

This thesis focuses on the choice of theoretical models for accession of game as the child's basic need and nursery as a place for game in a toddlers group. Further this thesis looks at toys from past to present and follows also sets of toys.

The practical part of this theses focuses on toy and game in nursery especially from the point of view of toys accessibility and their popularity amongst children. Further this thesis investigates the children's motivation to create a certain thematical sets of toys while playing and their reaction to newly created set.

lo reach two targets the observation method has been used. The observation was carried out in a nursery for a two week period, at the beginning of school year and during the term. To reach the third target a new thematical toy set was created and then lor 4 weeks period complemented by observation of processes and relations between children during their play with their new toy set.