

ABSTRACT

The topic of the diploma thesis is an outdoor escape game and the possibility of its inclusion in the teaching of Biology in the sixth grade of elementary school. The work is divided into a theoretical and a practical part. The aim of the theoretical part is to describe the elements and process of the classic escape game, outdoor escape game and its use in education. The thesis approaches the history of escape games, geocaching and the educational trail, including elements used in outdoor escape games. The thesis provides an overview of basic ciphers that can be used in escape games.

The goal of the practical part is to create my own digital outdoor escape game using the Glitr application, which will be tested in practice. The game aims to revise and expand the knowledge gained in Biology lessons and to develop key competences. The practical part describes individual elements of the application, their possible use and the process of creating outdoor escape games. The theme of the game is insects with a connection to the history of the city of Klecany. It also includes a description of the individual locations and tasks used in the game. The outdoor escape game was tested on three classes of the sixth grade of local elementary school. An analysis of the collected data was carried out, namely the required time at the station, the use of help, the total number of points obtained and a final evaluation of the difficulty of the individual stations. The results of the verification will be used for possible adjustments to the game.