

Abstract

Title: Motion regime of children after healing of leukemia

Objectives: The bachelor thesis deals with monitoring of evaluation of exercise regimen of children they underwent treatment of leukemia in University Hospital Motol. The evaluation of previous and current status of motion regimen is based on responses. We will focus on influence of gaming console with motion sensor during the treatment. Another goal is to determine the times, when the children are integrated back to the school environment. The ultimate goal is to determine the average age of children and the form of leukemia they mostly get ill.

Methods: I used two methods for this bachelor thesis. For determination of motion regime of children was created questionnaire. The second used method was interview. The interview was lead with the doctor.

Results: Total number of involved former patients in this research sample was 41. There were 22 boys and 19 girls. Most often in children occurred acute lymphoblastic leukemia, which occupies up to 75 % of all respondents. The average age of patients was 9, 6 years. 36 children (88 %) were before diagnosis physically active. Boys preferred team sports and girls individual sports. After the treatment returned 20 children (56 %) to the same physical activity. We noticed most often return of boys, they were 3 - 4 times a week physically active. Among boys, they were 5 – 7 times a week active we noticed 100 % success of return. This high intensity of motion activity could boys forced to need of motion regime. Girls usually return to motion activity, which they practised 1 - 2 times a week. To the activities, they were practised 5 - 7 times a week return 50 % girls. Most children return to school environment after 6 - 18 months. They attend usually only theoretical subjects, because they start to be involved in physical education mostly after 2 years. Certain increase of attending of lessons of PE is demonstrable after one year. It always depends on health status of the concrete patient. During treatment was gaming console with motion sensor used only by 7 patients. It was used only individually, because it isn't part of hospital department. Also the doctor in the interview positively evaluated the gaming console, which is not possible to buy, because of financial limits.

Key words: Leukemia, children, blood, motion activity, resocialization