

ABSTRACT

The presented diploma thesis deals with the use of the potential of experiential learning in the context of teaching at lower secondary schools. The theoretical part makes for the starting point of the practical part. It is devoted to the description of the basic pillars of experiential learning and the specific needs of pupils in the period of pubescence from the perspective of developmental psychology. The aim of the analysis processed in the practical part of the thesis is to select games from 29 issues of the Gymnasion magazine that meet the established criteria related to the principles of Experiential learning, the specifics of work with the educational category of lower secondary school-age and selected areas of the Framework Education Programme for Elementary Education. The findings include 33 selected games, 15 of which are adapted in the form of didactic cards, which are available for teachers of Citizenship education.