

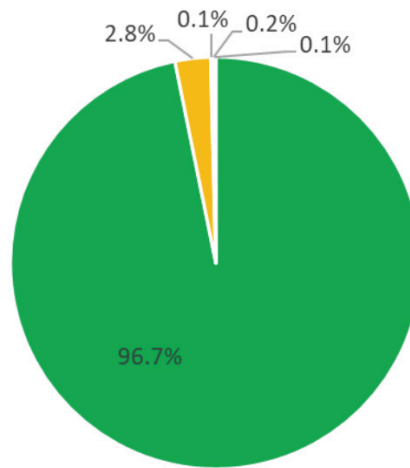
# CUSTOMER SUCCESS DATA STORY



## Kindergarten Urban District SOUTHWEST

### Demographics

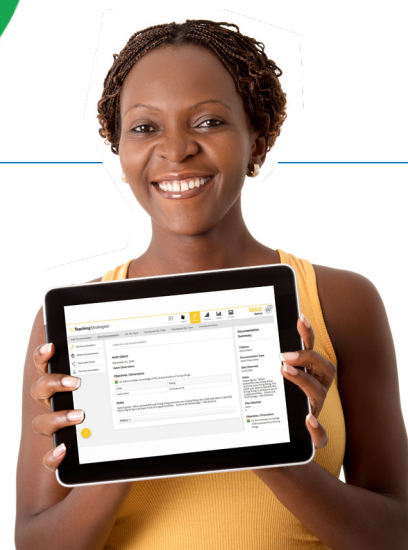
This district population is approximately 96.7% Hispanic/Latino, 2.8% White, 0.2% Asian American/ Pacific Islander, 0.1% Black/African American, and 0.1% are two or more races. About 55% of children are eligible for a federal free and reduced-price meal program, and 25.5% of children are English-language learners.



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

### Implementation

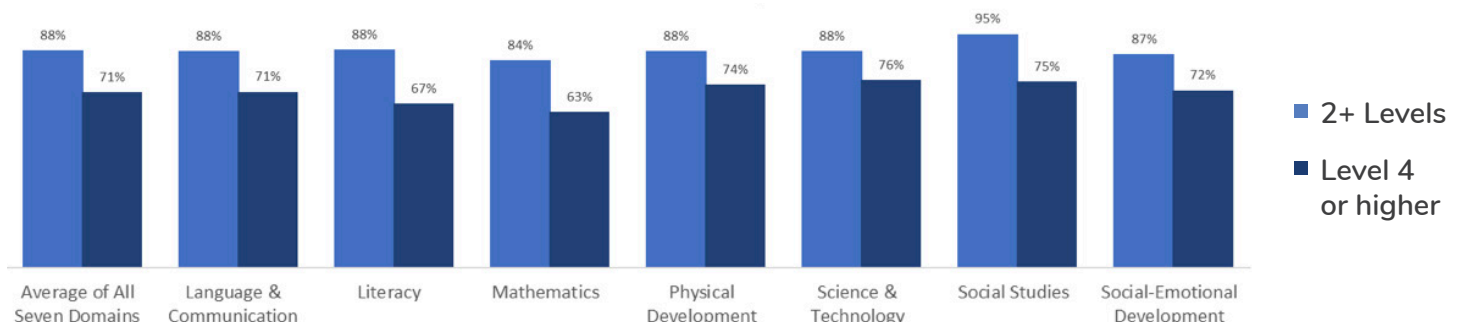
A total of 171 kindergarten-aged children used Ignite by Hatch™ as an instructional resource during the 2021–2022 academic year. This district received a professional developmental training from Hatch™ in November 2021, and this data is from the time period after training through May 2022. Of the schools (N = 9) in this district, 100% are set up and participating in Ignite, with all classes at a rate of 100% for child set up.



### Growth and Progress

The following graph represents the percentage of children that, by the end of the pilot, reached Level 3 (starting at Level 1) or higher. In only 6 months, the majority of children, 88%, reached two levels of growth or higher, on average, across the seven domains of learning in Ignite. On average, 71% of children have already shown at least three levels of growth or higher across all seven domains and are on track to reach kindergarten readiness in Ignite.

Growth: % of Children by Domain



This data is promising and shows kindergarten-aged children can achieve grade-readiness goals using Ignite and that, over the course of an academic year, children can continue to build knowledge and gain skills through more rigorous experiences.

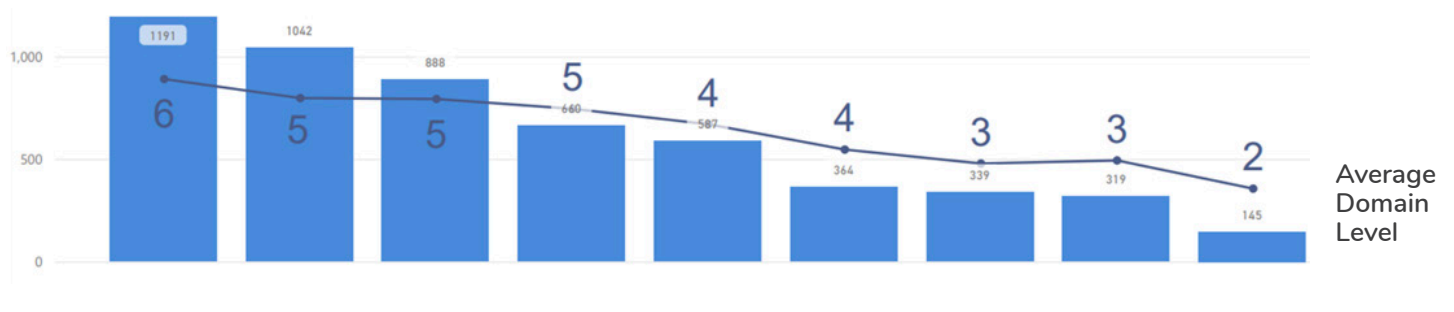
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## Kindergarten Urban District SOUTHWEST

### 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 625.02 minutes. This level of engagement represents 94.7% of the 660-minute goal (30 minutes per week, per child) for the approximately 22 weeks this district used Ignite (at the time that this data was collected). 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.



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