

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 employed a quasi-experimental design. A group of students was selected from a large secondary school and divided into two groups: an experimental group and a control group. The experimental group participated in the new program, while the control group followed the standard curriculum.

3. **Results**
The results of the study indicate that the experimental group showed significantly higher scores on the critical thinking and problem-solving tests compared to the control group. This suggests that the new program is effective in enhancing these skills.

4. **Discussion**
The findings of this study have important implications for educational practice. They suggest that incorporating interactive and project-based learning into the curriculum can lead to improved student outcomes. However, further research is needed to explore the long-term effects of the program and to identify the most effective components.

5. **Conclusion**
In conclusion, the new educational program appears to be a promising approach for improving student performance in critical thinking and problem-solving. It is recommended that schools consider implementing similar programs to provide students with a more engaging and effective learning experience.

6. **References**

7. **Appendix**
The appendix contains the detailed description of the experimental program, including the list of activities and projects used during the study.

