

Research Summary for Florida Educators

Unlock the full potential of early learning with Ignite by Hatch and witness joyful discovery in students' minds.

Ignite by Hatch™ is a dynamic digital platform that sparks the joy of education in early learners. Aligned with standards and backed by research, it promotes growth in key areas like math, literacy, and child development. Teachers gain evidence-based insights, saving time on planning and assessment. With real-time data informing teachers, they are empowered to personalize small-group instruction and classroom activities. Below, Hatch researchers have summarized the most relevant data from various research projects conducted in the last couple of years.

Ignite is grounded in research.

- Ignite by Hatch received the Digital Promise certification for its research-based design.
- Ignite is grounded in a game-based approach, which supports learning by motivating children, allowing them to make mistakes, and providing engaging opportunities for children to reflect on those experiences (Rajesh et al., 2021).
- Because children remember information best when it is spaced out (Vlach et al., 2008), Ignite never presents children with the same skill to practice back-to-back.
- Ignite employs a gradual release model (I do, we do, you do) to introduce novel or challenging skills to children, recognizing that scaffolding these concepts on their existing knowledge allows children to surpass their current understanding (Dore & Zimmermann, 2020).

The Ignite design is valid.

- Analyses conducted by a third-party psychometrician on the 2022-2023 Ignite school year data reveal that Ignite content is educationally valid, such that children only see content that is appropriate for where they are at in their learning journey.
- Ignite follows a valid development progression, such that Ignite experiences are hardest for 3-year-olds and easiest for 5-year-olds, as would be expected based on children's developmental progress.
- Ignite levels have a valid design, with pass rates decreasing as the difficulty level increases.

Key Findings

- Ignite is grounded in research.
- The Ignite design is valid.
- Ignite is engaging for children.
- Ignite is easy for educators to use.
- Educators see learning gains as a result of using Ignite.
- The data shows that Ignite supports learning too.
- Ignite can further support learning through connected learning opportunities at home.

- These strong validity results speak to the strength and expertise of our content team, and show that the content children see is appropriate for them and accurately assesses their skills.

Ignite is engaging for children.

- Engagement is a critical component of the learning process. If children are not engaged by educational content, they will not learn it (Hirsh-Pasek et al., 2015).
- A Fall 2023 survey of 214 Ignite-using educators from across the United States showed that 80% of educators believe their students are excited to play Ignite and have fun while they play.
 - One educator responded, "Standards-based instruction in the format of a game, with the avatar, is fun and students' enjoyment motivates me to promote use." - Administrator, Collier Child Care Resources
 - Another educator responded, "I also like using Ignite because the children seem interested and excited to learn about the content that is on there. It also helps that they get to "win" outfit choices for their avatar. They like dressing them up after they reach the three stars for their treasure chest. I think that Ignite offers a lot of cool experiences the children can learn and grow from that they might not be getting from my curriculum." - Teacher, Allegheny Intermediate Unit

Ignite is easy for educators to use.

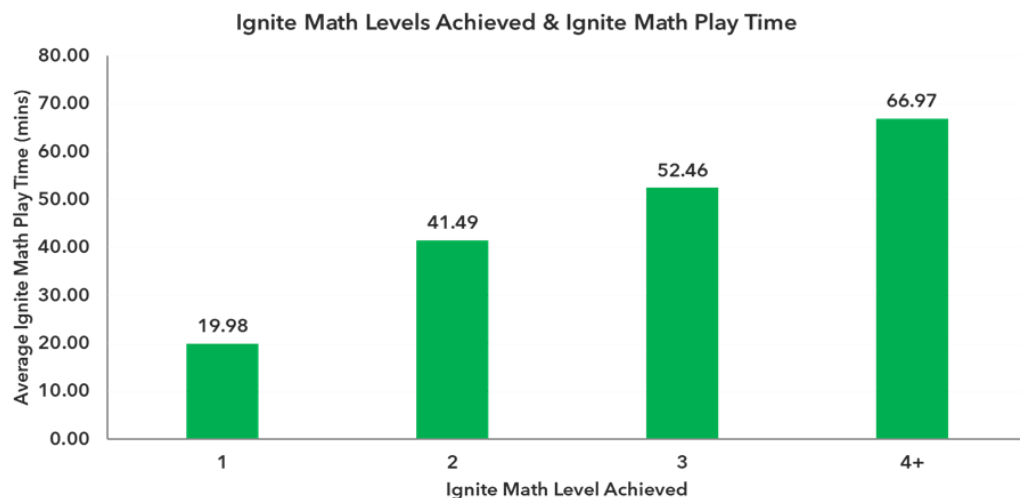
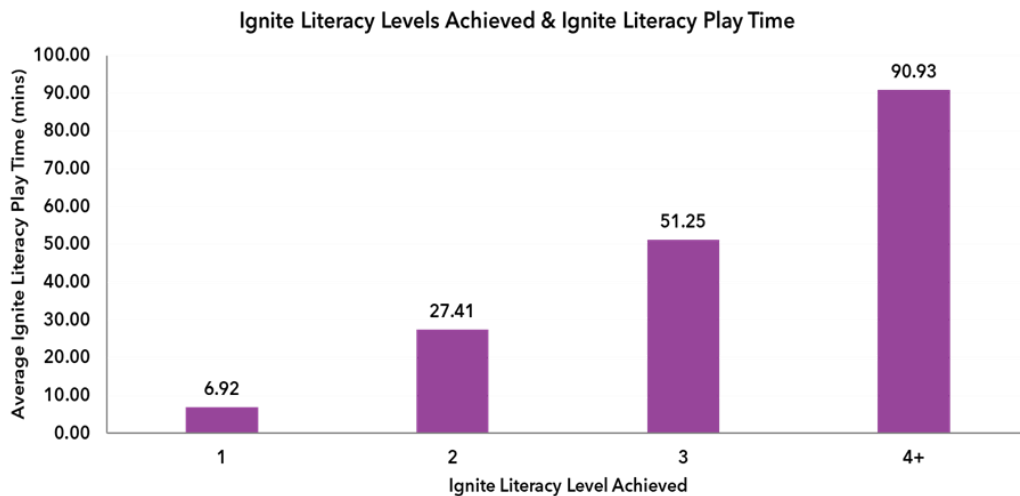
- Educators are also motivated and excited to implement Ignite in their classrooms because it is easy to use and saves them time.
- A Fall 2023 survey of 214 Ignite-using educators from across the USA, showed that 75% of educators like the way Ignite works and find it easy to fit into their instructional day, and 84% feel that Ignite saves them time.
 - A major reason Ignite saves educators time is because it automatically collects data on children's progress in the supplemental curriculum, displays that data in Insights by Hatch™, our educator dashboard, and syncs that data with Teaching Strategies GOLD.
 - One educator in the Allegheny Intermediate Unit said, "I like how Ignite drops the progress of what my students are learning right into GOLD. This helps me get data that I might not be able to gather in the classroom that week. For example, I have seen that a lot of the skills being explored through Ignite help with the science and social studies criteria that GOLD is looking for. This helps me get the students exposed to this information in a different way."
 - Another teacher at Ebenezer Community Development Corp said, "I feel that the sync with GOLD provides an independent asset to what we may see in the classroom, especially for children with limited verbal ability and challenges for more advanced children - one 5-year-old had information on GOLD that was at the 2nd grade level!! His parents were so proud when I gave them a copy of the report."

Educators see learning gains as a result of using Ignite.

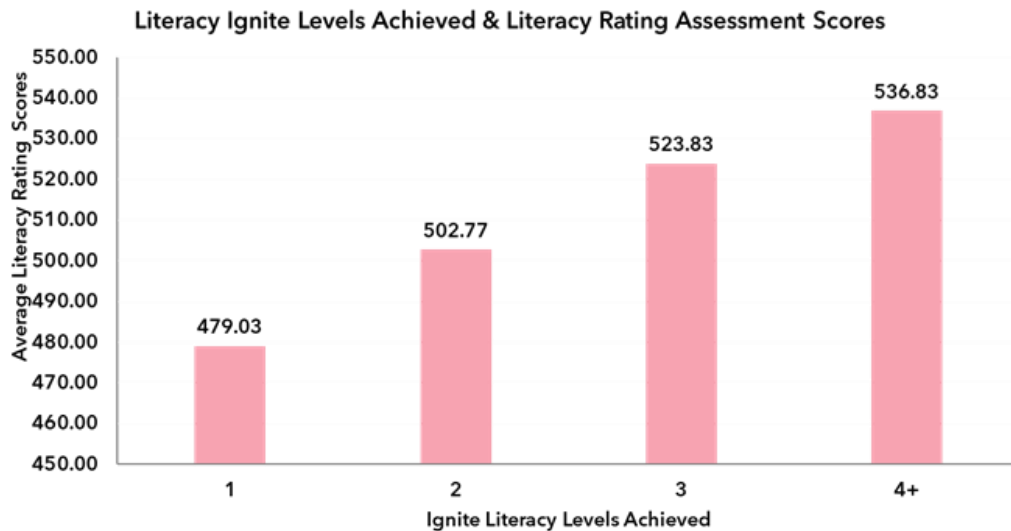
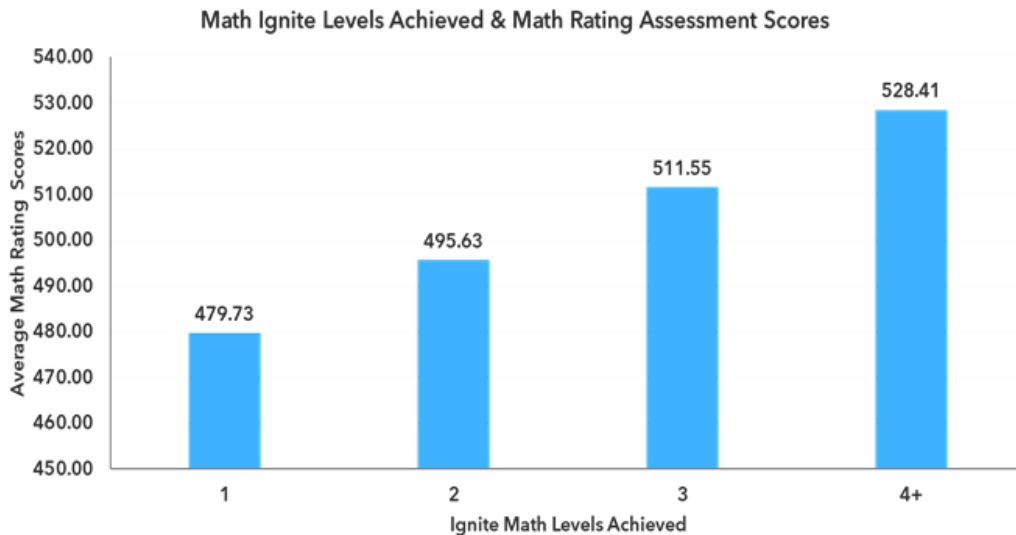
- 80% of educators in a Fall 2023 survey reported that Ignite prepares the children in their class for kindergarten.
- 88% of educators feel that Ignite supports children in practicing a diverse set of skills, such that children gain exposure to new content, skills, and knowledge as they play.

The data shows that Ignite supports learning too.

- Beyond educators' *perceptions* of Ignite supporting learning, data shows that Ignite *does play a role* in children's early learning.
- Ignite is certified by LXD Research to have promising ESSA evidence.
- A recent report on the implementation of Ignite during the 2021-2022 school year written by a third-party researcher demonstrated that the more time children spend engaging in Ignite, the more progress they make toward kindergarten-ready levels in the Ignite system (Lambert, 2022).

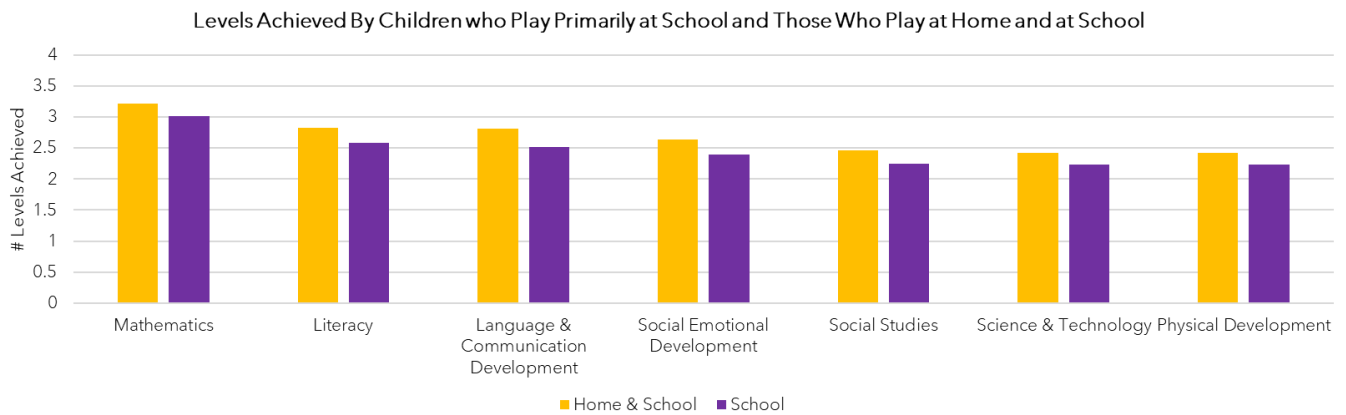


- One recent report on Ignite implementation throughout the Georgia Department of Early Care and Learning Summer Transition Program shows that the progress children achieve in Ignite is associated with their literacy and mathematics skills as measured by an external assessment (LXD Research & Hatch Early Learning, 2023). Essentially, children who achieved higher Ignite levels also were rated by their teachers to have stronger mathematics and literacy skills at the end of the summer. This promising evidence highlights the potential transferability of learning from Ignite to real-world developmental skills.



Ignite can further support learning through connected learning opportunities at home.

- More recent data shows that learning does not have to stop at school and that opportunities to use Ignite at home support continued learning outside of the classroom.
- Examined Ignite progress for 63,780 3- to 5-year-old children during the 2022-2023 school year.
- Children playing both at home and at school passed an average of 2.7 levels.
- Children primarily playing at school passed an average of 2.5 levels.
- Indicates that children engaging with Ignite both at school and at home exhibit greater progress toward kindergarten readiness compared to those who primarily engage only at school.



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