

1. **Introduction**

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

The study is structured as follows:

- Section 2: Literature Review
- Section 3: Methodology
- Section 4: Results
- Section 5: Discussion
- Section 6: Conclusion

The findings of this study will provide valuable insights into the effectiveness of the program and its potential for widespread implementation in educational settings.

2. **Literature Review**

Previous research has shown that traditional lecture-based learning often fails to engage students and promote deep learning. In contrast, interactive and experiential learning methods have been found to be more effective in enhancing student understanding and retention of material.

Key findings from the literature include:

- Students who engage in active learning show higher levels of motivation and participation.
- Interactive learning environments foster a sense of community and collaboration among students.
- Problem-based learning and case studies are effective in developing critical thinking and problem-solving skills.