

ABSTRACT:

Game is a key activity in preschool age, theme of my thesis is therefore related to acts of game and a role of toys in this particular age. Aim of my research is to describe gaming activities with toys, primarily with a doll and a toy car, which are the most typical toys for preschool children. It is very important for kindergarten teachers to know childrens preferences and attitude to the most used types of toys, because it is them, who choose the offer of toys and equipment of class. In theoretical part, I try to find out which areas of development are affected by game. Practical part deals with a semi-structured observation of game process and it determines game's gender dimension. By a method of interview with 27 parents and 25 children I try to find out their knowledge of basic toys, choice of toy itself, which toys kids possess and which toys they prefer. It can be expected, that preschool age children have built a basic gender identity, that is perceived by them as partly changeable. For this reason, my research focuses on gender distinctiveness, which could occur during an interview or a game. The research has proved gender categorization of dolls and toy cars. Children and parents had both a similar idea about toys intended for boys or girls. Children have about 200 different toys at home, but the most used toy for both sexes is a building kit.