

In my diploma thesis I decided to combine my favourite topic of language games with the subject matter of parts of speech which is being considered to be one of the most difficult for pupils. By means of my diploma work I tried to prove that using didactic games is not useful only for motivating pupils, but for learning, practising and testing as well. At the beginning of my diploma work I am devoting myself to parts of speech, the development of their terminology and their classification in scientific and didactic literature. Afterwards I am defining all ten parts of speech with regards to morphology and semantics. I hold the view it is important to focus on various possibilities of forming the particular parts of speech and on the meaning relations between them. I found it very interesting to learn about the conception of this issue in other languages and the different approaches to it in the past and at present. Owing to course books and practice books from the 19th and 20th century I could compare the several approaches to discussed matter and found out many interesting pieces of information, such as the various syllabuses and researches done on parts of speech. From the didactic point of view I concentrated on algorithm of defining the parts of speech and principles for their effective learning. I aimed at methods which can be used in teaching this issue and their brief characterization. I also made an attempt to confront the nowadays course books of Czech language for second and third class and other methodic publications from the standpoint of approaches to parts of speech and using language games. I was interested in pupils' and teachers' opinions on the topic in general and using language games in lessons of Czech language in particular. I chose to use the method of questionnaire.