

Abstract

This thesis deals with the creation of larp-based educational games intended for the secondary school literary education. The aim was to introduce larp as a possible teaching method, anchored in the existing theoretical framework and the extension of its recognition. The theoretical part defines the position of literary education and educational games, explains the key term larp and describes the process of its creation. The focus of the thesis' practical part are five educational games ranging from 1 to 2 lessons and based in Czech literary works, are presented. The games are designed to encourage pupils to reading and for development of their reading literacy. The practical outcome of this thesis is a set of materials (methodological instructions for teachers and materials for pupils) necessary for the realization of these games in teaching of literature, which are contained in the annexes. In the end of the thesis, there are comments on individual games, which bring the characteristics of the game, outline the possibilities of its use in teaching and reflect on the process of creation and testing.