

This dissertation presents research findings about educational game and didactic game. The aim of this dissertation is to explain the significance of didactic game in the education of primary school children, outline the meaning of didactic game and explain the objectives, roles and structures of didactic game as well as rules of its use in teaching. In the practical part of this dissertation I have attempted to describe a range of didactic games used in a primary school and identify the purpose and inspiration of their use by teachers. I have also attempted to explain how a use of games in teaching is perceived by children and how their reactions to the use of didactic game change from 1st year until their 5th year at school.