

ABSTRACT

The bachelor thesis deals with the theoretical background, creation, implementation and reflection of the educational programme Map of Monuments in Lysá nad Labem. The educational programme takes the form of a guided tour and has elements of an escape game. During the course of the programme, participants will get acquainted with the key Baroque monuments of Lysá nad Labem and learn about the time of its greatest cultural flowering. In addition, the educational programme aims to introduce the participants to concepts from art history and to make them familiar with the system of symbols of Baroque works of art.

The thesis is divided into theoretical and practical parts. The theoretical part deals mainly with gallery and museum education, its principles and interpretative approaches. It also sets out the aims of the educational programme, which are based on the Framework Educational Programme for Primary Education. It deals with the use of escape games and gamification in education. From the theoretical part draws the practical part, the aim of which is the creation of an educational programme with all the necessary supporting documents. It includes texts for guides, visual materials and detailed instructions for the implementation of the programme. The practical part also includes a chapter on its implementation, which reflects on its course and seeks to find ways to optimize it. This is then followed by a reflection by the participants of the programme, which provides valuable feedback and testimony on how the expected outcomes of the programme have been achieved. The result of the bachelor thesis is an educational programme whose qualities have been verified through its implementation.

KEYWORDS

Lysá nad Labem, guided walk, educational program, escape game, cultural heritage, baroque art, count Franz Anton von Sporck

