

ABSTRACT

The present diploma thesis with the title ‘The whole camp game as a means of gaining children knowledge and skills’ focuses on the elaboration of games as a completion in summer camps for children. It deals mainly with educational components and the acquisition of social behaviour conveyed by these games. The thesis is split into a theoretical and an empirical part.

The theoretical part is focused on the theory of whole camp games. It also deals with motivation, which is important for the ability to remember a fact. The games are presented as an inseparable part of the summer camps, last but not least affecting the pattern of learning.

The empirical part is divided into several chapters. The first chapter contains a description of whole camp game under the motto of ‘time machine’, which were realized in a summer camp in 2010, organized by the STROM P.B.m. association. The next chapter deals with the didactical testing and elaboration. This test has been given to the children on three occasions – during the summer camp, one month later, and six months later. The last chapter focuses on social skills and presents examples of games, which lead to an improvement of social skills.

The main goal of this thesis was to find out, whether it is possible to remember certain facts acquired during whole camp game.

KEY WORDS

Whole camp game

Remembering

Learning

Didactical test

Games

Social skills