

Annotation

Title of the thesis

Game as a means of developing mediation

Abstract in English

This diploma thesis focuses on the theme of game as a means of developing mediation. In the theoretical part it discusses the notion of mediation, its concept in *the Common European Framework of Reference for Languages* and its *Companion Volume*, the means and forms of mediation, the importance of mediation in foreign languages teaching. Major emphasis is placed on theme of mediation activities (mediation communication, mediating a text, mediating concepts). Moreover, the theoretical part concerns the issue of games, their definition from a didactic point of view and points to the mutual aspects of games and mediation. In the practical part, it focuses on analysis of specific games developing mediation. The games are classified according to what mediation activity they develop. For each game it is described minutely how it develops the given mediation activity. These games could be used as teaching materials for teachers or be an inspiration for their own formation. The diploma thesis opens new possibilities for diversifying the teaching of French language.

KEYWORDS

Mediation, game, FLE, French language, language teaching, competence