

The aim of the thesis Didactic language game at primary school is to delimitate the content of conception of the didactic language game, to develop its aims, functions, structure, to define its rules and conditions leading to effective usage of it in the language teaching process in Czech and English language teaching at the primary school. Another way was to design criteria for grouping of these language games. The separate groups of games have been enriched by some examples of concrete games suitable for Czech and English language.

The practical part surveys what kinds of didactic language games are incorporated in Czech and English education concerning different grades at school with extended language education.