

TITLE: Assumption of grammar in teaching German as a foreign language by means of grammatical games.

ANNOTATION: In the theoretical part of this diploma thesis the attention is paid to the notions such as game, didactic game, grammar and grammatical game. Furthermore it focuses on the criteria for the game classification and their typology.

The goal of the practical part of this diploma thesis is not only to introduce a sample consisting of grammatical games which can be easily and effectively used in German lessons but also to select grammatical games from the chosen textbook sets and to compare them.

A final chart and a graph summarizing the data from all the chosen textbook sets are the result of this diploma thesis and some conclusions are deduced at the end of this analysis.

KEY WORDS: Game, didactic game, grammatical game, grammar.