

Abstrakt

Czech language is an unattractive and boring subject for some pupils. In this work I deal with linguistic game, by which I would like to promote interest in the subject.

In the theoretical part I determine the subject matter of the word classes, new algorithms and principles that should be followed in the curriculum. In addition, there is a definition of game and its place in the life of a child. Other concepts, such as “didactic play” and “language game”, are explained as well.

In the practical part I analyze the questionnaire, which is concerned with language games in the third and fourth year of primary school. I evaluate teachers’ opinions on play, if they involve games during their lessons and whether pupils play these games with interest or not. This section also contains a reservoir of language games that are designed to practice and consolidate the particular curriculum.

I tried to link theory with practice as much as possible. The main aim of my thesis is to use games to make teaching methods more interesting and fun for children.