

Abstract

The thesis deals with an analysis of language game repertory found in textbooks of foreign languages – Czech, English and German – for children of primary school age, and with a research of the use of language games in classes, which is conducted by means of a questionnaire survey.

The first part contains a description of the issue of a game as such, its importance for ontogenetic and personality development of each individual based on specialized literature. The attention here is also concentrated on the existing game typologies and on defining appropriate classification according to which the game activities found in the selected textbooks will be sorted.

The game activities are, in the second part, classified by belonging to the individual types of the selected classification and they are supplemented with a more detailed description in terms of language levels (phonetic, lexical and grammatical) and linguistic elements which can be practised through these activities.

The questionnaire survey analysed in the third part of the thesis monitors if and to what extent teachers of foreign languages use game activities in their classes with regard to their usefulness and efficiency.

Keywords: didactic game, language game, textbooks of foreign languages, phonetic level, lexical level, grammatical level