

Abstract english

The diploma thesis deals with the creation and practical verification of an educational activation method based on the gamebook principle using the ground beetles (Carabidae) for the teaching of science lessons at lower secondary school. The theoretical part deals with the killing, preservation and preparation of dried beetle specimens needed for use in one of the gamebook tasks. The following part deals with the characteristics and definition of activation methods. The practical part contains theoretical and methodological instructions for the creation and evaluation of the individual tasks and the evaluation of the results, which were carried out in four classes of sixth graders - 6.A, 6.B and 6.C from the Kunratice Primary School and from the sixth grade of grammar school of Joachime Barrande Beroun. The practical part took place in two versions – a pilot and a final version. The main difference was in the adjustment of the amount of text and the substitution of numbers for symbols, which was based on the pupils' evaluation of the activity. Overall, 99 respondents participated in the gamebook resolution with an average score of 11.67 out of 12. The knowledge verification was conducted one month apart using a post-test. The classes that solved the pilot version of the gamebook had an average score of 5.16 and 6.06 out of 10 on the post-test. The remaining classes that solved the final version of the gamebook had an average score of 7.39 and 9.04 on the post-test.