

Abstract

This master thesis is aimed at the issue of activating methods of teaching, namely didactic games in Chemistry lessons. In the theoretical part activating methods of teaching, didactic games, visualization of molecules and the programming language Java were described. The aim of the practical part was to create the “Chemical 3D Matching Pairs Game“, dealing with two topics – the naming of organic compounds and the natural products. The 3D structure of used compounds can be examined by students during playing the game. The created game was tested by secondary school students and its didactic potential was evaluated. The main benefits of the game were student activation and a high motivational character.