ABSTRACT:

The aim of the thesis on the topic "Learning objects for interactive whiteboard with a focus on mathematics" is to explore theoretical aspects and principles of interactive teaching using interactive whiteboards in teaching mathematics at middle school. Another goal is to create interactive presentations of various thematic units of mathematics curricula for middle schools, and educational at the same time with the documentation for these presentations.

Description of theoretical aspects deals with of both the very notion of interactivity and learning object concepts and interactive whiteboard.

The bachelor thesis emphasized the need to take care when using the interactive whiteboard teaching traditional didactic principles and these principles are explained in relation to interactive learning.

The practical part is dedicated to creating learning objects in the environment of the program GeoGebra and the program SMART Notebook for creating presentations.

Result of this work is eight presentations created for the second and third year of middle school to take full advantage of the opportunities the program offers.