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

<table>
<thead>
<tr>
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<th>Average Questions</th>
<th>Median Questions</th>
<th>Average Session</th>
<th>Median Session</th>
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</thead>
<tbody>
<tr>
<td><strong>In class</strong></td>
<td>11.5</td>
<td>8</td>
<td>14.5</td>
<td>10</td>
</tr>
<tr>
<td><strong>At home</strong></td>
<td>15.8</td>
<td>10</td>
<td>18.9</td>
<td>11</td>
</tr>
</tbody>
</table>

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.
This data is from Oct. 3 to 9, 2018, taken from sessions in which the student answered at least one question.

This is an estimate from our in-house education team, which is made up of certified and experienced math teachers.

James Paul Gee, What Video Games Have to Teach Us about Learning and Literacy (Basingstoke: Palgrave Macmillan, 2008).


Gee, What Video Games Have to Teach.