

Abstract

This diploma thesis is focusing on problematics of games and other activities at a school camp for primary school children.

Theoretical part of this diploma thesis describes the age of primary school children and their physical, psychical, social and motor development. Another important part is about the concept of game and their specifics about their division, signs, rules, safety and meaning for primary school children. This part focuses on problematics of competition and leisure time, which mainly relate with the keyword game. There is also included organizing of a school camp and its health, social and educational meaning. Part of thesis is dedicated to meaning of a school camp for teachers and camp counsellors.

Another part of this diploma thesis is collection of games and other activities. The research is based on this collection and is focused on finding out how pupils and counsellors think about games at a school camp and how they reflect this collection.

The research part contains results of my survey and its interpretation. The results of this survey are described in pie and bar charts. In this part of the thesis is also described the research part, used methods and work conclusions.

KEYWORDS:

The age of primary school children, game, school camp, teacher, counsellor, quantitative research