

# DESIGN AN EDUCATIONAL COMPUTER PROGRAM IN SCIENCE SUBJECT FOR SIXTH GRADE PRIMARY PUPILS AND MEASURE ITS IMPACT ON THE ACHIEVEMENT AND RETENTION

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**ABSTRACT\_** *This experimental study aimed to design an educational computer program in science subject for sixth grade pupils and applied to a sample of (62) pupils divided into experimental and control group in one of Riyadh Schools to show its impact on academic achievement and retention. The study results revealed the following: (1) The model (Alessi & Trollip) including the appropriate steps suitable for the design of educational science programs. (2) There were statistically significant differences between the mean scores of pretest and posttest between the control and experimental groups in favor of the posttest. (3) There were statistically significant differences in academic achievement between the two groups in favor of experimental group. (4) There were statistically significant differences in retention between the two groups in favor of experimental group. The researcher at the conclusion of the study suggested some recommendations.*

**KEYWORDS:** *Educational Computer Program, Instructional Design, Achievement, Retention, Data Show Projector.*