

Title: Physics puzzles in extracurricular education

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Abstract:

Non-formal education is practically ongoing today. There is a growing demand for leisure activities that will not only offer entertainment as such, but also broaden the horizons of participants in various areas. In their free time, people look not only for rest, but also for new challenges and stimuli, on which they test their skills and ability to respond to new situations. These activities include, for example, escape games.

Escape games usually require skill, knowledge and logical thinking to succeed. The game created in this work is composed of physical puzzles. Except one, all puzzles are based on problems that primary school students already face in physics classes. Puzzles combine concepts that were voiced at school with practical examples. Participants can try out for themselves how things work and solve puzzles with the help of physics.

The work contains detailed instructions so that potential candidates know how to prepare the game. It also contains a brief physical explanation of the individual physical principles used in the individual puzzles. The game was tested on six groups. Based on testing, some parts of the game have been modified and other recommendations have been added for anyone who would like to use the game in the future.

Keywords: Escape game, physics puzzles, extracurricular education, physics