

The rigorous thesis deals with study of one of the method, which go to development of creative genius and activity of students, namely with game. The main goal of the thesis is to explore problems of the game activities, inclusive of conditions, possibilities and advantages of their introduce to teaching chemistry at the second grade of basic school and to present suggestions for their realization. The thesis contains also fifteen concrete game activities with their rules and methodical hints.

By means of the guest-size pedagogical research, practised on the choiced sample of the pupils from six basic schools, the prediction, that the result of teaching with games are better than results of teaching, where game activities weren't used, was ratified.