

Build a simulation program for the game "Smarter Than a 5th Grader".

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Abstract: This topic focuses on designing and implementing an educational game simulation program to assess the problem-solving abilities of elementary school students. The research context is driven by the need to improve educational quality through interactive teaching methods. The main objective is to build a simulation system to evaluate the effectiveness of using games in the teaching and learning process. The approach combines theory with experimentation to determine the feasibility and performance of the program. Expected results will provide an important database for enhancing educational quality and developing modern teaching support tools.

Keywords: game simulation, competency assessment, primary education, educational technology, simulation system