

ABSTRACT

My diploma thesis on the Using board games in the Czech language lesson in primary school is divided into two parts. The first part deals with theoretical starting points based on experiential and constructivist pedagogy. It focuses on the game from several points of view - as a free activity and joy during life and as a didactic method in which pupils' education is realized, a class climate is formed and a board game is applied. Further there are described places where you can play board games outside the school environment. The second part is devoted to the production of my own board games and their subsequent use in the teaching of the Czech language in the fourth year of primary school. In conclusion, I reflect on their suitability for teaching, highlight their advantages, possible pitfalls and suitable variations and forms of gradation.

KEYWORDS

Game, board game, Czech language, experiential pedagogy, constructivist pedagogy, activation methods, pupil, teaching, primary school, own experience and enjoyment