good in the world. Target Age Group: 13 to 16 year olds</p>			

Title of Digital Core Program #11	Origin

<b>GLADIATOR 2000</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUN 9:30AM 07/04/10 - 09/12/10</b>	<b>11</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>Gladiator 2000 is a health focused, educational and dynamic sport competition with a very clear message for kids aged 13-16: develop a healthy body and a healthy mind. Both body and mind are nurtured in the program. Teams composed of kids are competing against each other in various games that require an alert and agile body. Each team has a professional body builder (Gladiator), as coach. The program is interspersed with mini educational lessons that address health, structure and function of the human body, and environment. The games proposed in Gladiator 2000 are not only physical but also intellectual challenges. Quizzes that assess the content of the mini lessons are embedded into the games as well. Other topics like geography, language arts, literature and science are quizzed in a dynamic relay race. This is a nice touch, because children viewing the program from home can participate in the mental challenges by testing their own skills. The nice blend of physical and mental challenge reinforces the programs message that children learn better if they are eating healthy food and practicing some kind of physical activity. In fact, each participant in Gladiator 2000 is presented not only by her/his name but also by her/his favorite sport and favorite school subject.</b></p>			

Title of Digital Core Program #12		Origin	
<b>JACK HANNA ANIMAL ADVENTURE</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUN 9:30AM 09/26/10</b>	<b>1</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>Host Jack Hanna spends time with nature's creatures across continents. The purpose of educating children 13-16 about each animals, habitat, and environment.</b></p>			

Title of Digital Core Program #13		Origin	
<b>JACK HANNA ANIMAL ADVENTURE</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUN 12:00PM 07/04/10 - 09/19/10</b>	<b>12</b>	<b>0</b>	
Length of Program	Age of Target Audience		E/I Symbol Used As Required
	From	To	
<b>30 minutes</b>	<b>13 years</b>	<b>16 years</b>	<b>Y</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p><b>Host Jack Hanna spends time with nature's creatures across continents. The purpose of educating children 13-16 about each animals, habitat, and environment.</b></p>			

11. (a) Does the Licensee certify that at least 50% of the Core Programming counted toward meeting the additional programming guideline (applied to free video programming aired on other than the main program stream) did not consist of program episodes that had already aired within the previous seven days either on the station's main program stream or on another of the station's free digital program streams?

<b>N</b>
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- (b) If No, submit as an Exhibit a Statement of Explanation setting forth the number of repeats in excess of the repeat limit and the times and dates the episodes involved were aired.

[View Statement of Explanation](#)

### Non-Core Educational and Informational Programming

12. Complete the following for each program that you aired during the past three months that is specifically designed to meet the educational and informational needs of children ages 16 and under, but does not meet one or more elements of the definition of Core Programming. See 47 C.F.R. §73.671. Complete chart below for each additional such educational and information program.

Title of Digital Non-Core Program #1		Origin	
<b>THE REAL WINNING EDGE</b>		<b>SYNDICATED</b>	
Regular Schedule	Total Times Aired at Regularly Scheduled Time	Number of Pre-emptions	
<b>SUN 12:30PM 07/04/10 - 09/19/10</b>	<b>12</b>	<b>0</b>	
Length of Program	Age of Target Audience		
<b>30 minutes</b>	From		To
	<b>13 years</b>		<b>16 years</b>
Does the program have educating and informing children ages 16 and under as a significant purpose?			<b>Y</b>
If Yes, does the Licensee identify each program by displaying throughout the program the symbol E/I?			<b>Y</b>
Does the Licensee provide information regarding the program, including an indication of the target child audience, to publishers of program guides consistent with 47 C.F.R. §73.673?			<b>Y</b>
Description of Program			
<b>The Winning Edge delivers to our nation's youth the kind of entertainment value they enjoy watching, while promoting a value system that enforces a strong source of purpose and worthiness. The Winning Edge television series includes three profiles of young athletic achievers per 30 minute episode. Challenger Films seeks to inspire youth to seek a life of integrity and character. Each program features a celebrity to introduce teen role models. Target audience teens 13-16. Educational objectives to encourage teens to overcome past mistakes, turn weaknesses into strengths, deal with peer pressure, put others first, cope with family issues and to always do your best.</b>			
Date and Time Aired (if preempted and rescheduled)			

### Sponsored Core Programming

13. List Core Programs, if any, aired by other stations that are sponsored by the Licensee and that meet the criteria set forth in 47 C.F.R. §73.671. Also indicate whether the amount of total Core Programming broadcast by another station increased.

*[There are no digital sponsored core program broadcast reports.]*

*[There are no digital sponsored core program detail reports.]*

### Other Matters

14. Complete the following for each analog and digital program that you plan to air for the next quarter that meets the definition of Core Programming. Complete chart below for each Core Program, identifying whether it is to be broadcast on the station's analog or digital channel or both channels.

Title of Planned Core Program #1	Origin
<b>CUBIX: ROBOTS FOR EVERYONE</b>	<b>SYNDICATED</b>
Regular Schedule	Total Times to be Aired

SAT 7:00AM 10/02/10 - 12/25/10		13	
Length of Program		Age of Target Audience	
30 minutes		From	To
		6 years	11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>The year is 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs evil world and Connor and the Botties learn lessons of right and wrong. teamwork, courage and problem solving during their adventures to thwart Dr. Ks evil schemes to take control of Bubble Towns robots. Each member of the Botties face life scenrios that commonly affect children today; feeling alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. The target age children 6-11.</p>			

Title of Planned Core Program #2		Origin	
CUBIX: ROBOTS FOR EVERYONE		SYNDICATED	
Regular Schedule		Total Times to be Aired	
SAT 7:30AM 10/02/10 - 12/25/10		13	
Length of Program		Age of Target Audience	
30 minutes		From	To
		6 years	11 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>The year is 2040 in Bubble Town where robots outnumber humans. The series centers around a 13 year old boy named Connor, his robot Cubix, and the members of a special club known as Botties. Each member of the Botties has their own robot with a unique characteristic. The robots are friendly, efficient and function in imaginative ways to help make Bubble Town a great place to live. But it's a good vs evil world and Connor and the Botties learn lessons of right and wrong. teamwork, courage and problem solving during their adventures to thwart Dr. Ks evil schemes to take control of Bubble Towns robots. Each member of the Botties face life scenrios that commonly affect children today; feeling alone, insecure and vulnerable, fear of failure, and overcoming uncertainties and phobias. The target age children 6-11.</p>			

Title of Planned Core Program #3		Origin	
M@d ABOUT...		SYNDICATED	
Regular Schedule		Total Times to be Aired	
SUN 8:00AM 10/03/10 - 12/26/10		13	
Length of Program		Age of Target Audience	
30 minutes		From	To
		13 years	16 years
Describe the educational and informational objective of the program and how it meets the definition of Core Programming			
<p>M@d About is a weekly, half-hour sketch comedy/variety show aimed at educating and entertaining kids. Episodes use a creative mixture of humor, improv, animation, and viewer generated video. Mad About conveys important messages about Life Skills such as personal finance, health &amp; nutrition, fitness, conservation and decision making in a fun and entertaining way. Each TV episode relies on a small company of skilled comedic actors to explore significant topics within a subject area. It incorporates comic monologues, sketch and improv comedy, eye catching animation, music videos, humorous man on the street interviews, and viewer created questions about lifes issues. Targets teens 13 to 16</p>			

Title of Planned Core Program #4		Origin	

<b>DRAGONFLY TV</b>	<b>SYNDICATED</b>	
Regular Schedule	Total Times to be Aired	
<b>SUN 8:30AM 10/03/10 - 12/26/10</b>	<b>13</b>	
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>Dragonfly TV is a weekly half-hour science television series that meets the educational and informational objectives of the FCCs Childrens Programming requirements for children ages 13 to 16. The programs highlight children doing projects with real hands on experience and demonstrates practical applications of mathematics and science. It introduces young viewers to a variety of scientific disciplines and challenges them in critical thinking and problem solving skills, while providing valuable information to reach answers. Each episode is engaging, entertaining and educational in structure, allowing children to investigate science on their own.</b></p>		

Title of Planned Core Program #5	Origin	
<b>9TH PERIOD</b>	<b>SYNDICATED</b>	
Regular Schedule	Total Times to be Aired	
<b>SUN 9:00AM 10/03/10 - 12/26/10</b>	<b>13</b>	
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>9th PERIOD is a series for teens that teaches positive consequences of thought and action when combined with friendships effective influences. This series is comprised of three friends who meet every day after school to discuss the days events. Their exchanges are witty and on par with the subject matter of the social interaction that todays children experience. These three friends are more than friends, they are amateur sleuths. Each show presents a mystery that the children solve by the end of that show. Problem solving, working together toward a common goal, ethics, and morals are conveyed through the thoughts, words, and actions of these three characters: Peyton, Connor, and Meg. Every child will see him/herself in these characters. Peyton, Connor, and Meg share their daily trials and triumphs as they face the following together: bullies-both cyberspace and in your face; thievery, learning difficulties, family conflicts, adversity in and out of the classroom, homelessness, hidden agendas in places as small as the schoolyard to their favorite restaurant, and as large as the town itself. Children will see their worlds mirrored on the small screen. They will also observe alternative ways to handle stress, learning difficulties, and the variety of endless manners that the group mentality, when positively united, can spread good in the world. Target Age Group: 13 to 16 year olds</b></p>		

Title of Planned Core Program #6	Origin	
<b>MYSTERY HUNTERS</b>	<b>SYNDICATED</b>	
Regular Schedule	Total Times to be Aired	
<b>SUN 9:30AM 10/03/10 - 12/26/10</b>	<b>13</b>	
Length of Program	Age of Target Audience	
<b>30 minutes</b>	From	To
	<b>13 years</b>	<b>16 years</b>
Describe the educational and informational objective of the program and how it meets the definition of Core Programming		
<p><b>Mystery Hunters features hosts Araya and Christina investigate real life reports of mysteries such as ghosts, monsters, vampires and UFOs. They use scientific rigour to try to find</b></p>		

plausible explanations for the sightings and eye-witness accounts that trigger their investigations. In another section of the show, *Doubting Dave*, a scientist played by David Acer, is featured in two segments; the first attempts to explain mysterious personal experiences that have been emailed in by viewers, in a feature called "V-Files", the second segment teaches viewers a way to create your own versions of the mysteries in the show in his "Mystery Lab" segment. The show aims to teach critical observation, analytical thinking and scientific testing to encourage children to question the world around them. Through travel and investigation of ancient mysteries; focusing on history, culture, geography and international customs. Target teens 13 to 16

15. Does the Licensee publicize the existence and location of the station's Children's Television Programming Reports (FCC 398) as required by 47 C.F.R. §73.3526(e)(11)(iii)?

**Y**

16. Identify the licensee's children's programming liaison.

Name		Telephone Number
<b>MARK DEMOPOULOS</b>		<b>602-207-3302</b>
Address		E-mail Address
<b>5555 N. 7TH AVE</b>		<b>mdemopoulos@azfamily.com</b>
City	State	ZIP Code
<b>PHOENIX</b>	<b>AZ</b>	<b>85013</b>

17. Include any other comments or information you want the Commission to consider in evaluating your compliance with the Children's Television Act (or use this space for supplemental explanations). This may include information on any other non-core educational and informational programming that you aired this quarter or plan to air during the next quarter, or any existing or proposed non-broadcast efforts that will enhance the educational and informational value of such programming to children. See 47 C.F.R. §73.671, NOTES 2 and 3.

**To clarify the channel number listed above, KASW operates on RF Channel 49. Channel 61 is its virtual channel, by which it is known to its viewers.**

WILLFUL FALSE STATEMENTS MADE ON THIS FORM ARE PUNISHABLE BY FINE AND/OR IMPRISONMENT (U.S. CODE, TITLE 18, SECTION 1001), AND/OR REVOCATION OF ANY STATION LICENSE OR CONSTRUCTION PERMIT (U.S. CODE, TITLE 47, SECTION 312(a)(1)), AND/OR FORFEITURE (U.S. CODE, TITLE 47, SECTION 503).

I certify that the statements in this application are true, complete, and correct to the best of my knowledge and belief, and are made in good faith.

Name of Licensee	Signature
<b>KASW, INC</b>	
Date	
<b>10/12/2010</b>	