

## **ABSTRACT**

The main aim of this diploma thesis is to make a contribution to discussion about suitability of using board games in education and to confirm that making use of board games is a valid didactical method used for teaching Czech language. Theoretical part is focused on play and game, making use of games in education, board games, their characteristics, categories, types and utilization in education. Following chapters explore advantages and disadvantages of using board games for teaching Czech which encounter Primary school teachers and contributions of games to development of key competences. Further in the work, an overview/summary of Czech language board games suitable for teaching Czech and available on the Czech market is stated. These games were evaluated according to beforehand set criteria. A collection of my own board games created for needs of Czech language Primary school teachers follows.