

The purpose of this thesis is to introduce game as a teaching and educational method. Game is the most natural activity of a child. Therefore, every teacher should be familiar with possibilities of classifying games into educational activities.

There are many definitions of games, I mention some of them in my work, and I also present examples of games, classified according to their specialization. I tried to contain important factors that operate on the proper course of the healthy and active game. As part of my pedagogical practice, I applied the selected games to students and I tried to affect their effectiveness and popularity.

One part of my work is a chapter about games in different developmental stages. I present the possible games, toys and activities, appropriate and proportionate to different developmental steps. The result is a theoretical base I would like to develop in my next research.