

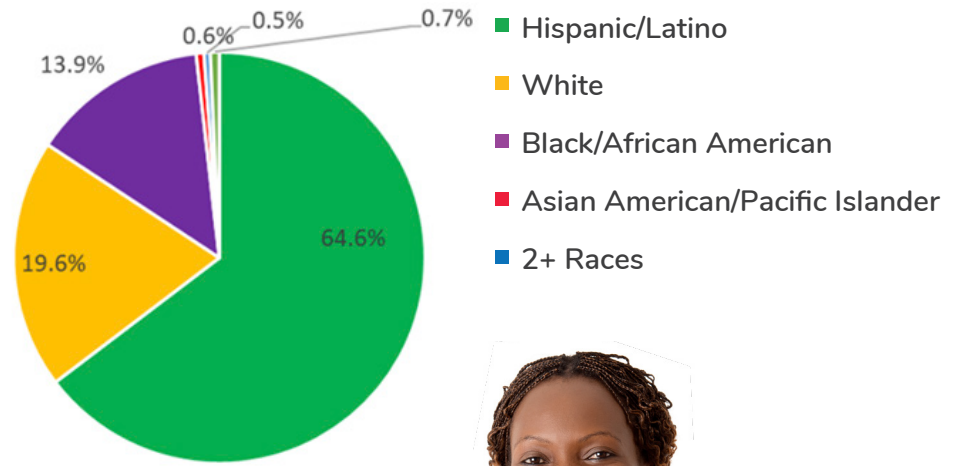
# CUSTOMER SUCCESS DATA STORY



Rural School District  
FLORIDA

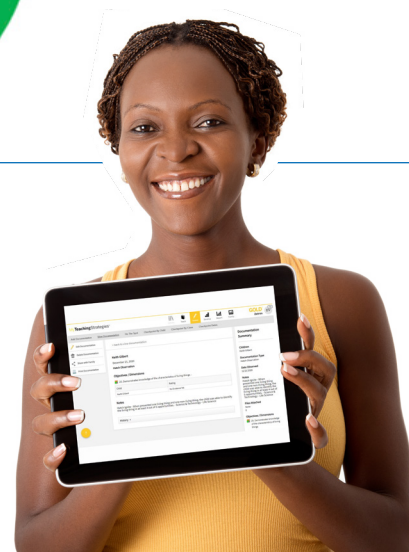
## Demographics

This district population is approximately 64.6% Hispanic/Latino, 19.6% White, 13.9% Black/African American, 0.6% Asian American/Pacific Islander, 0.5% Native American/Native Alaskan, and 0.7% are two or more races. More than 70% of children are eligible for a federal free and reduced-price meal program.



## Implementation

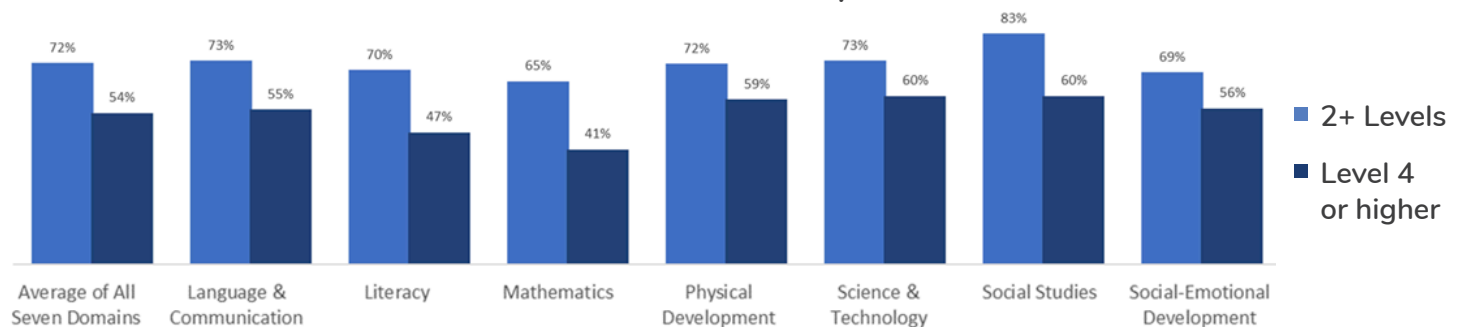
A total of 233 pre-K-aged children used Ignite by Hatch™ as an instructional resource during the 2021–2022 academic year. Of the schools in this district, 100% (N = 7) are set up and participating in Ignite, with 13 out of the 14 classes having 100% of their children set up. This is the district's second year using Ignite, and it received professional development training during its first year.



## Growth and Progress

The following graph 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, the goal was for children to reach kindergarten readiness. The skills in Level 4 in Ignite are aligned to widely used Kindergarten Entry Assessments. On average, most children, 54%, already reached kindergarten readiness across the seven domains of learning in Ignite. On average, 72% of children have shown at least two levels of growth across all seven 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 academic year with these children so they can continue to build knowledge and gain skills through more rigorous experiences.

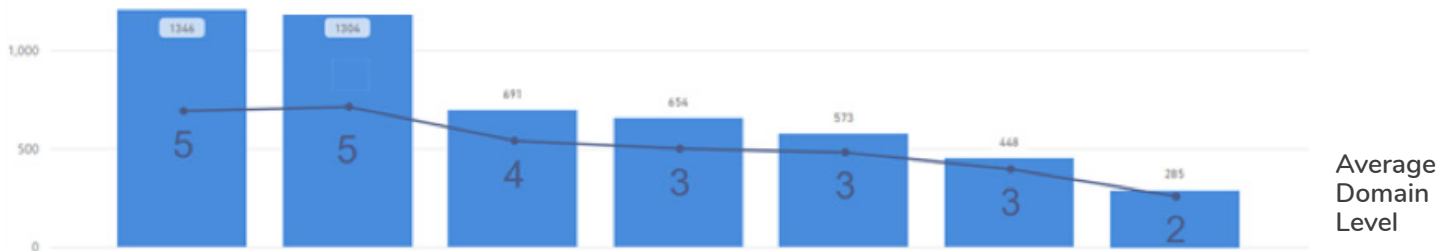
# CUSTOMER SUCCESS DATA STORY

## Rural School District FLORIDA

### 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 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 academic year. 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 by Hatch 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.

