



What is Ignite by Hatch?

It is a digital platform designed to grow Kindergarten readiness skills. Our 3's & 4's programs encouraged to use the Hatch Tablets 30 minutes a week. Hatch uses play-based learning strategies (called Ignite) to assess and offer games to help each specific child with their own personal learning journey.

Teachers and caregivers can log into Hatch Insights to see how the children are doing. Hatch Insights also offers various strategies for additional support.

Technology in our preschool rooms are purely supplemental. Children are always invited to play on it if they would like and never have to.

What are our students working on?

Right now, our students are starting their digital learning journey by learning things about their communities, living things vs non living things, learning breathing exercises, identifying healthy foods, subitizing, spatial relationships, matching, and learning introductions to rhyming.

Hatch covers a variety of skills from science to social emotional to health & fitness, etc., so this is just the beginning!

Data & What it Means

Below, you will see the progress of our 3 Academies. They just started using Ignite in early September. Most of our students have completed their assessments and are now working through the first level of skills.

Each number below corresponds to a level of expectation Hatch has for its users. Level 1 & 2 are for the younger learners or newly enrolled learners. Level 3 is what Hatch expects kids to know at the end of their year in the 3's programs. Level 4 represents Kindergarten Readiness. Level 5 -7 are Kindergarten skills and Level 8 are skills seen in 1st grade. The number that you seen in the bar represents the average skill progress in that level. So, since we just started for the school year and have only played for just a couple of weeks, our Academies are at the beginning of level 1.

