

The bachelor thesis deals with an influence of a game on a personality of a child in a younger pupilage while wrapped up in an interest education, especially influence of the game during activities with troubled children with special needs. The goal of thesis is to examine to what extend intentionally pedagogically lead didacticly selected game can prevent problems that occur in integrating these children into the collective and also can be reduce with the game prove behavior their particular handicap. It explores different possibilities of integration of the childrens in to our society by choice of suitable games, corresponding with the children age.