

ABSTRACT:

This diploma thesis deals with the issue of the use of didactic games in mathematics lessons at the second stage of primary schools. It consists of two main parts, theoretical and practical. The theoretical part introduces the concepts of the game, didactic game, mathematical games. In more detail, it focuses on the modification of the board game Monopoly. The practical part is devoted to research, which finds out how the game affects the acquisition of mathematical knowledge by pupils. Pupils were tested twice from the selected curriculum – before and after the game. The research also states the attitude of teachers of mathematics of the second level of primary schools to the use of didactic games in teaching.

KEYWORDS:

Didactic game, mathematics, Monopoly Game.