

This bachelor thesis is aimed on play of younger school age children. Particularly to examine the paradox of establishing moral autonomy based on cooperation in the game in contrast with elements of competition, rivalry and arguments that are also often occur. How children understand and deal with morally problematic situations I investigated through qualitative research in the children collective.

As data collection method I used involved observations in children's collective. Then I conducted semi-structured interviews with selected children and the teacher. This way structured research helped me to understand the rules of games and how children approached them. After that I could describe and analyze why children interrupted their games and how would they deal with it afterwards.

I found out that morally problematic situations in the game often led to it's discontinuation. But in the end children always tried to restore the game through cooperation. This cooperation also continued during the whole game so players could gain pleasure and fun from the game. The effort to win was also very important in their games, because it helped improve the quality of the whole game.