

Name

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Title

Acquiring pronunciation of German language (with focus on its suprasegmental aspects) through didactic games

Annotation

The diploma thesis is focused on pronunciation in foreign language lessons. It specifies difficulties that Czech students might have when practicing German pronunciation, characterizes the relation between the graphic and sound aspects of language, including the influence of other acquired languages. It also describes particular aspects of suprasegmental part and their interconnection with segmental level of pronunciation.

Further, the thesis analysis the question of games used to practice pronunciation, the role of a teacher and possibilities of practicing pronunciation through rhythm and movement.

As a part of the thesis there is a portfolio of ten pronunciation games and results of their trial at school.

Key words

pronunciation exercises, intonation, accent, rhythm, melody, game, pronunciation games, rhythm and movement, games portfolio