

## **ABSTRACT**

The diploma thesis maps interactive teaching in high school as a actual phenomenon. The aim of the thesis is to understand the current situation within the interactive teaching and to introduce possibilities how to realize the teaching with the elements of interactivity. The theoretical part describes various views of interactivity and its wildcards. This results in the characteristic elements of interactive teaching and the benefits that interactive teaching brings. The thesis also introduces current digital technologies that can be used in school education. It specifies what the specific technologies can be used for, what their advantages and disadvantages are. In the empirical part, the thesis examines one secondary school in Prague Hostivař for a closer understanding of the current situation of interactive teaching. This is done by using a questionnaire survey. The part of the empirical part is the design and implementation of teaching activities using interactivity, which are based on the theoretical basis and information found by the research. The activities are carried out directly in the classroom and subsequently evaluated by the pupils themselves. Subsequently, the activities are evaluated by the usability within the classroom, their versatility of use and the risks that they may face in teaching. The results of the research reveal the possibilities in which the school can improve and the attitude of teachers towards interactive teaching. It shows which technologies and how they are used at school, as well as what digital technologies teachers find beneficial.