# **CUSTOMER SUCCESS DATA STORY**

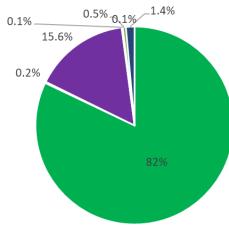




### Urban School District CALIFORNIA

## Demographics

This district population is approximately 82%, Hispanic/Latino, 15.6% are Black or African American, .2% are White, 0.1% Asian or Asian/ Pacific Islander, 0.1% American Indian or Alaska Native, and 0.5% Native Hawaiian or other Pacific Islander. In addition, 1.4% of students are two or more races. 65.9% of children are eligible for federal free and reducedprice meal program and 28.6% of children are English language learners.



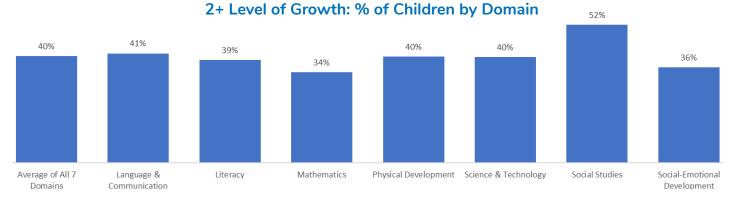
- Hispanic/Latino
- White
- Black/African American
- Asian American/Pacific Islander
- Native American/Native Alaskan
- Native Hawaiian/Pacific Islander
- 2+ Races

### Implementation

A total of 587 pre-k aged children used Ignite<sup>™</sup> as an instructional resource during the 2021-2022 academic year. 100% of the schools (n=16) in this district are set-up and participating in Ignite with 100% of classes (n=40) who have 100% of their children set up to engage with Ignite. This is the district's second year using Ignite and received professional development training during their first year.

### **Growth and Progress**

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. 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. On average, 40% of children have already shown at least 2 Levels of growth across all 7 domains and are on track to reach kindergarten readiness in Ignite.



This data also shows that there is an opportunity to continue leveraging Ignite beyond this school year into kindergarten 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<sup>™</sup> 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 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.





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