

## Abstract

**Title:** Collection of Climbing Wall Games for Children Aged 3-6

**Aim:** To create a collection of climbing games for preschool children based on literature and personal experience.

**Methods:** The collection of climbing games was developed based on personal experience with climbing games and review of French, English, and Czech literature (Baláš et al., 2008; Beroujon et al., 2001; *BMC School Activity Cards*, 2022; Vomáčko & Boštíková, 2003). Games were selected based on several key criteria. The primary criterion was suitability for children aged 3–6, including their ability to engage and appropriately develop children's skills in this age group. Additionally, consideration was given to the educational value of the games, such as the development of motor skills, teamwork, creativity, and problem-solving abilities. Another criterion was the flexibility to adjust difficulty levels to ensure games could be safely and easily implemented in various settings. Selected games were subsequently modified based on personal experience teaching preschool children climbing.

**Results:** A collection of 38 climbing games that are most suitable for children in the preschool age group.

**Conclusion:** This bachelor's thesis introduced a comprehensive collection of climbing wall games designed for children aged 3–6, which are not only fun but also safe and beneficial for the development of motor skills and overall coordination. The specific focus on this age group represents a key contribution of this work, providing parents, teachers, and instructors with a wide range of games for working with preschool children. The process of creating the collection, combined with a combination of theoretical knowledge from literature and practical experience, demonstrated that the resulting material is indeed usable in practice.

**Key words:** Climbing, physical activity, preschool age