

**Abstract:** The master's thesis deals with didactic games in teaching Czech for schoolchildren with a different mother tongue. The aim of the thesis is a set of didactic games which is divided to three parts: pronunciation, vocabulary and grammar. Firstly, the cognitive and language development of schoolchildren are characterised, primarily in relation to game. Afterwards, there are described game and its characteristics at schoolchildren. It is defined as a part of teaching methods and put into context of teaching foreign languages. The master's thesis theoretically deals with the situational syllabus which was created for the practical part. The games, which are introduced in the practical part of thesis, are adaptations of games intended for different school subjects. These games were pre-tested by group of schoolchildren, they were changed on the basis of teacher's feedback if needed and then made to methodical description.