

Abstract:

This thesis deals with interactive boards from a technical and didactic point of view. In the theoretical section also discusses the technology of interactive boards. It briefly describes the main repository of Czech history to the present, including the issue of downloading material from them. Analyzes the major Czech digital storage for the needs of mathematics. The practical part is based on the information in the theoretical part. It also described a newly created digital learning objects for the needs of mathematics, whose themes were identified based on the analysis contained in the Czech repositories to a small extent. For a description of each object is described as the conclusions of the deployment of these objects in practice in teaching at primary school during the school 2014/2015.