

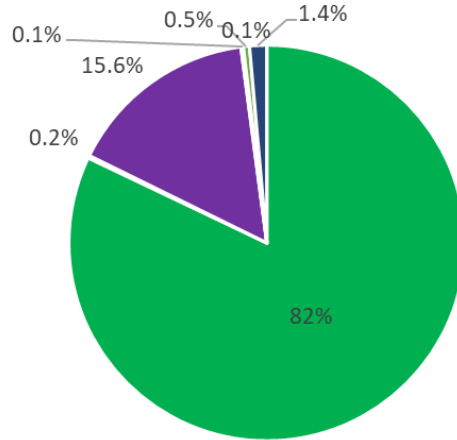
CUSTOMER SUCCESS DATA STORY



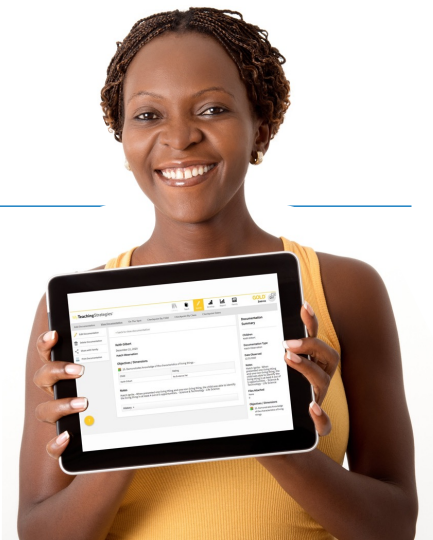
Rural School District
FLORIDA

Demographics

This district population is approximately 64.6% Hispanic/Latino, 19.6% are White and 13.9% are Black or African American, .6% are Asian American, .5% are American Indian/Alaskan Native and .7% are two or more races. 71% of children are eligible for federal free and reduced-price meal program.



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



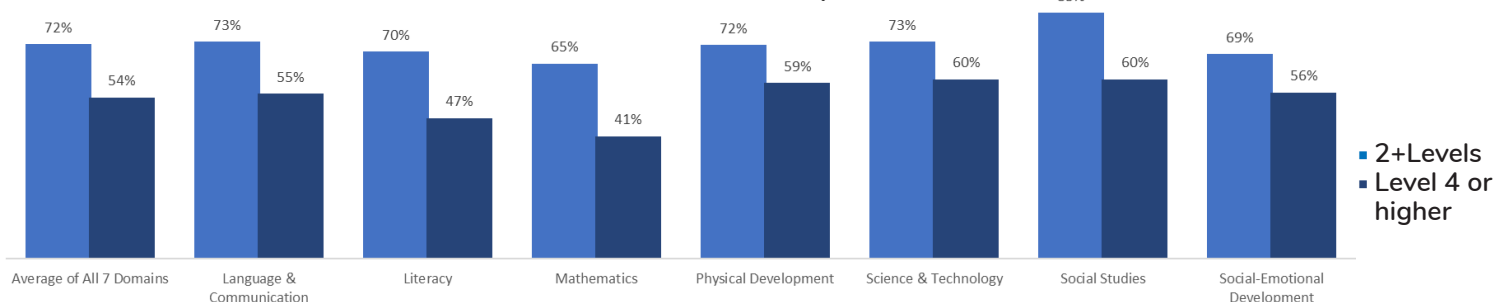
Implementation

A total of 233 pre-k aged children used Ignite™ as an instructional resource during the 2021-2022 academic year. 100% of the schools (n=7) in this district are set-up and participating in Ignite with 13 classes out of the 14 who have 100% of their children set up. This is the district's second year using Ignite and received professional development training during their first year.

Growth and Progress

The graph below represents the percentage of children who, at the end of the school year, reached Level 3 (starting at Level 1) or higher. Additionally, for this district, their goal was for children to reach kindergarten readiness. The skills in Level 4 in Ignite are aligned to widely used Kindergarten Entry Assessments. Most children, 54%, already reached kindergarten readiness on average across the 7 domains of learning in Ignite. On average, 72% of children have shown at least 2 Levels of growth across all 7 domains and are on track to reach kindergarten readiness in Ignite.

Growth: % of Children by Domain



Even with this impressive growth, this data shows there is still an opportunity to use Ignite beyond this school year with these children so they can continue to build knowledge and gain skills through more rigorous experiences.

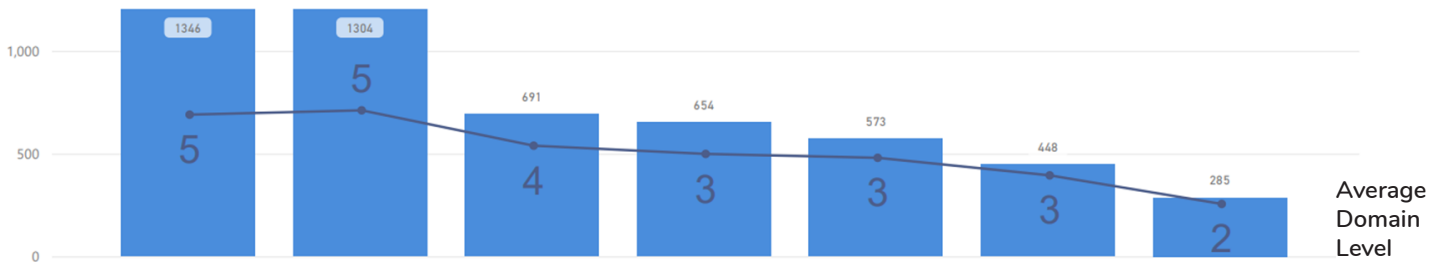
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Utilization

There were zero schools in this district that showed no playtime over the course of this school year. On average, children engaged with Ignite by Hatch™ for 818.98 minutes. This level of engagement represents 76% of the 1080-minute goal (30 minutes per week per child) for the approximately 36 weeks of the school year. The schools who utilized Ignite with fidelity were more likely to show growth than those who utilized Ignite less than recommended.

Total Playtime & Averal 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 by Hatch supports children's progression through up to eight skill levels. Ignite by Hatch 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, on average, for 30 minutes per week, this leads to growth of 2 Levels across our domains of learning in 6 months. Our Levels progress from pre-foundational through early elementary (Levels 1-8) 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 1st grade.

The following is a high-level report of an urban district in the Southwest part United States who found success for the children in their Kindergarten schools by using Ignite in a pilot.