

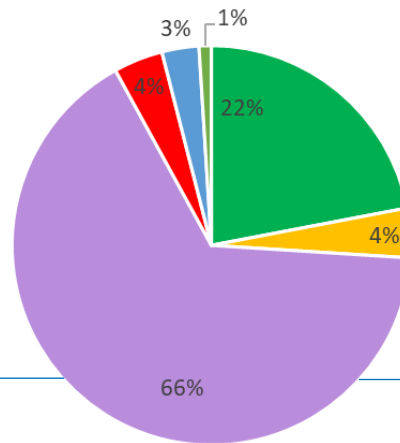
CUSTOMER SUCCESS DATA STORY



Urban School District
FLORIDA

Demographics

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



- 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™ as an instructional resource during the 2021-2022 academic year. This Head Start received professional development training upon implementation and two other times during the year. 100% of the schools (n=20) in this district are set-up and participating in Ignite with 100% of their children set up. This Head Start also leveraged HatchSync to automatically share documentation from Ignite to Teaching Strategies GOLD. This school year they shared almost 60,000 documents through children's independent engagement with Ignite.

Teaching Strategies GOLD[®]

Total Documents Sent:

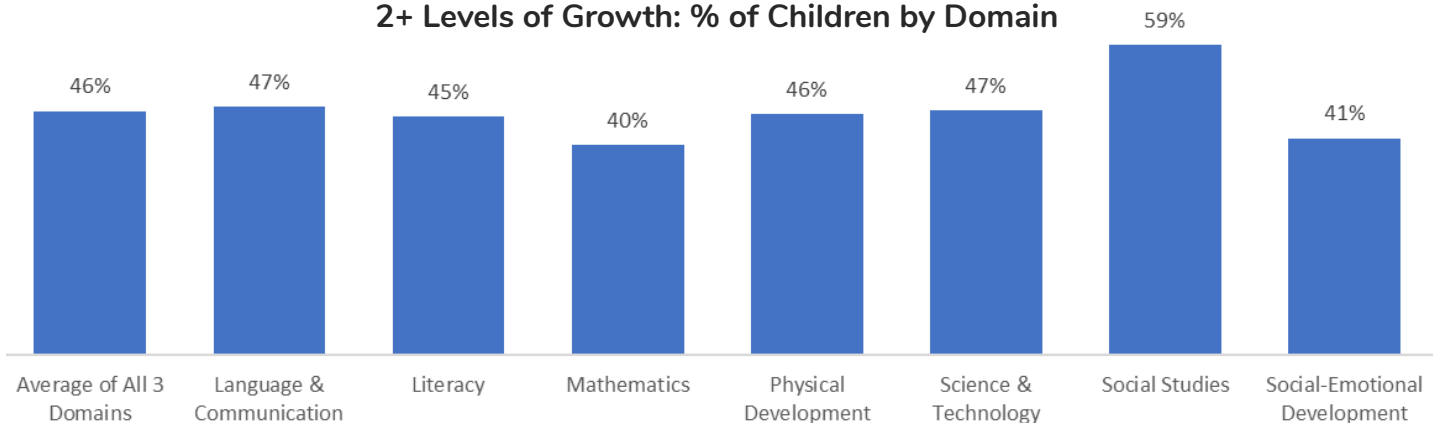
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[Manage HatchSync Connection ▶](#)

Growth and Progress

The skills in Level 4 in Ignite are aligned to widely used Kindergarten Entry Assessments. The graph below represents the percentage of children who reached Level 3 (starting at Level 1) or higher by the end of this school year. On average, 46% of children have shown 2 Levels of growth across all 7 Domains and are on track to reach kindergarten readiness in Ignite.

2+ Levels of Growth: % of Children by Domain



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

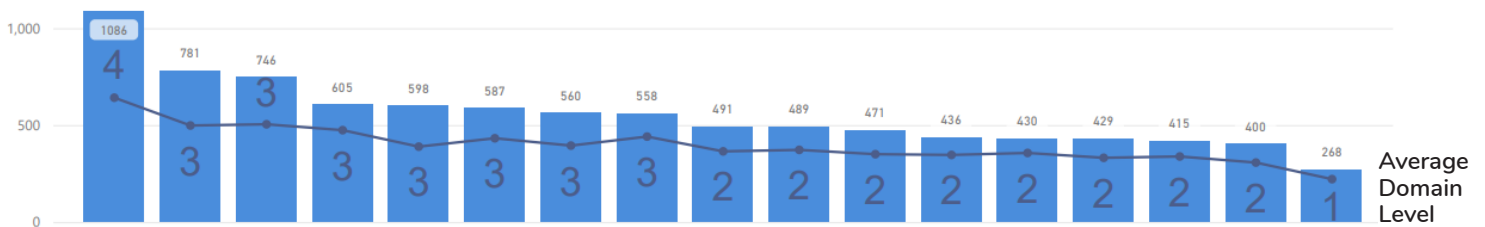
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Utilization

There were zero schools in this program that showed no playtime over the course of this school year. On average, children engaged with Ignite by Hatch™ 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 used Ignite. The schools who utilized Ignite with fidelity were more likely to show growth than those who utilized Ignite less than recommended.

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 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.