

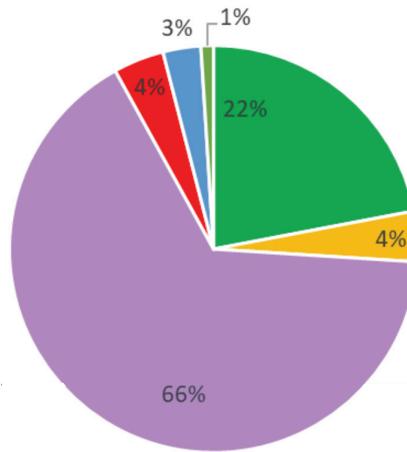
CUSTOMER SUCCESS DATA STORY



Head Start Program FLORIDA

Demographics

The population of this Head Start program is 22% Hispanic/Latino, 4% White, 66% Black/African American, 4% Asian American/Pacific Islander, 1% Native American/Native Alaskan, and 3% are two or more races.



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

Implementation

A total of 1,268 pre-K-aged children used Ignite by Hatch™ as an instructional resource during the 2021–2022 academic year. This Head Start program received professional development training upon implementation and two other times during the year. Of the schools in this district, 100% (N = 20) are set up and participating in Ignite, with 100% of its children set up. This Head Start program also leveraged HatchSync® to automatically share documentation from Ignite to Teaching Strategies GOLD®. This academic year, it shared almost 60,000 documents through children’s independent engagement with Ignite.

Teaching Strategies GOLD®

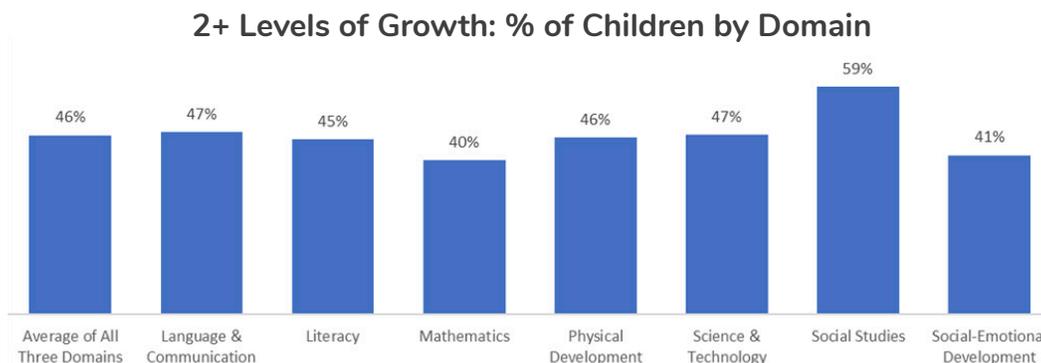
Total Documents Sent:

59075

[Manage HatchSync Connection ▶](#)

Growth and Progress

The skills in Level 4 in Ignite are aligned to widely used Kindergarten Entry Assessments. The following graph represents the percentage of children that reached Level 3 (starting at Level 1) or higher by the end of this academic year. On average, 46% of children have shown two levels of growth across all seven Domains and are on track to reach kindergarten readiness in Ignite.



This data also shows that Ignite can help Head Start programs prepare children for school readiness and support documentation of ongoing observations of children’s growth. This data also shows Ignite could be beneficial beyond this academic year and help children to continue building knowledge and skills in an engaging digital learning environment.

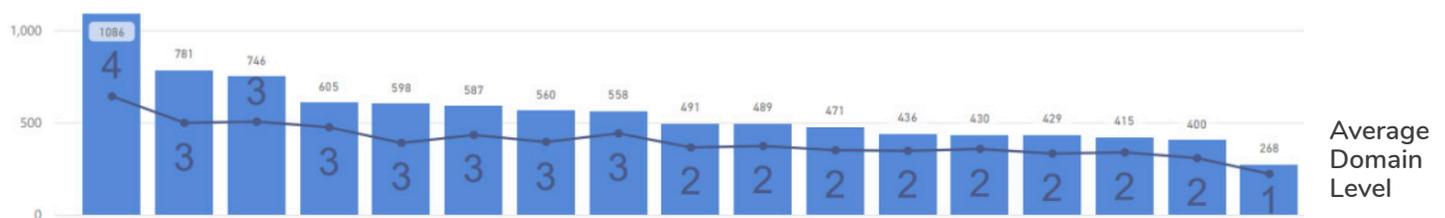
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Head Start Program FLORIDA

Utilization

There were zero schools in this program that showed no playtime over the course of this academic year. On average, children engaged with Ignite for 521.15 minutes. This level of engagement represents 48% of the 1,080-minute goal (30 minutes per week, per child) for the approximately 36 weeks this Head Start program used Ignite. 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.

