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Title: Options for the use of didactic games in lessons for adult German students

Summary:

Playing games, in the education of foreign languages with children, is the most common technique used. In this thesis we will deal with the use of this method for education of adults with regard to its specifics. After the idea specification of “the didactic game“ we classify the games and promote their education profitability,

The most extensive part of this thesis pays attention to specific games. I have analyzed: already created games, or on the basis of my own experience. I offer my own games based on various modifications of already created games.

After evaluation of surveys as well as analysis of textbooks files, I have reached the conclusion that playing games is a convenient method even in tuition of adult students. Furthermore I found out the fact that the frequency of playing games is not limited by the students’ age. Of course the type of game is in dependence on the level of the students.

Keywords: specifics of education for adults, the didactic method, social types of education, the game, the didactic game, the classification of games, the analysis of textbook files in terms of games, the project of my own created games

