

ABSTRACT:

The diploma thesis deals with problems of algorithmization and programming at elementary schools. It examines the influence of teaching the basics of programming in Scratch on the development of pupils' algorithmic thinking and their ability to develop logical thinking and problem solving. The theoretical part deals with the definition of related concepts and the relation of programming to the key competencies defined by the RVP ZV. The practical part evaluates the experience with the teaching of pupils of the 5th and 6th grades of elementary school within the pedagogical experiment, whose aim was to study the influence of teaching with the use of the visual programming language Scratch on the development of pupils' algorithmic thinking.