

Abstract

The presented thesis deals with the evaluation of the use of didactic games in geography teaching at primary schools, followed by the implementation of a didactic game for geography teaching at primary schools, which is pilot tested by primary school students.

For clarity, the thesis is divided into a theoretical and a practical part. The theoretical part is processed in the form of a research of professional publications and serves primarily to factually anchor concepts such as learning, learning methods, active teaching methods, games, and didactic games.

Within the practical part, a quantitative research study is conducted focusing on the assessment of the usability of didactic games in geography teaching at primary schools, specifically on the example of the capital city of Prague. As a method for gathering necessary information, a questionnaire survey was selected, which included both closed and open-ended questions. The practical part also includes the creation of an original didactic geography game that aims at the physical-geographical spheres of the Earth. The game is pilot tested by students of one 5th and two 6th grade primary school, and a final reflection is carried out using qualitative and quantitative methods.

Keywords: geography, activation methods, game, educational game, practical usability, primary school