Title: Assumption of vocabulary practise in the German language teaching and learnig by the means of didactic games

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Annotation: The general information about game, didactic game, vocabulary and vocabulary game are introduced in the first chapters of the diploma thesis. This information was used for the analysis of didactic games in the textbooks for learning and teaching German as foreign language in the second grade of the basic schools in the Czech Republic. The aim of the analysis was to find out the following: Are there any didactic games in the textbooks? How many of them are there? Which language skills are practiced by the means of the games? How often are vocabulary games included in the textbooks? 15 games for learning vocabulary are introduced in the final part of the thesis including material for the games.

Key words: game, didactic game, vocabulary game, vocabul