

This work is focused on physical games, their use in physical education during the 2ⁿ degree in Grammar school in specified region. The first part of this work contains theoretical bases and a definition of the physical games, the period of adolescents and the motoric capabilities and skills.

The second part presents the tasks - results of the questionnaire, the process of bibliography on the subject, the process of a proposition for test battery and its tried in real. The part focused on research and the conclusion of this work are transformed into tables, that give us a real idea about the treated problem and the overview of an physical education, about the place of physical education and physical games in pedagogy at schools. For better visibility the tables are completed by graphs.

Key words

A Game, Playing games, motoric games, motoric learning, physical capability and skills, physical education, popularity of different type of sports, test battery, after-school activity.