

Abstract

In its introduction, this dissertation concentrates on literature research, explaining the basic concepts connected with movement, dynamic and didactic game and the theory of the relationship between upbringing and education. Furthermore, the paper includes an explanation of the principles connected with the process of teaching itself, different types of teaching and concrete types of teaching used in geography and environmental education. There is also a chapter about the acquisition of knowledge, both its processes and the factors influencing the subject matter in memory. An important part of the paper concentrates on strategies for increasing the capacity of long-term memory, reminiscence and determinants of forgetting. An indispensable part of school teaching is motivation, which increases interest in given dilemmas/problems and prompts children to perform appropriate actions.

The main goal is to create a catalogue of didactic movement games in printed as well as in electronic forms (programs MS Excel, please see attached CD). Such a catalogue should serve as a methodical tool, and the movement games within the catalogue should enable diversification and increase the motivation of students. The practical part is dedicated not only to the basic principals of choice, preparation, guidance and the conclusion of didactic games, but also to the most common errors that happen while playing the games. Another essential part of the paper is an appendix of overview tables, in which games are classified by alphabet and by specific characteristics.