

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 activities and projects.

2. **Methodology**

The study was conducted using a quasi-experimental design. A group of students was selected from a local high school and divided into two groups: an experimental group and a control group. The experimental group participated in the new educational program, while the control group followed the standard curriculum.

3. **Results**

The results of the study show that the experimental group performed significantly better than the control group on measures of critical thinking and problem-solving skills. The difference was statistically significant, indicating that the new program had a positive impact on student performance.

4. **Conclusion**

The findings of this study suggest that the new educational program is effective in improving student performance. Further research is needed to explore the long-term effects of the program and to identify the specific components that contribute to its success.

5. **References**

Smith, J. (2018). The impact of interactive learning on student outcomes. *Journal of Educational Research*, 121(3), 456-472.

Johnson, M. (2019). Improving critical thinking skills through project-based learning. *Journal of Curriculum Studies*, 51(2), 189-205.