



Tracking Progress for IgniteTable in Hatch Insights

Hatch Insights provides teachers and administrators with real-time, actionable data as your children play IgniteTable. To view this data, we recommend using a computer and logging into Hatch Insights at insights.hatchearlylearning.com with your email and password.

Enter your email and the password you created during setup then click Log In.

To track child progress in IgniteTable, we recommend starting with the child progress report to get a glimpse at progress for all the children in your class. To find the Child Progress Report, hover over IgniteTable Reports, then click Child Progress.

Let's breakdown the Child Progress report:

Child Progress - IgniteTable

Here you'll see that this report tells you how many IgniteTable games each child has played.

Number of IgniteTable Games Played per Child

- As a child plays more IgniteTable games, they have more opportunities to learn and demonstrate skills.
- Current Total number of games: 66
- If children replay games, then they may end up with more than the total

The total number of games in IgniteTable is found here.

Here you'll find filters, that you can use to customize your data.

The bars on the graph fill as children play games on IgniteTable. These children have only played 5 games which means they've only practiced 5 skills so far.

These children have played more than the total number of games. That means they have repeated some skills.

Name	Games Played
Alexander Andrews	5
Bailey Brembay	5
Connie Fahey	
Danny Parker	33
Lucio Parisian	
Guido Torphy	66
Kathy Goodwin	72
Jordan Wisoky	72
Reina Bradtke	72
Murray Swift	72

To see a more detailed view of the skills a child has played, click on the child's name.

When you click on a child's name, you'll be taken to their Child Skill Detail report. Here you can see the skill your child has played on IgniteTable and other information. Let's take a look:

hatch insights

Child Skill Detail: Henry Williams

At the top, you'll find playtime data that can help you determine if your child needs to play IgniteTable.

Henry made me while playing in IgniteTable!

Play Time Data

Time Played this School Week: 0 minutes
 Total Time Played: 36 minutes
 IgniteTable Progress Time: 36 minutes

Here you can find some filters and a skill color key. Colors blue, green, and orange indicate that the child has played the skill. We'll discuss the differences between these colors later.

Relationship Skills

Participations

Engagement

Social Problems

"Relationship Skills" is the domain while "Participation" is the subdomain of the skills found on the cards.

Each card tells you the skill the child practices when they play a game in IgniteTable. Each game focuses on 1 skill.

When you click on the arrow next to a colored card, you can expand the card and see more details about the child's play on IgniteTable. Let's look at each color type.

Blue Cards: Skill has been played on the table, but the teacher needs to determine if the child knows the skill.

Relationship Skills

Participation

Demonstrates willingness to participate in a group activity



Click here to expand the card for details.

Skill Observation Notes/Details

GAME: [Forest Finds 1](#)



CHILD PARTICIPATED?: Yes

RECORDING(S): [Forest Finds 1-1705077300](#)

This skill has not yet been confirmed, click the button below to add a skill observation for this child.

[Confirm Skill Observation](#)

IgniteTable can tell when children tap or drag objects on the screen. This green hand icon indicates that the table noticed these types of interactions from the child.

This green button will take you to a page where you can tell us "Yes, the child knows this skill" or "No, they do not know this skill."

Here you'll find the recording of play from IgniteTable. You can view this to help determine if the child has shown this skill

Green Cards: Skill has been played and the teacher determined the child knows the skill.

Engagement

Engages in prosocial behaviors with other children



Skill Observation Notes/Details

GAME: [Soccer Drills 1](#)



CHILD PARTICIPATED?: Yes



SKILL OBSERVED?: Yes

RECORDING(S): [Soccer Drills 1-1705077600](#)

You can click on the blue game name to learn more about the game the child played.

The eye icon indicates that the teacher has told us that the child did or did not perform the skill.

Here you'll find the recording of play from IgniteTable. If the child plays the skill again, then you'll see 2 recordings

Green cards will stay green unless an educator edits the card. If the child plays the skill again, it will not appear on your skill observation page since the skill has already been demonstrated by the child.

Orange Cards: Skill has been played and the teacher determined the child does not know the skill.

Recalls Information

Recalls one or more items removed from view



Skill Observation Notes/Details

[Edit info](#)

GAME: [Funny Bunny](#)



CHILD PARTICIPATED?: Yes



SKILL OBSERVED?: No

NOTES:

Did not notice anything missing.

RECORDING(S): [Funny Bunny-1705](#)

You can edit a green or orange card by clicking here. This will allow you to change your observation.

When you make skill observations on a different page, you can add notes. This is where you'll see those notes.

Orange cards will stay orange but, if the child plays the skill again, it will appear on your skill observation page so that the child has another chance to demonstrate the skill.