

Game in leisure time of students of grammar schools, apprentice training schools and specialised high schools.

The aim of the diploma thesis, „*Game in leisure time of students of grammar schools, apprentice training schools and specialised high schools.*“, was to assess the impact of type of secondary school to pupils leisure activities, in particular, the favour type of leisure games.

Within the diploma thesis there was realized empirical research. It was used questionnaire method. 326 respondents (15-25 years) were interviewed.

Content is divided into two parts- theoretical and practical. The theoretical part deals with defining category of youth, introduce with the structure of secondary education in this country, below what it means leisure time for youth, how they spend it and definition of “game”, its function and categorization. The practical part presents the results of research.

Key words: game, youth, secondary school, leisure time.