

ABSTRACT

The main goal of the diploma thesis was to create a didactic game on the topic of the immune system that fulfils specific educational goals. The game is intended to serve as teaching material for the introductory lessons of immunity in the second year of secondary school.

The theoretical part is dedicated to the didactic game and its effectiveness, and it is also devoted to the teaching of the immune system in secondary schools. The practical part of the work is devoted to the creation of a didactic game focused on the topic of the immune system and a questionnaire that will enable the evaluation of the didactic goals of the game. The didactic game was used in practice in the teaching of biology at the gymnasium, and after playing it, the game participants filled out a questionnaire that verified the fulfilment of the didactic goals.

The analysis of the questionnaires showed an educational effect. The main result of the thesis is materials for the didactic game.