

Abstract

Playing games is an important part of every child's correct development and also for its psychical and physical - inner peace. From infant age the child learns about surrounding world and its place inside it using games. When child gets sick and hospitalization is necessary, it is often a new experience for the child and its family. To help the child to stand this difficult situation and reduce its stress and other possible negative effects, it can be very helpful if the surrounding environment provides enough game stimulus. These stimuluses can be provided not only by a close person, who is hospitalized with the child, but also by the representatives of different organization, nurses or teachers from school near chospital.

The bachelor thesis is dedicated to the need of play for children during their hospitalization. The research is focused on organizations, which help the hospitalized children fulfill this need. In the other parts of this thesis, the research focuses on the customization of school during sickness and how different methods of play are implemented into teaching.

Keywords: hospitalization, the need of play, hospitalized child, hospitalism, school near the hospital