

Prodigy Education — AI-adaptive math game with ESSA Tier 3 evidence, developed in Canada

AI in Education · Good practice · Canada

Quality score: 53/100

Evidence strength: Observational / pre–post

Summary

Prodigy Math's AI-adaptive game has 100 M+ registered users in 190+ countries and earned ESSA Tier 3 ('Promising') evidence from an independent Johns Hopkins evaluation. Free for all students; 800,000+ teachers use it globally. Correlational evidence only — no published RCT yet.

Key dimensions

Dimension	Score
Evidence of learning impact	2/3
Equity & inclusion	1/3
Transparency, ethics & data protection	1/3
Teacher capability & pedagogy	1/3
Scalability & sustainability	3/3

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-06-24

[Prodigy Education](#) — accessed 2026-06-24

[Prodigy Works — research evidence page](#) — accessed 2026-06-24

[Johns Hopkins CRRE ESSA evidence database](#) — accessed 2026-06-24

[ERIC case study ED611319](#) — accessed 2026-06-24

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