

Within the framework of this thesis, an original didactic game with a biological theme was created to strengthen the knowledge of elementary school pupils about basic ecological concepts and processes. The thesis includes a theoretical introduction to didactic games and their use in teaching biology. This is followed by a detailed description of the process of creating and testing the game, which was designed for a smaller number of players (3-6) in order to better control the game's progress and increase the level of player involvement. The game was tested on different groups of players in order to make the necessary adjustments and optimizations.