

1. Introduction

The purpose of this study is to investigate the effects of a new educational program on student performance. The program focuses on developing critical thinking and problem-solving skills through a series of interactive activities and projects.



2. Methodology



The study was conducted using a quasi-experimental design. The participants were divided into two groups: an experimental group that received the new educational program and a control group that received the traditional curriculum. Data was collected through pre-tests, post-tests, and a series of surveys and interviews. The results were analyzed using statistical methods to determine the significance of the differences between the two groups.