

## **Abstract**

This diploma thesis is called *The Games in Primary School Geometry* and it describes the benefits of the games in teaching geometry as a teaching method for acquiring and strengthening geometric knowledge.

The goal of the thesis is to submit the set of didactic games which are suitable for teaching geometry and point out interesting cognitive and interactive phenomena identified in the communication among pupils and a teacher in the role of an experimenter.

The work consists of a theoretical and practical part. The first one explains the key terms related to the game in geometry, for example: the learning process, teaching methods, didactic game, motivation, communication, spatial and geometric imagination. Literature concerning the fields of pedagogy, psychology and mathematics was used to elaborate the topics of the thesis.

The practical part contains a set of game suggestions for teaching geometry. I chose a few of the games and used them when teaching the pupils of the 4th class of the basic school. The course of each game is commented on and described in details.

The conclusion contains the self-reflection and I set the topics for my future work as a teacher.

**Keywords:** didactic game, teaching methods, learning process, terminology, game strategy.