

## **Abstract**

The Diploma Thesis aims to make a collection of didactic games for Mathematics education at primary schools. The theoretical part of the Thesis deals with methods and forms, which are based on studied literature, mainly of methodical kind.

The practical part engages in using activating methods and forms, primarily concrete didactic games in Mathematics. The chapter named “Collection of games” includes fifteen didactic games focused on development of creativity and logical thinking, which are verified by young learners at the lower-primary level of several schools. The characterization of each game is composed of many parts, where key competencies, a didactic aim, a recommended grade, a description of the activity, needed aids and also reflections of the realization of the game with children are indicated. The realization is variegated of anticipated difficulties, recommendations and modifications.