

ABSTRACT (in English)

This bachelor thesis is about role of helping workers in supporting a family in the development of playing of children with ASD. It highlights importance of gaming for right children's development as an individual and problems which children with ASD can have with activities such as games. It also contains importance of professionalism and cooperation of all of the supporting assistants in order to have complexity of the work. Practical part has two parts. First part of research was focused on role mapping of the helping workers, who are in contact with children with ASD. Purpose of this preresearch was to find assistants who are in the deepest contact with these types of games. There were interviews with those people in the second part of practical part. Second part is focused on detailed work with kids with autism and their families. It includes also group playing, possibilities in education and principles of right choice of it.

