



How many math questions do Prodigy students answer?

Students answer almost a question per minute while using Prodigy, according to data from more than five million sessions.¹

	Average Questions	Median Questions	Average Session	Median Session
In class	11.5	8	14.5	10
At home	15.8	10	18.9	11

In class, the average student answers 11.5 questions in 14.5 minutes. The median session length is 10 minutes, and students answer a median of eight questions.

At home, either as homework or personal play, students answer an average of 15.8 questions and a median of 10 questions. The average and median sessions last 18.9 and 11 minutes, respectively.

Context

It's important to keep three factors in mind to contextualize this data.

1. **Depth of Knowledge (DoK).** Prodigy contains questions at the second and third DoK levels. This means students aren't only answering fact fluency questions, which can take a few seconds. Rather, problems can take upwards of a minute or more.²
2. **Scaffolding.** Prodigy gives hints and video lessons to students as they answer questions. This scaffolding is adaptive, in that — as an example — students who incorrectly respond to a multi-part question will only get feedback about the part they didn't properly answer.
3. **Teacher control.** Teachers can set in-game content to introduce, reinforce and assess lesson-aligned skills. If they choose not to, our algorithm will deliver curriculum content. Therefore, students should always face questions that are relevant to a certain degree.

Conclusion

In Prodigy, your students should consistently tackle relevant content that's appropriately challenging. Furthermore, they'll likely enjoy the core benefits of game-based learning. These include engagement,³ improved information storage and recollection⁴ as well as opportunities to take and learn from risks.⁵

For answers to questions about this information, reach out to your Partnerships Manager.

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- ¹ This data is from Oct. 3 to 9, 2018, taken from sessions in which the student answered at least one question.
 - ² This is an estimate from our in-house education team, which is made up of certified and experienced math teachers.
 - ³ James Paul Gee, *What Video Games Have to Teach Us about Learning and Literacy* (Basingstoke: Palgrave Macmillan, 2008).
 - ⁴ Paul Howard-Jones et al., “The Potential Relevance of Cognitive Neuroscience for the Development and Use of Technology-enhanced Learning,” *Learning, Media and Technology* 40, no. 2 (2014).
 - ⁵ Gee, *What Video Games Have to Teach*.