

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 case studies.

2. **Methodology**

The study was conducted using a quasi-experimental design. A group of 50 students was 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 traditional curriculum. Data was collected through pre-tests, post-tests, and a series of surveys.

3. **Results**

The results of the study show that the experimental group performed significantly better than the control group on the post-test. The mean score for the experimental group was 85, while the mean score for the control group was 72. This indicates that the new educational program had a positive impact on student performance.

4. **Conclusion**

The study concludes that the new educational program is effective in improving student performance. The program's focus on interactive activities and case studies appears to be a key factor in its success.

5. **References**

Smith, J. (2018). *Improving Student Performance Through Innovative Teaching Methods*. New York: Academic Press.

6. **Appendix A**

Pre-test results for the experimental group.

Student ID	Score
1	75
2	78
3	80
4	82
5	85

7. **Appendix B**

Post-test results for the experimental group.

Student ID	Score
1	88
2	90
3	92
4	95
5	98

