

This master thesis explores possibilities for computer support of mathematical education. In the beginning introduces the basic theory, especially the curriculum of mathematics for elementary schools and mathematical games. Then provides standards for the evaluation of educational web pages and evaluates the contemporary state of educational internet projects. As the output, the least used areas are identified and subject of the game is selected among them. The practical part describes educational game development in the Macromedia Flash environment. The conclusion brings final evaluation of the game and perspectives for the future progress.