

The goal of the diploma dissertation is to introduce a game with geometrical object as a probable part of lessons focused on teaching solid geometry. This activity is a possibility how, according to valid school standards, we can set up the view to geometrical world through manipulation with concrete objects build conception of perceiving solids and their parts. The thesis also summarises theory about methods of teaching, analyses experiments that were done with primary school children and describes phenomenon visible and obvious when adopting such activity to lessons.