

The bachelor's thesis Linocut in art education (contemporary printmaking) consists of three parts. In the theoretical part, I discuss the characteristics of graphics, with a special focus on a linocut. I describe in detail the history of linocut in Czechia and the world and, subsequently, its place in contemporary authors' work. Additionally, I have clarified the concept of the terms “game” and “bestiary”, that I use in the didactic and practical part. The goal of my work is to highlight the linocut and its technique as a convenient tool for art education classes. In the didactic part, I designed a series of lessons whose central theme is an imaginary animal. In the beginning, the students are motivated by the “Imaginary animal” game. Subsequently, they create a drawing proposal and then use it during the linocut creation itself. The bachelor's thesis is concluded by my own author's creation, which is based on the already mentioned game “Imaginary animal”.