

This thesis deals with didactic game in the first two grades of primary school with an emphasis on getting the feedback. The information processed in the theoretical part contains an analysis of childhood game from a psychological point of view, also relevant to the specifics of educational game, its preparation and subsequent teaching process. Furthermore it deals with principles involved in the feedback management and its benefits for pupils and for teacher. The practical part describes the actual situation of the educational game implementation during classwork in three different educational programs. It is supplemented by interviews with teachers and pupils and my own pedagogical action research.