

ABSTRACT

The bachelor's thesis examines children's drawing in preschool age, which arose spontaneously when observing children's play. It views children's drawing as a game where a combination of object construction and symbolic games takes place. The aim of the research is to map the kinds of pleasure that drawing, understood as a game, can bring to children. The theoretical part is based on sources of professional literature in the field of psychology and pedagogy. The empirical part presents the results of a research survey carried out by qualitative methods, using mainly research methods of observation, interview, child history and product analysis. The research took place for one school year in one of Prague's state kindergartens. Altogether, 14 observations of free spontaneous drawing were obtained, elaborated in detail in the individual appendices. The research group consisted of a total of 23 children, of which 14 were girls and 9 were boys. We managed to create seven main categories, which contain several sub-elements identified as pleasing in the creation process itself. It was found that the creative process itself was a source of main pleasure, as many of the children did not show any interest in drawing after completing the picture. The creative process included components of dexterity in the composition of the object, as well as various types of pleasure resulting from the child's own ideas and imagination. Social interaction accompanied the work and the importance of the inner level of reality and originality in the creation of one's own structure was proved.

KEYWORDS

Child's drawings, play, game, spontaneity, joy, pleasure, preschool age.