

Hatch® Technology Aligned to the Head Start Early Learning Outcomes Framework (2015)

Domain: Perceptual, Motor, and Physical Development

Head Start Outcome Framework	How Hatch® Technology Solutions Align
Sub-Domain: Health, Safety, and Nutrition	
<ul style="list-style-type: none"> • Goal P-PMP 4. Child demonstrates personal hygiene and self-care skills. • Goal P-PMP 5. Child develops knowledge and skills that help promote nutritious food choices and eating habits. 	<ul style="list-style-type: none"> • There are activities in TeachSmart that focus on personal hygiene and care. They are found in the <i>Daily Questions</i> area. • Both TeachSmart and iStartSmart All-in-One and mobile solutions include activities to promote nutrition and healthy eating habits. <ul style="list-style-type: none"> ◦ In TeachSmart they are: <i>Healthy & Unhealthy Foods, You Are What You Eat, Daily Questions - Food</i> ◦ In the iStartSmart they are: <i>Henry's Hideout - Create a Healthy Lunch</i> and <i>Backyard Garden Themes - Learn About Vegetables</i>
Sub-Domain: Gross Motor	
<ul style="list-style-type: none"> • Goal P-PMP2. Child uses perceptual information to guide motions and interactions with objects and other people. 	<ul style="list-style-type: none"> • Children engage in gross motor activities while using Hatch technology: <ul style="list-style-type: none"> ◦ While engaged in classroom activities using TeachSmart, children actively participate with full body movement. ◦ WePlaySmart requires that children stand, reach, pull and use other gross motor body movements to complete the activities.
Sub-Domain: Fine Motor	
<ul style="list-style-type: none"> • Goal P-PMP3. Child demonstrates increasing control, strength, and coordination of small muscles. 	<ul style="list-style-type: none"> • All Hatch technology develops fine motor skills: <ul style="list-style-type: none"> ◦ Through use of a mouse and keyboard option ◦ Through use of a touch screen computer monitor option ◦ Through manipulation of objects on an interactive whiteboard screen or table

Domain: Social and Emotional Development

Head Start Outcome Framework	How Hatch® Technology Solutions Align
Sub-Domain: Relationships with Other Children	
<ul style="list-style-type: none"> • Goal P-SE 3. Child engages in and maintains positive interactions and relationships with other children. • Goal P-SE 4. Child engages in cooperative play with other children 	<ul style="list-style-type: none"> • Hatch technology encourages interpersonal interactions: <ul style="list-style-type: none"> ◦ Children interacting with all Hatch technology products collaborate, problem solve and think critically as individuals or with their peers. ◦ Children interact with adults and peers to promote helping, sharing and taking turns while playing TeachSmart and WePlaySmart. ◦ WePlaySmart includes games specifically designed to teach and support social competence.

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Domain: Social and Emotional Development

Head Start Outcome Framework	How Hatch® Technology Solutions Align
Sub-Domain: Sense of Identity and Belonging	
<ul style="list-style-type: none"> • Goal P-SE 10. Child expresses confidence in own skills and positive feelings about self. 	<ul style="list-style-type: none"> • Hatch Technology promotes the development of positive identities. <ul style="list-style-type: none"> ◦ iStartSmart and WePlaySmart include features that positively support independence while completing tasks: <ul style="list-style-type: none"> - Tutorial - Animated characters - Positive payoffs - Skill scaffolding - Pronunciation by a licensed speech pathologist ◦ In iStartSmart, if a child answers five activities in a skill area incorrectly, the computer stops and the child is directed to ask his or her teacher for assistance. Appropriate acknowledgment is provided for children as they proceed playing the games by viewing his or her personal museum of artifacts. ◦ TeachSmart provides children positive assistance to encourage persistence and confidence to complete the activities. These features may aid a child's independence to make decisions while using age-appropriate materials. Teachers may create a digital portfolio of samples to show personal growth. ◦ WePlaySmart has games specifically designed to support the development of children's self-concept and self-efficacy by completing the themes with their peers.
Sub-Domain: Emotional Functioning	
<ul style="list-style-type: none"> • Goal P-SE 6. Child expresses range of emotions and recognizes these emotions in self and others. 	<ul style="list-style-type: none"> • Hatch Technology encourages self-regulation through a systematic approach that provides an environment where children are less impulsive and require less attention from adults to complete tasks: <ul style="list-style-type: none"> ◦ WePlaySmart strengthens children's abilities to self-regulate by learning to engage in thoughtful, goal-oriented behavior with their peers: <ul style="list-style-type: none"> - Simple rules and easy-to-follow directions - Variety of themes and sub-themes - Six types of games - 275 activities - Minimal adult guidance required - Games specifically designed to teach and support self-regulation ◦ iStartSmart and the TeachSmart offer a large variety of activities by theme or kindergarten-readiness skill to enhance self-regulation.

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Domain: Social and Emotional Development

Head Start Outcome Framework	How Hatch® Technology Solutions Align
<ul style="list-style-type: none"> • Goal P-SE 7. Child manages emotions with increasing independence. 	<ul style="list-style-type: none"> • Hatch technologies utilize components that encourage children to have a healthy range of emotions. These positive components of the Hatch systems reflect the environment of a high quality early childhood classroom: <ul style="list-style-type: none"> ◦ In iStartSmart, whenever the child answers incorrectly, the child receives positive encouragement from animated characters or a speech pathologist to continue playing. There is a personal museum that supports the child extrinsically too. ◦ Various payoffs are highly visible after a child completes a series of activities.

Domain: Approaches to Learning

Head Start Outcome Framework	How Hatch® Technology Solutions Align
Sub Domain: Initiative & Curiosity	
<ul style="list-style-type: none"> • Goal: IT-ATL 11. Child shows interest in and curiosity about the world around them. 	<ul style="list-style-type: none"> • Numerous activities are pre-loaded on all Hatch Technology products to develop children's interest in a variety of school-readiness areas. All of these research-based, scaffolded activities are based on NAEYC's best practices by using actual photographs in all critical areas. All activities are colorful, appealing and child-tested. The latest technology research findings related to usability and child engagement form the foundation for all Hatch products. <ul style="list-style-type: none"> ◦ TeachSmart stimulates children's natural curiosity with 1,000 activities. <ul style="list-style-type: none"> - For example, children are encouraged to create their own stories using video and audio using TeachSmart. These personal stories may be saved and shared with family during conference times. ◦ WePlaySmart includes 275 activities using six game types ◦ WePlaySmart includes games specifically designed to support executive function skills such as initiative and curiosity. ◦ All Hatch hardware and software was designed for independent access by children ages 3 – 5, in keeping with age-specific intrinsic and extrinsic motivation to enhance child experiences.

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Domain: Approaches to Learning

Head Start Outcome Framework	How Hatch® Technology Solutions Align
Sub-Domain: Emotional and Behavioral Self-Regulation	
<ul style="list-style-type: none"> • Goal P-ATL 1. Child manages emotions with increasing independence. 	<ul style="list-style-type: none"> • Children are appropriately rewarded after completing activities correctly and encouraged by three animated characters as they move through scaffolded skill lessons. <ul style="list-style-type: none"> ◦ All systems are language rich; guidance and feedback are incorporated and present throughout. The characters serve as competent guides. ◦ In iStartSmart, characters encourage them to complete the activity. When the scaffolded level is finished the payoff is shown in their personal museum. ◦ WePlaySmart includes games specifically designed to support executive function such as persistence and attentiveness with payoffs and “flying” to their next game.
Sub-Domain: Creativity	
<ul style="list-style-type: none"> • Goal IT-ATL 13. Child uses imagination in play and interactions with others. 	<ul style="list-style-type: none"> • The WePlaySmart and TeachSmart support extensive positive social interaction, new friendships, cooperation, turn taking, peer teaching and helping behaviors. <ul style="list-style-type: none"> ◦ TeachSmart provides opportunities for children to engage in meaningful discussions with their peers and/or teachers. ◦ WePlaySmart fosters social-emotional skill development with cognitive-based games and stories with a group of up to four participating children.

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Domain: Language and Communication

Head Start Outcome Framework	How Hatch® Technology Solutions Align
Sub-Domain: Attending and Understanding	
<ul style="list-style-type: none"> Goal P-LC-1 Child attends to communication and language from others. 	<ul style="list-style-type: none"> Hatch technology has many opportunities for children to increase their receptive language: <ul style="list-style-type: none"> WePlaySmart and iStartSmart expose children to rich, audible and visual language. The exposure becomes more complex as children progress through the game iterations. A character or speech pathologist provide instructions and support throughout all games in which children must understand and respond. TeachSmart contains games such as Concentration, Guess the Picture and Talk About It, Daily Questions, Charts, Science, Community Helpers, Environments, etc. to support the acquisition of new vocabulary words. A speech pathologist communicates frequently when the children. iStartSmart follows the same progression for receptive language as found in WePlaySmart. Children choose a picture card matching the speech pathologist's direction. An example of receptive language: <ul style="list-style-type: none"> In an Emerging level activity, a child would look at three picture cards and choose the one with a man riding a bike. The choices would be the answer, a man running, a baby sleeping. In the Developed level, a child would look at 4 picture cards and would be asked to choose the card showing a man wearing a tuxedo at a wedding.
Sub-Domain: Vocabulary	
<ul style="list-style-type: none"> Goal P-LC-7. Child shows understanding of word categories and relationships among words. 	<ul style="list-style-type: none"> All Hatch technology provides a comfortable medium through which children can demonstrate receptive language. Instructions are provided in a one-step to three-step format by a speech pathologist or character. The opportunities are scaffolded and spiraled in order that the child has many opportunities to demonstrate understanding.

Domain: Literacy

Head Start Outcome Framework	How Hatch® Technology Solutions Align
Sub-Domain: Print and Alphabet Knowledge	
<ul style="list-style-type: none"> Goal P-LIT-2. Child demonstrates an understanding of how print is used (functions of print) and the rules that govern how print works (conventions of print). 	<ul style="list-style-type: none"> Children have multiple opportunities to interact with electronic books. <ul style="list-style-type: none"> TeachSmart and iStartSmart are pre-loaded with non-fiction science e-books and interactive storybooks. An entire classroom of children can create individual board books using TeachSmart.

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Domain: Literacy

Head Start Outcome Framework	How Hatch® Technology Solutions Align
Sub-Domain: Phonological Awareness	
<ul style="list-style-type: none"> • Goal P-LIT-1. Child demonstrates that spoken language is composed of smaller segments of sound. 	<ul style="list-style-type: none"> • Two Hatch technologies come pre-loaded with scaffolded, research-based activities developed by early learning experts and aligned with national standards. <ul style="list-style-type: none"> ◦ TeachSmart and iStartSmart solutions include Emerging, Developing, Developed and Complete activities in Emergent Literacy: <ul style="list-style-type: none"> - Words in a Sentence - Blending Compound Words - Segmenting Compound Words - Blending Syllables - Segmenting Syllables - Rhyming - Initial Sound Matching - Onset Rime - Blending Words with Two Sounds - Note: 2 Phonemes games have been added to iStartSmart ◦ Rhyming is a large component found in the six themes in WePlaySmart.
Sub-Domain: Print and Alphabet Knowledge	
<ul style="list-style-type: none"> • Goal P-LIT 3. Child identifies letters of the alphabet and produces correct sounds associated with letters. 	<ul style="list-style-type: none"> • All Hatch Technology comes pre-loaded with scaffolded, research-based activities developed by early learning experts and aligned with national standards for all uppercase and lowercase letters. <ul style="list-style-type: none"> ◦ TeachSmart and iStartSmart solutions include emerging, developing, developed and completed activities in Emergent Literacy: <ul style="list-style-type: none"> - Letter Recognition (all uppercase and lowercase) - Letter/Sound Matching - Letter Wall - Assessments
Sub-Domain: Writing	
<ul style="list-style-type: none"> • Goal P-LIT 6: Child writes for a variety of purposes using increasingly sophisticated marks. 	<ul style="list-style-type: none"> • TeachSmart comes pre-loaded with scaffolded, research-based activities developed by early learning experts and aligned with national standards. <ul style="list-style-type: none"> ◦ TeachSmart includes Emerging, Developing, Developed and Extension activities in Emergent Literacy: <ul style="list-style-type: none"> - Name Writing - Letter vs. Symbols - I Can Write Letters - I Can Write Words - Doodle – Free Play - Letter Discrimination - Assessments

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Domain: Mathematics Development

Head Start Outcome Framework	How Hatch® Technology Solutions Align
Sub-Domain: Counting and Cardinality	
<ul style="list-style-type: none"> • Goal P-Math 1. Child knows numbers names and the count sequence. 	<ul style="list-style-type: none"> • All Hatch technology comes pre-loaded with scaffolded, research-based activities developed by early learning experts and aligned with national standards. <ul style="list-style-type: none"> ◦ TeachSmart and iStartSmart solutions include Emerging, Developing, Developed, Complete and Extension activities in Mathematics: <ul style="list-style-type: none"> - Counting - Counting Sequence - What Is a Number? - Ordinal Numbers - Numeral Recognition ◦ WePlaySmart includes skills that are randomized by the computer: <ul style="list-style-type: none"> - Counting - Counting Sequence - What Is A Number? - Numeral Recognition
<ul style="list-style-type: none"> • Goal P-Math 2. Child recognizes the number of objects in a small set. • Goal P-Math 3. Child understands the relationship between numbers and quantities, • Goal P-Math 5. Child associates a quantity with written numerals up to 5. • Goal P-Math 6. Child understands adding to and understands subtraction as taking away from. 	<ul style="list-style-type: none"> • All Hatch technology comes pre-loaded with scaffolded, research-based activities developed by early learning experts and aligned with national standards. <ul style="list-style-type: none"> ◦ TeachSmart and iStartSmart solutions include Emerging, Developing, Developed, Complete activities: <ul style="list-style-type: none"> - Objects In a Set - Adding to a Set - Subtracting from a Set - Verbal Problems - Math Stories
Sub-Domain: Geometry and Spatial Sense	
<ul style="list-style-type: none"> • Goal P-Math 9. Child identifies, describes, compares, and composes shapes. 	<ul style="list-style-type: none"> • All Hatch Technology comes pre-loaded with scaffolded, research-based activities developed by early learning experts and aligned with national standards. <ul style="list-style-type: none"> ◦ TeachSmart and iStartSmart solutions include Emerging, Developing, Developed, Complete and Extension activities in Mathematics: <ul style="list-style-type: none"> - Common Shapes - Location Words - Manipulating Shapes ◦ WePlaySmart has activities to support understanding geometric shapes.

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Domain: Mathematics Development

Head Start Outcome Framework	How Hatch® Technology Solutions Align
Sub-Domain: Operations and Algebraic Thinking	
<ul style="list-style-type: none"> • Goal P-Math 7. Child understands simple patterns. 	<ul style="list-style-type: none"> • All Hatch technology come pre-loaded research-based activities developed by early learning experts and aligned with national standards. <ul style="list-style-type: none"> ◦ TeachSmart and iStartSmart solutions include Emerging, Developing, Developed, Complete and Extension activities in Mathematics: <ul style="list-style-type: none"> - Completing Patterns using Shapes and other Objects ◦ The WePlaySmart software includes completing simple patterns.
Sub-Domain: Measurement	
<ul style="list-style-type: none"> • Goal P-Math 4. Child compares numbers. • Goal P-Math 8. Child measures objects by their various attributes using standard and non-standard measurement. Uses differences in attributes to make comparisons. 	<ul style="list-style-type: none"> • All Hatch technology comes pre-loaded with scaffolded, research-based activities developed by early learning experts and aligned with national standards. <ul style="list-style-type: none"> ◦ TeachSmart and iStartSmart solutions include Emerging, Developing, Developed, Complete activities for these skills.

Domain: Scientific Reasoning

Head Start Outcome Framework	How Hatch® Technology Solutions Align
Sub-Domain: Scientific Inquiry	
<ul style="list-style-type: none"> • Goal P-SCI-4 Child asks a question, gathers information, and makes predictions. 	<ul style="list-style-type: none"> • TeachSmart comes pre-loaded with research-based activities developed by early learning experts and aligned with national standards. <ul style="list-style-type: none"> ◦ TeachSmart includes activities in Scientific Skills and Methods: <ul style="list-style-type: none"> - I Can Sort with a Venn Diagram - I Can Concentrate - I Can Record Information - Daily Questions - Guess the Picture and Talk About It
<ul style="list-style-type: none"> • Goal P-SC1-1 Child observes and describes observable phenomena (objects, materials, organisms, and events). 	<ul style="list-style-type: none"> • TeachSmart comes pre-loaded with research-based activities developed by early learning experts and aligned with national standards. The activities in Natural and Physical Sciences include: <ul style="list-style-type: none"> ◦ Living & Nonliving ◦ Hot & Cold