

The thesis focuses on using the activating function of a didactic game as a method in the English lessons at primary school. It looks for the arguments supporting using the game at school, the obstacles causing problems using it and suggests possible solutions. The research part seeks different usage of didactic games in real environment, different favour of particular types of games and their relationship to the educational aim. There are found connections between children's age and their positive feelings towards different kinds of games and their ability to reach the educational aim.