

# Hatch Early Learning

Leverage the power of technology to fuel the success of every child!

Hatch prepares early learners for success by creating play-based technologies that engage and instruct children while providing teachers with data and curricular experiences to help each child succeed.

## our vision

Ignite lifelong learning to bring positive change to our society.

## our mission

Create thoughtful, innovate early learning solutions, fueled by research, so that every child is prepared for success in school.

## Child's play is serious work.

Assessing the individual kindergarten readiness of a classroom of pre-readers can be challenging. Hatch simplifies and accelerates Kindergarten Readiness by providing curricular experiences, through both child facing technology, and teacher led experiences, to help individualize instruction for the children in their classroom.

Hatch ensures all assessment data collected is available in real-time, objective, and can be compared across programs.

Kids should be kids, which means they should play. Children enjoy Hatch experiences as they are mastering seven domains of childhood development.



# Ignite by Hatch

## Kindergarten Readiness Accelerator

By providing children 30 minutes a week to play with the child-facing technology, and teacher led experiences, teachers are provided with data necessary to individualize instruction for the children in their classroom.

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## A path to Kindergarten Readiness with clear road signs.

The ongoing curricular experiences:

- Are aligned to Kindergarten Readiness standards
- Provide valid and reliable real-time data
- Enable objective and actionable reporting

The content making up the curricular experiences and sequencing encompass seven learning domains and 34 sub-domains.

- Social Studies
- Science and Technology
- Social-Emotional Development
- Physical Development
- Phonological Awareness and Phonics
- Mathematics
- Language and Communication Development

Each sub-domain contains five skill levels: Beginning, Emerging, Intermediate, Accomplishing, and Proficient.



The curricular experiences are short, with one experience ranging from two to three minutes, and begin with the easiest skill level, and progress to harder skills over the five levels, with Kindergarten Readiness represented by Level 4.

Kindergarten Readiness represents the basic skills research says is necessary to be successful in kindergarten.

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## The 7 Learning Domains of Ignite

### Social Studies

When children study Social Studies they learn how to be researchers and critical thinkers. The subdomains include Self-Identity as well as community awareness.

### Science and Technology

Children, in this domain, learn to engage in scientific thinking. Skills such as life, physical and earth science are provided to children, and they will learn simple tools in their world and how they are used.

### Social-Emotional Development

Strong social emotional skills are essential for success in school. For social emotional development children will learn about emotional functions and social problem solving.

### Language Development

Strong language skills are essential for children's success in school. The domain will cover skills such as listening and understanding, both receptive and expressive language, vocabulary and concepts of print.

### Physical Development

The physical development domain will cover subdomains including Self-Care, Nutrition, and Health and Safety.

### Mathematics

Research shows a clear link between early math skills and literacy success later in school. For mathematics children will learn skills such as counting, numeral recognition, comparing and ordering, addition, subtraction as well as spatial relations. Geometry, measurement, classifications and patterns are also covered in this domain.

### Phonological Awareness and Phonics

Phonological awareness is the most under taught skill in pre-K, nationwide. It is critical for children's later success in reading and writing. This domain will cover sentence segmenting, alliteration, alphabet knowledge, blending sounds, rhyming and comprehension.

The content found in these domains is presented to children through curricular experiences that are **research-based, aligned to standards,** and **produce objective real-time data and reporting.**

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## What is Ignite?

Ignite is a roadmap for Kindergarten Readiness, using child facing technology as a vehicle to provide **play-based curricular experiences**, as well as interactive, teacher-guided, experiences.

## So, what does an experience consist of?

**Domain:** Mathematics

**Subdomain:** Counting and Numeral Recognition

*Verbally reciting the number list without the presence of physical objects and recognizing written numerals from one to ten.*

**Skill Levels:**

- 1. Beginning:** Listens to verbal counting up to ten. Number words are said in the correct order with or without pausing between words
- 2. Emerging:** Repeats/recites number words aloud up to 20; in the correct order (and with pauses between each word)
- 3. Intermediate:** Repeats/recites the number words backwards in the correct order from ten to one.
- 4. Accomplishing (K-Readiness):** Names which number comes directly before or after in the count list.
- 5. Proficient:** Recognizes written numerals from one to ten.

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## Outcomes Reporting

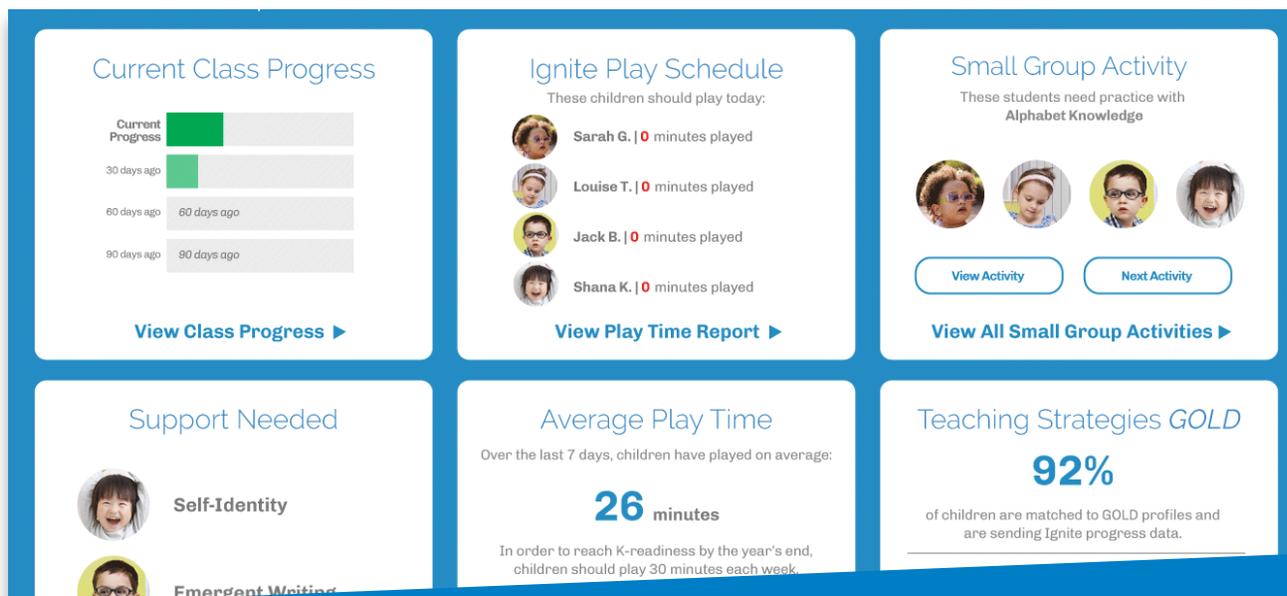
By allowing the children in your class to play for 30 mins each week, real time, objective data is produced and will enable the teacher to individualize for each child in her class.

The reports found within Insights inform teachers how children in their class are progressing towards Kindergarten Readiness.

Insights provides support to monitor the amount of time children are playing, and additional information that might be needed for the children in the classroom.

Insights is designed to make it easy for you to visualize kindergarten readiness progress at the child level and use reports to inform instruction.

This Insights dashboard uses interactive tiles to provide progress reports for teachers.



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## Technology in the Classroom

A hybrid approach of providing curricular experiences through child-facing technology and teacher interactions ensures all children are “Ready” for Kindergarten.

By providing children the opportunity to play 30 mins a week on Ignite’s child facing technology, teachers are ensuring kindergarten readiness curricular experiences are being provided to the children on an on-going basis.

The teacher is also being provided objective data, that is being collected and provided through real-time reporting, as well as information that highlights the domains or skills that need additional focus. Teachers are also provided curricular experiences to deliver in person, one-on one, or in a small group.

