Saxon

PCE112101





Item no. PCE112101-0902

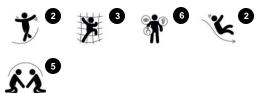
General Product Information

Dimensions LxWxH 560x416x230 cm

Age group 3+

Play capacity (users) 11

Colour options





Wow! The Saxon is a fantastic structure which has a variety of activities to encourage children to play longer and come back time and time again. The Saxon offers ample climbing and sliding space for active children. The varied climbing units train proprioception and crossbody coordination, which are fundamental for children's mathematical understanding. The

climbing net is an added challenge for moving upwards as well as across. The slides provide thrilling paths to return to the ground. As well as the climbing and sliding, there are plenty of opportunities for social play that will help children to build important social and emotional skills, and will motivate children to play for longer.

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224 cm

42.0 m²

15.2

0.44 m³

0.02 m³

85 cm

401 kg



Panels of 19mm EcoCore™. EcoCore™ is a highly durable, eco friendly material, which is not only recyclable after use, but also consists of a core produced from 100% recycled material.



The ELEMENTS roofs are made of recyclable PE with a minimum wall thickness of 5mm to ensure high durability in all climates around the world. The steel pipes are hot dip galvanised inside and outside for maximum durability.



Sails of commercial 95 high density PE knitted specially for sun-shade structures. The sails are treated with UV stabilizers to ensure a long lifetime. The sails are supported by a hot dip galvanised steel frame and tightened by stainless steel devices.



Anchoring options	In-ground	✓	
Warranty Information			
EcoCore HDPE	Life	Lifetime	
Post	10 years		
HPL decks	10 ye	10 years	
Sun shading sails	2 ye	ears	
Spare parts guaranteed	10 ye	ears	

Item no. PCE112101-0902 Installation Information

Max. fall height

(persons)

Safety surfacing area

Numbers of installers

Total installation time

Footing depth (standard)

Excavation volume

Concrete volume

Shipment weight



ELEMENTS decks are made of 17.8mm thick HPL supported by a unique designed aluminium frame with multiple attachment options by usage of aluminium connectors. The main posts are made of high quality pre-galvanised steel with powder coated top finish. Post tops are closed with caps of UV stabilised nylon (PA6).



The slides are available in either moulded PE in different colours or in full stainless steel AISI304 t= 2mm.



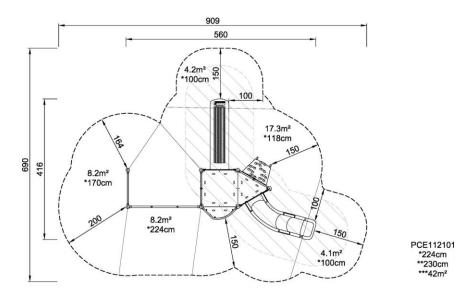
Steel activities are hot dip galvanised and optional with a powder coated top finish.

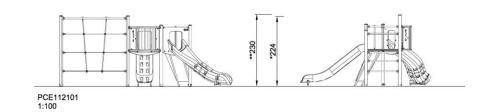




* Max fall height | ** Total height | *** Safety surfacing area

* Max fall height | ** Total height





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for younger children.

Physical: children develop cross-body coordination and muscle strength when climbing. The big meshes allow for climbing and crawling through, supporting

proprioception and spatial awareness. Social-Emotional: the big meshes allow for more children to sit together and talk.





Pipe ladder

Physical: cross-coordination and eyehand coordination are supported when children climb the ladder. The climbing also supports leg and arm muscles. Social-Emotional: social interaction when hanging out together, learning about turn taking and cooperation.

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PHYSICAL
Joy of movement:
motor skills, muscle, cardio
and bone density



SOCIAL-EMOTIONAL Joy of being together: teamwork, tolerance and sense of belonging



COGNITIVE
Joy of learning:
curiosity, understanding of causal
relationships and knowledge of the world



CREATIVE Joy of creating: co-creation and experimenting with materials



BALANCE

To balance is to stay upright when walking or standing on a surface that makes this challenging (e.g. a wobbly, inclined, or narrow surface).



HANG IN ARMS

To hang in arms is the act of carrying the body with the hands or arms, possibly to traverse to another platform or play item.



SENSORY

To sense is the act of taking in information with the sensory system: seeing, feeling, hearing or sensing with the body.



BOUNCE

To bounce is the act of bouncing on a responsive, flexible, elastic or tensile surface.



JUMP

To jump is the act of jumping up or down on a hard surface.



SLIDE

To slide is the act of moving fast downwards seated on a slide.



CLIMB

To climb is the act of moving upwards, crosscoordinating arms and legs, on a vertical or inclined surface or net.



PULL

To pull is the act of pulling an item towards you or you towards an item with one or both hands, or possibly using the entire body.



SOCIALIZE

To socialize is the act of meeting, communicating or cooperating in an activity that stimulates and facilitates social interaction.



CONSTRUCT

To construct is the act of creating new patterns, shifting items or materials to new positions or constructing with materials that can be transformed or manipulated.



PUSH

To push is the act of pushing an item away from you with one or both hands, possibly with the entire body.



SPIN

To spin involves a fast, repeated horizontal or vertical turn of the body on a piece of equipment that facilitates the movement.



CRAWL

To crawl is the movement of moving forwards or backwards, cross-coordinating arms and legs, on a horizontal or slightly inclined surface.



ROCK

To rock is the action of rocking back and forth, or sideways, on e.g. a piece of spring equipment.



WAY

To sway is the movement of swaying back and forth, or around, lying, seated or possibly standing, in a pendulant or circular movement, e.g. on a hammock or on a rope.



DRAMATIC PLAY

Dramatic play is motivated through play items that stage a frame, place or environment for acting out make believe or role play scenarios.



ROTATE

To rotate involves a vertical or horizontal slower paced turn of the body, facilitated by a piece of equipment.



SWING

To swing is the movement of swinging back and forth, or in circular movement, seated, standing or lying, in an unhindered arc.



GLIDE

To glide is the act of moving from one point to another without shifting the feet, in a horizontal or vertical movement, in a seated, lying or standing position, letting gravity do the work.



RULES PLAY

Rules play is motivated through play items that suggest games-with-rules, cooperation and team work, e.g. tic-tac-toe, timers or ball games.



WONDER

To wonder is motivated through play items that make children need and use their logical, abstract or creative thinking skills, as well as their memory.