

# Entry & Exit Measurement FAQ

## **What are Entry and Exit Check-Ups?**

Entry and Exit Skill Check-Ups present a specially defined set of customized experiences to a child at the beginning and end of the school year. The results provide the teacher with a baseline report and an end-of-year growth report of the child's skill level in four domains: Social Emotional Development, Language & Communication Development, Phonological Awareness & Phonic, and Mathematics.

## **There is a cloud on the top of the screen that says "Skill Check-Up." What does that mean?**

A Skill Check-Up consists of up to 32 experiences that measure each child's understanding within Phonological Awareness & Phonics, Language & Communication, Mathematics, and Social-Emotional Development. Children should complete the Skill Check-Up independently.

## **How many Entry and Exit experiences are there?**

The same 32 experiences that measure each child's understanding within Phonological Awareness & Phonics, Language & Communication, Mathematics, and Social-Emotional Development will be presented at two checkpoints: Entry (start of the school year) and Exit (end of the school year).

## **Why are some of the children taking longer in the Entry and Exit experiences than others?**

The Entry/Exit experiences have more opportunities than standard ones, and they are generally at a higher skill level than most standard experiences. A child may have a shorter Entry check-up if he or she fails lower skill level Entry experiences.

## **Is there a way to skip the Entry experiences?**

The Entry Check-up is only available August 1st until November 30th. There is not a way to skip the Entry Check-Up. Once children have completed the Check-Up, they will automatically be transitioned into progress monitoring skills. The Entry Check-Up is complete when the child has attempted as many of the 32 experiences as they are permitted based on their ability to pass the lower levels.

## **Will the Entry and Exit experience information be sent to Teaching Strategies GOLD as documentation?**

Data from Entry and Exit experiences will NOT be mapped or submitted to TSG.

## **Where will teachers/admins/organization administrator view data from Entry/Exit?**

Data from Entry and Exit experiences will be available in Insights. Reports will be available in October.

## **Will this data be summarized with the child's normal progress, or will it be in a separate report?**

There will be a separate report for Entry and Exit experiences. However, the specifics of the report and how it will be presented have not been finalized yet.

## **What are some talking points for teachers/admins to share with parents regarding Entry/Exit?**

- Entry/Exit experiences are a set of 32 experiences that measure the child's mastery of skills within four domains of development.
- Your child will play the same experiences at the beginning of the school year and at the end of the school year. This allows for the measurement of your child's growth in four domains of development.
- Entry/Exit experiences should be completed independently, without help from a teacher, sibling, etc.
- These experiences look and feel like the regular experiences in Ignite.

## **Will we have a parent letter with Entry/Exit info?**

Not at this time.

## **Will there be an alert or email when a child/class/school/organization has completed Entry activities? Same for Exit activities?**

Not at this time.

## **What will prompt the Exit activities to begin?**

- The Exit Check-Up is set to begin on May 1st and will be available until July 31st for all organizations.
- If a child has not at least started the Entry Check-Up, they will not be provided the Exit Check-Up.
- If a child has started but not completed the Entry Check-Up when the Exit Check-Up start date occurs, their Entry Check-Up will immediately end, and they will be given the Exit Check-Up.
- A child will only play the Exit Check-Up one time.
- A child who has completed the Entry Check-Up and all 203 standard Ignite experiences before the Exit Check-Up start date occurs will be provided free-play experiences (Skill Levels 4 & 5 only) in Ignite until the Exit Check-Up start date occurs.

## **Will the August or September archives have an effect on Entry/Exit data?**

At the August or September archive, Hatch will save whatever the children have played into the archive database. Those children and their progress will then be cleared. When new children are added to a classroom, they will be presented with the Entry experiences as expected. If a child is carried over from a previous year and has previously played the Entry experiences, the previous Entry data will be carried over along with all of their other progress data. They will be prompted to play any remaining Entry experiences as needed. If they had not yet played the Entry experiences, those experiences will be presented to them. Note that there will be an indicator that the child was carried over.

**Does a child have to complete the Entry experiences in order to be presented with the Exit activities?**

No, as long as they have at least started the Entry Check-Up, they will receive the Exit Check-Up when it becomes available.

**What if a child leaves the program before they complete the Exit experiences?**

The child will not be able to complete the Exit Check-Up, and the child's growth will not be displayed. The Entry/Exit report will not be complete for that child. (Once the reports are designed, more details will be available.)

**If I carry my children over from a previous year after archiving, will they still need to complete the Skill Check-Ups?**

Yes. Children who are carried over will also complete the Skill Check-Up consisting of Entry and Exit skills.

**Will the Skill Check-Ups be available in Spanish?**

Si. Yes. They are scheduled for release at the beginning of September.

**Will Administrators have the ability to see what children have completed the Entry Check-Up on their dashboard? If they see a child still needs to complete the Entry Check-Up, is there a way to prompt the teacher to do this?**

This type of reporting is not within the current scope of the project.

**Once all of the children have completed the Entry Check-Up, can teachers still access that report/data anytime?**

Teachers will be able to access the report, once available, at any time. Access is not planned to be dependent on whether all children have completed Entry experiences.

**Can these reports be printed or exported?**

The reports can be printed in the same way that the Class Overview report can be printed.

**How many Entry questions?**

There are 32 Entry experiences.

**How many Exit questions?**

There are (the same) 32 Exit experiences.

### **Will Entry/Exit experiences be in the same format as regular Ignite activities?**

- The experiences will have the same “look and feel” for the child as the standard play experiences.
- The simplest game mechanics have been used whenever possible.
- Incorrect answer reinforcement and behavior have been removed (from both new and cloned experiences).
- In Entry/Exit experiences, children are not required to submit the correct answer to move to the next opportunity.
- Some Entry/Exit Experiences have more than the standard 5 opportunities in order to reduce the chance that the child can guess their way to a pass.

### **How much time will it take to complete Entry/Exit?**

Based on the current experience-play data, we estimate it will take approximately an hour of total playtime to complete the Entry/Exit Experiences per Check-Up. Individual child results may differ. Programs are encouraged to have children complete experiences within a two-week window.

### **Will parents see the results of Entry/Exit if their email address is part of a child’s profile?**

Not at this time.

### **Will a child need to complete all of the Entry/Exit games in one sitting?**

A child should NOT complete either Check-Up in one sitting. This is not developmentally appropriate as it will require a child to play longer than a child should in a single play session. The child should play 30 minutes/week across two weeks to complete the experiences. Ideally, the child has a few play sessions throughout the week (not playing for 30 minutes in one sitting).

### **If not, will it remember exactly where they left off in the games or will they need to redo some questions?**

The Entry/Exit progression will be the same as standard experience progress; the system will save the child’s progress as they play and will resume where a child left off in the last session. If the child is playing Ignite before the Entry Experiences are released (existing children), the child will resume standard Ignite play with the next experience in the sequence when the Entry Check-Up is complete.

### **If there is a problem with completing the Entry/Exit experiences (for example, another child grabs the tablet and completes experiences for another child — or a child is in a defiant mood and intentionally gives wrong answers), will there be a way to redo them?**

Not at this time.

### **Will Entry/Exit experiences be available at home as part of CLE for distance learning?**

Yes. Children will experience the Entry/Exit Check-Ups whether they are logged into Ignite with their Teacher’s login or their Parent’s login.

**Are there any in-game rewards for Entry/Exit experiences like there are with regular Ignite activities?**

Yes. Children will be presented with a gift for their buddy after completing three experiences just like the standard experiences. We are introducing a lot more gifts in this release to account for the additional experiences.

