

Abstract: The aim of the thesis is to present the phenomena of game that is an inspiration for many methods of teaching French, as well as to point out the idea of all the other options how to teach children independently of a schoolbook. The objective is not to downgrade the schoolbook, which definitely belongs to the traditional teaching, but to emphasise the role of the game that is not less important. The work defines the areas (drama, music and diverse types of games) which are closely related to the game. Furthermore, in teaching French it focuses on dramatic education being postulated as an ideal mean to the whole child's personality activation, and on the development of the ability to react autonomously in a foreign language. The work covers the analysis of two schoolbooks and deals with the question whether game activities or dramatic education elements are included. In conclusion there is a description of the project realised in school year 2010-2011 which is aimed to teaching without schoolbook.