

Abstract:

The presented thesis focuses on the creation of an educational game, as a mean for teaching cartography in lower secondary education. The game serves as a tool for preventing a formation of misconceptions related to cartography and for developing map skills of pupils in lower secondary schools

The bachelor thesis also includes a review of literature focused on teaching cartography on lower secondary education, especially focused on cartography in curricular documents, map skills and misconceptions in cartography. Moreover, an integral part of the thesis is the methodology of creating the educational game specialized in cartography teaching and thorough description of the individual components of the game.