

## **Keywords**

board games, game-based learning, grammar schools, teacher's guide, migration, Czech framework education programme, serious games, Syrious : Escape from Syria, refugees, educational games, instructional games, education, secondary schools

## **Abstract**

The master theses deals with the „Syrious : Escape from Syria“ board game and its usage in school classes. The theses literature-reviews the topic of games and especially educational or instructional use of the board games, emphasizing game-based learning and serious games and selecting and describing three specific educational board games as examples. The second half of the theoretical part of the thesis summarizes the topic of refugees and migration in the Czech Framework educational programmes for elementary, secondary and grammar schools, and also presents the most well-known teacher's guides for this topics. The fundamental part of the theses outlines the „Syrious : Escape from Syria“ board game by describing it and testing it in the classes of lower grammar school in the pilot study. Based on collected data the theses develops teacher's guide for using this board game and in the case studies it examines its use by three teachers in Geography class in grammar school, Czech language and Civics classes in secondary school and during the project day in secondary and so-called practical school. The data collected by this evaluation research should guide the authors of the „Syrious : Escape from Syria“ board game for its further development, publication and distribution to teachers and schools.