

Abstract:

This diploma thesis deals with didactic games in physics education. A didactic game is a type of an activating teaching method. Didactic games are closely related to didactic toys. In the thesis, a survey of the use of didactic games in physics education is described. Didactic games according to the survey are used by most physics teachers. Eight didactic games were created. I received feedback on four of these games from students as part of piloting at schools. The thesis includes all materials, that are needed for testing the created didactic games.

Keywords:

didactic game, didactic toy, physics education