

ABSTRACT

The thesis is devoted to the study of one of the methods of activation - the game. During the game, the students are involved actively, they are motivated and creative. The main aim is to explore the advantages of the introduction of gaming activities in the teaching of chemistry, as well as the overall topic of gaming activities, the conditions for these activities in chemistry teaching and suggestions for their implementation in education.

The part of the thesis is complex of 11 specific games and toys, which are prepared for teaching chemistry at the primary and high schools and universities uncommonly. This file contains the rules, methodological instructions, time allocation, and everything needed for the teaching of games.

The practical part will also find a list of many previously published and unpublished games and toys, which can serve as inspiration for teachers of chemistry.

Making an inquiry carried out in two elementary schools to confirm the presumption that the study results achieved through gaming activities, are more satisfactory than the results, in which gaming activities were not used.