My Degree Work deals with activation methods in a primary school. The goal of the dissertation is to find out the instruction potential of games. The work monitors at the same time whether a game, as a teaching method, can contribute to forming a positive climate of a class. In the theoretical part there is collected knowledge of pedagogical literature concerning an influence of a game, as a method, on an educational process, activation of pupils and climate of a class. In the practical part there is verified an instructive potential of games and their positive influence on evolution of a class climate in a form of an action research.