

The thesis is about a didactic game in a teaching of history in second degree of basic school. The theoretical part describes a characteristic of game and a competition (basic concepts, a relationship among the concepts), the didactic game and its motivation role to education, procedure of putting the didactic game in education and an importance of didactic games in history education. Aims of the thesis was draw up a set of didactic games for all year-classes of history lessons in second degree of basic school, make up a questionnaire for didactic games and find out through the questionnaire how execution of didactic games works in education of history in basic schools. The aims were fulfilled. Through the use of questionnaire method I found out experience of teachers with putting the didactic games in education, frequency of use the didactic games and a ways of insertion. I created a set of didactic games which can be used not only teachers.