

1. **Introduction**

The purpose of this study is to investigate the effects of a new educational program on student learning outcomes. The program is designed to enhance critical thinking and problem-solving skills through a series of interactive activities and projects. The study will evaluate the program's effectiveness by comparing the performance of students who participated in the program with those who did not.

2. **Methodology**

The study will use a quasi-experimental design. The participants will be divided into two groups: an experimental group that will receive the new educational program and a control group that will receive the traditional curriculum. Data will be collected through pre-tests, post-tests, and student self-reports.

3. **Results**

4. **Conclusion**

5. **References**

6. **Appendix**