

This thesis is of an experimental kind with the possible application to ordinary education. It deals with the implementation of graph theory into education. Using graph theory it presents briefly different sets of problems and particularly elaborates so-called equation-arrow graphs aimed at early graders. The core of the thesis is an experiment done with second graders. The experiment is described and analyzed. The main concern is given to solving strategies of pupils. The obtained results might be applied to education not only in grade 2.