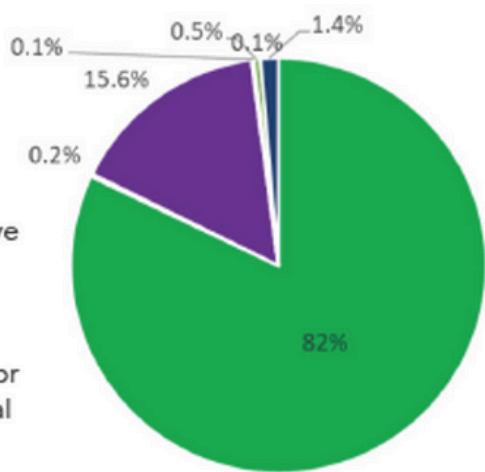




Demographics

This district population is approximately 82% Hispanic/Latino, 15.6% Black/African American, 0.2% White, 0.1% Asian American/ Pacific Islander, 0.1% Native American/Native Alaskan, and 0.5% Native Hawaiian/ Pacific Islander. In addition, 1.4% of students are two or more races. Almost 66% of children are eligible for a federal free and reduced-price meal program, and 28.6% of children are English-language learners.



- Hispanic/Latino
- White
- Black/African American
- Asian American/Pacific Islander
- Native American/Native Alaskan
- Native Hawaiian/Pacific Islander
- 2+ Races

Implementation

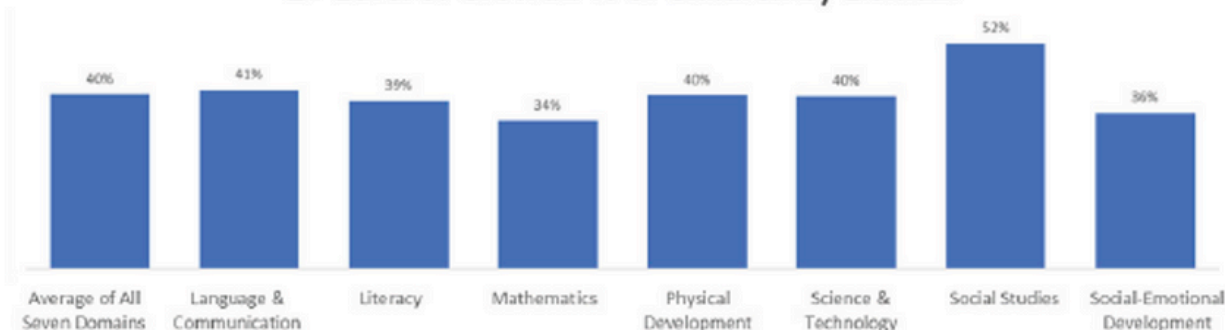
A total of 587 pre-K-aged children used Ignite by Hatch™ as an instructional resource during the 2021–2022 academic year. Of the schools in this district, 100% (N = 16) are set up and participating in Ignite, with 100% of classes (N = 40) having 100% of their children set up to engage with Ignite. This is the district's second year using Ignite, and it received professional development training during its first year.



Growth and Progress

For this district, the goal was for children to reach kindergarten readiness. The skills in Level 4 in Ignite are aligned to widely used Kindergarten Entry Assessments. The following graph represents the percentage of children who, at the end of the academic year, reached Level 3 (starting at Level 1) or higher. On average, 40% of children have already shown at least two levels of growth across all seven domains and are on track to reach kindergarten readiness in Ignite.

2+ Level of Growth: % of Children by Domain



This data also shows that there is an opportunity to continue leveraging Ignite beyond this academic year into kindergarten with these children so they can continue to build knowledge and gain skills through more rigorous experiences.

Utilization

There were zero schools in this district that showed no playtime over the course of this academic year. On average, children engaged with Ignite for 550.72 minutes. This level of engagement represents 51% of the 1080-minute goal (30 minutes per week, per child) for the approximately 36 weeks this district used Ignite (during the time that this data was collected [September 2021–June 2022]). The schools that utilized Ignite with fidelity were more likely to show growth than those that utilized Ignite less than the recommended amount of time.

Total Playtime & Average Level Reached (All 7 Domains)



ABOUT IGNITE

Ignite by Hatch™ is a digital learning platform anchored in a child-facing app that delivers engaging, research-based learning experiences through a dynamic digital play environment. Built to promote growth and development across seven domains, Ignite supports children's progression through up to eight skill levels. Ignite delivers real-time child data to inform daily individualized instruction and provides evidence for developmentally appropriate assessment systems.

Our research shows that when children engage with Ignite for 30 minutes per week, on average, this leads to growth of two levels across our domains of learning in 6 months. Our levels progress from pre-foundational through early elementary (Levels 1–8) and are aligned to state standards for pre-K- and kindergarten-aged children. Ignite bridges the gap between preschool and kindergarten and allows kindergarten children to independently practice skills to prepare them for first grade.