

The diploma thesis focuses on utilisation of PC in nurseries. The theoretical part describes children's games in pre-school age, presents a variety of PC games, and describes positives and negatives of PC usage, as well as the rules, time span, technical, organisational and psychosocial conditions of PC using by children. It also mentions the framework education programme being the base for PC activities planning. The content of the practical part is a survey amongst children's parents of their opinion about educational process including PC as educational tool and it compare the results with the results of similar graduate works.