

## **ANNOTATION**

The work will consist of two parts. The first will be theoretical and will reflect the elementary concepts - game, education, education process, the world and culture. The theoretical reflection will comprise a historical overview, philosophical analysis and comparison of various game conceptions. It will be the definition of historical, philosophical, sociological and anthropological perspective. The second part will be oriented practically. We will focus on using games in education as a teaching method. A mini-research executed among schoolmates, soon-to-be teachers, will be included. Using questionnaires we will try to find out the extent of using games in educational process.